



# PLAYTEST PACKET 05-2022

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# ABHARTACH

CR 13, PROF BONUS: +5

AV-HAR-TATCH

“There is a place in the parish of Errigal, called Slaghtaverty, but it ought to have been called Laghtaverty, the laght or sepulchral monument of the Abhartach. This dwarf was a magician, and a dreadful tyrant, and after having perpetrated great cruelties on the people he was at last vanquished and slain by a neighboring chieftain; some say by Fionn Mac Cumhail. He was buried in a standing posture, but the very next day he appeared in his old haunts, more cruel and vigorous than ever. And the chief slew him a second time and buried him as before, but again he escaped from the grave, and spread terror through the whole country. The chief then consulted a druid, and according to his directions, he slew the dwarf a third time, and buried him in the same place, with his head downwards; which subdued his magical power, so that he never again appeared on earth. The laght raised over the dwarf is still there, and you may hear the legend with much detail from the natives of the place, one of whom told it to me.”-- Patrick Weston Joyce's *The Origin and History of Irish Names of Places*

Despite being defeated thrice over, Abhartach is not permanently destroyed. He currently resides in the state he was left in by the chieftain, unable to rise on his own but building his resentment and anger with every passing dusk.

Abhartach was a dwarven magician who lived more than a hundred years prior. While greedy, selfish, and just a bit sociopathic, he was largely ignored until he began to gain power. No one knew exactly where his power was coming from or the secret pact he made with a lich to achieve said power. Shortly after gaining this power, he began to bully local officials and neighbors alike for no reason other than his sadistic desires.

Eventually, he gained enough power to subjugate those around him, waylaying travelers, hoarding their valuables, and drinking their blood to the point where he could no longer be ignored by neighboring clans. Unbeknown to all, his undead patron had bestowed upon him the curse of vampirism.

## BEHAVIOR

Abhartach is greedy, sadistic, and vicious. Due to his previous defeats, he is also extremely paranoid and goes to extremes to protect himself from being defeated a fourth time, which may include begging and promises if he feels cornered. Abhartach has a weakness for magical experimentation and is drawn to any unknown magical item or rumor as his curiosity often overtakes his sense of caution.



## QUIRKS

Abhartach has a short attention span and is often distracted by something highly magical or valuable. He also has a strange fascination with suede and soft leather, and all his clothing and upholstery is made from this material.

## HABITAT

Abhartach's grave is known as "Slaghtaverty Domen," locally referred to as "The Giant's Grave." You can place him in the most convenient locations for your campaign, renaming the locations and towns to fit those you would like. Like most vampires, he has a deep underground lair where his coffin resides, incorporating several escape paths too narrow for any creature to pass through. Above his underground lair is a large, fortified tower filled with his servants and allies to protect him during the day.

## LAIR ACTIONS

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

- An **insect swarm** or **swarm of rats** burst forth from a hole or crevice.
- A wave of necrotic energy issues forth in a 50 ft. radius of Abhartach. All creatures within this area of effect cannot take reactions until the end of their next turn.
- A 10 ft. section of wall or ceiling comes crashing down. All within this area must succeed on a DC 15 Dexterity saving throw or suffer 11 (2d10) bludgeoning damage.

## LORE & RUMORS

### Background Irish folklore

DC, History	Rumor
5	A local hill is rumored to be haunted
10	A cairn up near the old Hawthorne tree reeks of evil. No creature will come near it, and neither grass nor weed has taken root around it.
15	An old dwarven wizard was buried after he went mad, his magical knowledge was buried with him
20	The dwarven wizard Abhartach was buried yet kept rising from the dead until the third time when he was buried face down.

## ABHARTACH (EXPERT)

Medium undead, lawful evil

Prof Bonus: +5

**Armor Class** 16 (natural armor)

**Hit Points** 144 (17d8 + 68)

**Speed** 35 ft.

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

**Saving Throws** Dex +9, Wis +7, Cha +9

**Skills** Perception +7, Stealth +9

**Damage Resistances** necrotic, bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** blindsight 10 ft., darkvision 120 ft., passive Perception 17

**Languages** Common, Dwarvish, Undercommon, telepathy 30 ft.

**Challenge** 13 (10,000 XP)

**Legendary Resistance.** (3/Day). If Abhartach fails a saving throw, he can choose to succeed instead.

**Misty Escape.** When Abhartach drops to 0 hit points outside its resting place, Abhartach transforms into a cloud of mist instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While Abhartach has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his resting place within 2 hours or be destroyed. Once in his resting place, Abhartach reverts to his vampire form. Abhartach is then *paralyzed* until he regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, he regains 1 hit point.

**Telepathy.** Abhartach has telepathy out to a range of 60 ft.

**Lethargic Aura.** Creatures starting their turn within 10 ft. of Abhartach will only be able to take one of the following during their turn: action, bonus action, or movement.

## ACTIONS

**Multi-attack.** Abhartach makes three melee attacks, only one of which can be a bite.

**Bite.** Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is *grappled* by the vampire, *incapacitated*, or *restrained*. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum

is reduced by an amount equal to the necrotic damage taken, and Abhartach regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Abhartach's control.

**Unarmed Strike.** Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage. Instead of dealing damage, Abhartach can grapple the target (escape DC 18).

**Necrotic Tentacles.** Dark tendrils of energy writhe forth from Abhartach in a 10 ft. radius. Any creature in this area of effect must succeed on a DC 18 Wisdom saving throw or suffer 28 (8d6) points of necrotic damage and be unable to take reactions until the end of Abhartach's next turn.

**Spellcasting, Darkness (Lvl 2, 3 times per day).** Abhartach creates an area of inky black magical darkness in a 20 ft. radius up to a range of 100 ft. This darkness obscures all vision except tremorsense and blindsense. Abhartach is immune to this darkness.

**Spellcasting, Fade Step (Lvl 2, 3 times per day).** Abhartach can take a bonus action to fade into smoke, instantly reappearing up to 30 ft. away in an unoccupied space.

**Shapechanger.** The Abhartach can use his action to polymorph into a bat, or back into his true form. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

## LEGENDARY ACTIONS

Abhartach 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. Abhartach regains spent legendary actions at the start of its turn.

**Unarmed Strike.** Abhartach makes one unarmed strike.

**Move.** Abhartach moves up to his movement rate.

**Bite (takes 2 actions).** Abhartach makes one bite attack.

**Misty Evasion (Costs 2 Actions).** As a reaction to taking damage from a physical or spell attack, Abhartach shifts into a misty form, reducing damage taken by that attack by half.



## INCORPORATION

There are two likely ways to incorporate Abhartach into your campaign: still entombed in his cairn or previously emerged from his cairn and is hunting the local area to rebuild his strength.

Abhartach is powerless to emerge into the world if still entombed in his cairn but still has some power left. He has weak telepathy, allowing him to communicate with any creature within 30 ft. of the Hawthorne tree in a proficient language. He hopes that rumors of his magical knowledge lures in would-be grave robbers. This telepathy is weak—simple intrusions and whispers into the mind of the targeted creature. Abhartach is desperate and is willing to make deals and give promises—even if he can't fulfill them—to anyone who frees him. Freeing him is as simple as removing the stones and changing the orientation of his body to no longer be upside down. Once this is achieved, he is still in a weakened state but can turn into a mist and disappear into the darkness.

If the cairn is approached during the day, Abhartach does his best to convince the creatures to return at nighttime, as the sun surely destroys him. It is suggested that if you incorporate Abhartach into your campaign, you do so at night and not when he can so easily be eliminated.

Abhartach only has 1 HP in his initial weakened state and does not have any of his abilities outside of telepathy and turning into a mist. He needs to feed before regaining his other abilities and recover his hit points.

If you choose the second option and Abhartach has previously escaped, a good time to place him into your campaign is when he is just beginning to recover his power and influence. He has his normal stats and has found some dark and deserted cave or cellar in which to make his home while he creates other vampire spawn and exerts his influence. The PCs begin hearing rumors of this new threat.

Alternatively, you can have him escape and have already completed his recovery and take over the local region. If so, he most likely lives in a fortified tower, protected by vampire spawn and other familiars.

# ADAR LLWCH GWIN

A-DAR HLUTH GWEEEN

Cousins to the griffin, these large creatures have the body of a lion or other great cat and the head and wings of a giant eagle. Fur and feather colors typically range from reddish-brown to deep iridescent purple.



## BEHAVIOR

These creatures are more intelligent than their cousins but are driven by the same primal needs to hunt and protect their pride. In fact, they understand common, and once befriended or trained, they are fiercely loyal to their master or fellow members of their group (pride), following all commands without question.

In combat, these creatures prefer to attack from above, swooping down to grab the smaller targets, carrying them off to eat later, or ascend high in the sky to drop them.

## ADAR LLWCH GWIN (WARRIOR)

*Large monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	8 (-1)	13 (+1)	8 (-1)

**Saving Throws** Str +6

**Skills** Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Common

**Challenge** 4 (1,100 XP)

**Keen Sight.** The Adar Llwhch Gwin has advantage on Wisdom (Perception) checks that rely on sight.

**Dive.** If the Adar Llwhch Gwin moves at least 20 ft. flying straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Adar Llwhch Gwin can make a beak attack against it as a bonus action.

### ACTIONS

**Multiattack.** The Adar Llwhch Gwin makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.  
*Hit:* 11 (1d12 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.  
*Hit:* 15 (3d6 + 4) slashing damage.

### REACTIONS

**Wing Buffet (Once per day).** If the Adar Llwhch Gwin is attacked by a melee attack, it may spend a reaction to create a gust of wind and dust, imposing disadvantage on all melee attack rolls against it until the start of its next turn.

CR 4, PROF BONUS: +2



## QUIRKS

Adar Llwhch Gwin, when not engaged in hunting or fighting, spends almost all their time either napping or preening their feathers. They do crave raw flesh but have a particular desire for bone marrow.

## HABITAT

These creatures make their nests high on mountain cliffs that offer an excellent view for miles around in their natural habitat. They live in small prides of 5-10 creatures, with their nests nearly inaccessible by any normal or mundane means. They do not willingly be in the company of griffons, as they feel they are superior to their cousins.

Their eggs are highly sought after, as hatchlings can begin training to become mounts or gifts for important or celebrated figures. An egg can fetch nearly 5000gp on the open market in the larger cities where such a demand exists.

## INCORPORATION

- An Adar Llwhch Gwin has been placed as a guard for a treasure or area.
- The PCs are attacked by a hunting Adar Llwhch Gwin.
- The party is in search of a nest to collect eggs.
- The party comes across a nest of eggs or hatchlings, the mother having been slain by another monster.

## LORE & RUMORS

**Background** Welsh mythology

DC, Nature	Rumor
5	These creatures love the taste of human flesh (partially true, they like all flesh equally).
10	Eggs from the Adar Llwhch Gwin can sell for a pretty penny on the open market, but their natural lairs are high in remote mountain cliffs.
15	These creatures can be trained as loyal companions.
20	Adar Llwhch Gwin can understand every language, but no one knows why or how (partially true, they understand the local dialect).

# AETERNAE

CR 1/2, PROF BONUS: +2

EE-TERN-EE

The aeternae are a species of humanoids standing nearly 5 ft. tall, dressed in earth-toned rudimentary clothing, and having long thick arms. Their most identifying feature is the large saw-toothed bony protrusion from their foreheads. They move quickly, using their arms as forelimbs, much like a gorilla uses its arms to travel.

## BEHAVIOR

Aeternae are high superstitious and often make minor gestures or chants to ward off evil. Their clans vary in culture and motivations as much as any semi-intelligent humanoid clan would be.

In combat, they prefer to charge in waves, lowering their horns to impale targets, then retreat while the second wave charges in. Any powerful display of magic forces them to succeed on a DC 12 Wisdom saving throw or flee unless they are accompanied by a chieftain/chieftess.

## QUIRKS

If exposed to flashy magic (lots of light, explosions, or area of effect visuals), the aeternae must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. These creatures are highly artistic for their intelligence, crafting jewelry out of brightly colored stones, gems, and other materials, which they adorn their horns.



## HABITAT

Aeternae clans can be found nearly everywhere in most hospitable climates, although they do prefer arid mountains or deep forests away from more advanced civilizations.

## LORE & RUMORS

**Background** Macedonia (Alexander the Great)

DC History	Rumor
10	Aeternae charge their prey, attempting to impale them upon their horns.
12	Aeternae live in large clans of more than 100 creatures, led by a chieftain/chieftess.
15	Aeternae are highly superstitious and afraid of flashing magic.

## INCORPORATION

- The party travels through mountainous terrain or deep woodlands and is ambushed by a group of aeternae.
- A clan of aeternae reside in a mountainous area rich with valuable ore, and the local ruler wants them out.
- The surviving clan of aeternae have moved into another region after being driven out by monsters.
- An alchemist believes the horn of an aeternae contains magical properties.

### AETERNAE (WARRIOR)

Medium humanoid, any alignment

**Armor Class** 13 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	7 (-2)

**Skills** Acrobatics +3

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aeternae

**Challenge** 1/2 (100 XP)

**Tumble.** If the aeternae takes the charge action, they can tumble and extend their movement rate by 10 feet.

### ACTIONS

**Charge.** If the Aeternae moves at least 20 ft. in a straight line during its turn and takes the attack action, damage on a successful horn attack will be doubled.

**Horn.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 9 (1d12 + 3) slashing damage.



## AETERNÆ, BRUTE

## AETERNÆ, HUNTER

### AETERNÆ VARIANT, BRUTE

*Medium humanoid, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

**Skills** Acrobatics +3, Athletics +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aeternae

**Challenge** 2 (450 XP)

**Brute.** A natural weapon attack deals one extra die of its damage when the brute hits with it (included in the attack).

**Tumble.** If the aeternae takes the charge action, they can tumble and extend their movement rate by 10 feet.

#### ACTIONS

**Charge.** If the Aeternae moves at least 20 ft. in a straight line during its turn and takes the attack action, damage on a successful horn attack will be doubled.

**Horn. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) slashing damage.

### AETERNÆ VARIANT, HUNTER

*Medium humanoid, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

**Skills** Acrobatics +3, Stealth +4

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aeternae

**Challenge** 1 (200 XP)

**Surprise Attack.** If the hunter surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

**Tumble.** If the aeternae takes the charge action, they can tumble and extend their movement rate by 10 feet.

#### ACTIONS

**Charge.** If the Aeternae moves at least 20 ft. in a straight line during its turn and takes the attack action, damage on a successful horn attack will be doubled.

**Horn. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

**Javelin. Melee or Ranged Weapon Attack:** +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

# AFANC

CR 1, PROF BONUS: +2

A-VANJK

The afanc can best be described as a cross between a beaver and a crocodile. Waterproof fur and scaly skin patches cover its body, with an elongated snout lined with jagged teeth. The broad flat tail propels its lumbering form through the water.

## BEHAVIOR

Afanc are primal hunters with great patience, much like their crocodile cousins. They remain stealthy until a creature comes within 5 ft. of it, at which point it launches forward in attack, in hopes of grappling the creature and bringing it back into the water to drown.

## HABITAT

Most temperate or hot climates with a body of water can be home to an afanc.



## LORE & RUMORS

**Background** Welsh mythology

DC, Nature	Rumor
5	Livestock has been disappearing at a nearby lake. The only clues are large webbed footprints and something being dragged (?) behind it.
10	A mysterious creature lives in a nearby lake, preying on anything that enters the water.
15	A water demon lies in wait in a nearby lake, and any creature that comes near the water is attacked by surprise.
20	The afanc rarely hunts on land but remains hidden in the water with just its eyes and nostrils above water. A bright light at night reflects an eerie orange color back towards the light holder.

## AFANC (WARRIOR)

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 32 (5d10 + 5)

**Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

**Skills** Stealth +4

**Senses** passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

**Hold Breath.** The Afanc can hold its breath for 15 minutes.

**Musk Spray (Once per day).** If the afanc is reduced to fewer than half of its maximum hit points, it emits a cloud of musk in a 5 ft. radius. Any creature within this area must succeed on a DC 10 Constitution saving throw or be poisoned until the start of the afanc's next turn.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target is *grappled* (escape DC 12) if it is medium sized or smaller. Until this grapple ends, the target is restrained, and the Afanc can't bite another target.

**Death Roll.** If the Afanc is grappling a target at the start of its turn, it can perform a death roll. The grappled creature will automatically suffer 9 (2d6+2) piercing damage and must succeed on a DC 10 Strength saving throw or be prone and stunned until the end of its next turn.

## TREASURE

Leather armor made from the hide of an afanc grants resistance to poison damage.

## INCORPORATION

- A townsfolk member went missing by a nearby lake.
- An exotic hunter wants the hide of an afanc, and pays handsomely for it.
- An afanc has been captured and is being used as a guard in a moat or other appropriate location.



# ALKONOST

OWL-KO-NAHST

The alkonost is a large human-sized, brightly colored bird with the head of a beautiful woman. Contrasted to the disheveled and monstrous harpy, these creatures carry themselves with a sense of regalia and adorn their heads and feet with jewels.

## BEHAVIOR

The alkonost is not a violent creature and avoids conflict if possible. During the fall seasons, she flies to an orchard, take roost in a tree in the afternoon hours, and sing her song. After she has finished with the last rays of the sun, the fruit from the tree heals any disease or poisoned condition. The fruit only remains potent until the next morning.

## QUIRKS

The alkonost knows the power of its song, and if approached with a bribe of jewelry, avoids singing unless threatened.

## HABITAT

The alkonost live in the underworld. They appear on the prime material plane in the late afternoon, and as the sun finally sets, they fade back into the underworld.

## LORE & RUMORS

**Background** Slavic folklore

DC Arcana	Rumor
5	Someone visits the orchards at night, singing a song of melancholy.
10	Anyone who hears the song of the alkonost forgets who they are.
15	The fruit from the tree the alkonost perches when she sings her song have healing properties.
20	The alkonost lays her eggs in the sand, and rolls them into the ocean. When you see a thunderstorm on the sea, it's a sign the eggs are hatching.

CR 1, PROF BONUS: +2



## ALKONOST (CASTER)

Medium monstrosity, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 31 (7d8)

**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	9 (-1)	10 (+0)	16 (+3)

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

## ACTIONS

**Multiattack.** The alkonost makes two claw attacks.

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

**Song of Forgetfulness.** The alkonost sings a magical melody. Every humanoid and giant within 300 ft. of the alkonost that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The alkonost must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the alkonost is incapacitated.

While charmed by the alkonost, a target is incapacitated and loses all memory of everything they experienced up to that moment. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it and the creature is no longer charmed. However, all memories will remain lost until a *restoration* or *wish* spell is cast to recover them.

A target that successfully saves is immune to this alkonost's song for the next 24 hours.

## INCORPORATION

- The party hears the sad melody of the alkonost in a distant orchard.
- The party has been tasked to find an alkonost and to retrieve some of the magical fruit to heal a cherished village member.

# ALP

CR 1/4, PROF BONUS: +2

AL-P

Alps are 2-3 ft tall, emaciated humanoids with imp-like features. Leathery skin stretches taut over elongated and bony limbs, ending in yellowish claws. All alps wear a cap known as a Tarnkappe.



## BEHAVIOR

Alps literally live off suffering and pain and do anything to inflict that upon others. They are highly protective of their caps, and if one is lost or stolen, they make every desperate attempt to get it back.

They prefer to stay hidden in dark places out of sight while they prey on the dreams of others, often using their shapechanging ability to remain undetected.

## QUIRKS

Alps are incredibly paranoid about losing their hats and thus try to avoid doing anything that may end with that result, including extreme measures such as refusing to ever bend over or make spinning movements.

## HABITAT

No one knows precisely where alps come from, as all encountered alps are found hiding in dark areas, such as cellars, dungeons, caves, or the hollow of burned-out trees. One can only guess that they breed and give birth in such locations.

## LORE & RUMORS

**Background** German folklore

DC Religion	Rumor
10	Someone wracked by nightmares worse than normal may be haunted by an alp.
15	Alps always stay hidden in dark areas where people don't venture but have the power over dreams.
20	The alp gets its power from its cap. Remove the cap, and the alp is rendered harmless. Each alp can only have one cap in its lifetime.

## INCORPORATION

Alps should rarely be discovered straight away. Instead, clues to their malevolence should be revealed piece by piece. A PC might have nightmares as an alp follows them on their journey. Or perhaps a villager is plagued by nightmares, and the party must track down the cause.

### ALP (EXPERT)

*Small fey, chaotic evil*

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

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

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

**Shapechange.** Once per day, the alp can change into the form of a rat, pig, butterfly, dog, cat, or snake. This shapechange will last until the alp dismisses it or if they are incapacitated, or if they are reduced to 0 or fewer hit points.

### ACTIONS

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

**Nightmare.** The alp can use its magical Tarnkappe (hat) to cause a sleeping target to have fitful nightmares. This power takes an action, and has a range of up to 60 ft. If the target sleeping creatures fails a DC 11 Wisdom saving throw, they will suffer horrible nightmares. Upon waking, that creature will suffer one level of exhaustion.

# ALVITA

AL-VI-TAH

Alvita often appear as beautiful young women or androgynous humans, dressed in flowing gossamer clothing.

## BEHAVIOR

Alvita can be of any alignment, but most are reclusive and avoid humanoid contact. They prefer the company of avian wildlife to that of people. When encountered, they carry themselves very regally and with the air of someone introspective and a bit aloof. If attacked, they do what they can to avoid combat and disappear into hiding. They may try to recruit other creatures to gain revenge if they feel attacked unfairly.

## QUIRKS

An Alvita is often distracted by fresh bread.

## HABITAT

Alvita make their homes near any body of water, such as a lake or pond far away from any humanoid settlements.

## LORE & RUMORS

**Background** Irish mythology

DC Arcana	Rumor
15	The Alvita is recognized as a type of fey creature.
20	Alvita have a magical swan feather that allows them to transform into a swan.

## INCORPORATION

- The PCs discovered an alvita cabin while seeking sanctuary at a lake.
- The alvita has the knowledge to proceed with an essential quest item.

CR 1/4, PROF BONUS: +2



### ALVITA (CASTER)

Medium humanoid, any alignment

**Armor Class** 12 (natural armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (-0)	14 (+2)	14 (+2)

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 1/4 (50 XP)

### ACTIONS

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

**Swan Shape.** The Alvita invokes their magical swan feather to transform into a great white swan. This transformation will last until the alvita becomes incapacitated, reaches 0 hp, or ends the effect.

**Spellcasting, Druidcraft Cantrip.** The alvita has the ability to cast the druidcraft cantrip.

**Spellcasting, Nature's Wrath Cantrip.** *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 6 (1d8 + 2) radiant damage.

**Spellcasting, Nurturing Touch (Lvl 1, 3 times per day).** The alvita touches a target to heal them up to 6 (1d8+2) points of damage.

**Spellcasting, Sanctuary (Lvl 2, 1 time per day).** The alvita surrounds itself with shimmering aura. Any creature engaging in a hostile act towards the alvita must succeed on a DC 12 Wisdom saving throw or will not be able to engage in the hostile act. This lasts for 1 minute.

# ANDVARI

AND-VA-RI

At first glance, the andvari is mistaken for any other dwarf. They stand roughly 4ft tall and have the tell-tell beards famous to most dwarves. However, they are actually fey and are only distant cousins to dwarves. Most andvari prefer to dress in loose tunics with no footwear and adorn their beards with decorative braids. Close inspection reveals that their skin has a slight sheen, and water seems to roll off them. Their eyes are rounder than most humanoid, almost with a slight bulging appearance.

## BEHAVIOR

Most andvari are peaceful and prefer to live alone with the company of their aquatic friends. They like peace and quiet and love to go on long swims, bulleting through the water as fast as possible, often engaging in playful races with other aquatic creatures.

If an andvari is threatened with combat, it does what it can to take to the water to either avoid the fight or gain the advantage, often leveraging aquatic allies to assist them.

## QUIRKS

Andvari are vegetarians, except for insects. They are repulsed and shocked at anyone who kills and eats a fish.

## LORE & RUMORS

**Background** Norse mythology. Originally a dwarf with a magic ring (**Andvaranaut**) that allowed him to detect gold. He tried to escape Loki by changing into a fish, but Loki was able to catch him and take his wealth and the ring. Andvari cursed the ring as Loki departed.

DC Religion	Rumor
10	There's a reclusive dwarf who spends their entire day just swimming up by the lake. Their eyes have an unsettling appearance to them.
15	Andvari are just at home in the water as they are in land, and can swim exceptionally fast.
20	The andvari can change its shape into a fish when entering the water.

CR 2, PROF BONUS: +2

## ANDVARI (CASTER)

*Medium fey, typically any good or neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft., swim 30f.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

**Skills** Nature +3, Perception +4

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

**Senses** passive Perception 14

**Languages** Druidic plus any two languages

**Challenge** 2 (450 XP)

**Speak With Plants and Beasts.** The Andvari can communicate with beasts and plants as if they shared a language.

## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with shillelagh or if wielded with two hands.

**Fish Shape.** As an action, the Andvari can change their shape to that of any small or medium-sized fish. The Andvari can remain in this shape until incapacitated, reaches 0 hp, or they willfully end the form. The swim speed listed is for when they are in the fish form.

## HABITAT

Due to their abilities, andvari only are found near a large body of water or river. Beyond that, they can be found in almost any climate, and the form of the fish they change into matches that of the local wildlife of that region. An andvari from a temperate climate might change into a trout, while an andvari from a tropical climate may change into a parrotfish.

## TREASURE

Each andvari keeps a cherished ring they call "**Andvaranaut.**" This ring requires attunement. By spending an action, the wearer can detect precious metals within 30 ft.

## INCORPORATION

- An andvari is seeking help because their lake is polluted by an evil source.
- A plot item/treasure is lost at the bottom of a lake, and the andvari could help retrieve it.
- Dam builders are being sabotaged, and it's the work of an andvari that is responsible.

# AOS SI

EES SHEE

These small fairies range in size between a few inches to two feet tall humanoids, often dressed in woodland-themed attire, incorporating leaves, leathers, flowers, and other materials into their clothing. Most have gossamer wings in varying hues and patterns, much in the same way as a butterfly. Skin tones range nearly across the entire color gamut, from pale to dusky, and even muted shades of purple or yellow. They are known by many other names depending on region, such as Anjana, Tylwyth Teg, daoine sith, or the Tuatha Dé Danann.

CR 1/4, PROF BONUS: +2



## BEHAVIOR

While mischievous, the AOS Si are generally benevolent yet temperamental and belong to the Seelie Court. They have a great interest in the world of the larger folk (most humanoids) and like to spy and play harmless tricks on them.

In every case, they seldom reveal themselves. Most times, when an AOS Si is encountered, it's when someone stumbles upon them engaged in dancing and singing in the middle of the night from a wooded grove. As soon as they are discovered, they turn invisible and flee to their underground homes.

If AOS Si are forced into combat, they prefer hit-and-run guerrilla tactics using magic to aid them and are known to recruit and work with various **fey** and **beast** allies.

If treated well or if they feel the people they are observing are good people, they assist with various tasks. This includes but is not limited to:

- General cleaning of a house or barn
- Harvesting some of the crops and leaving them in an organized pile for the owner
- Stand watch at night, so the party can rest
- Provide guidance by leaving trail marks through dangerous terrain

## LORE & RUMORS

**Background** Irish mythology, but near-identical creatures exist in folklore of many regions and cultures.

DC, History	Rumor
5	Leaving out trinkets or food overnight, and one may find their barn cleaned in the morning or their horses brushed.
8	Vines and string has been strewn across many of the common footpaths, which is the work of the AOS Si.
10	The fair folk live in mounds, and offending them results in bad luck.
15	AOS Si can turn invisible and play tricks on people. They are the most common of the fey.
20	The AOS Si originally came from the land of the dead and have their forts deep underground, often near burial mounds.

### AOS SI (CASTER)

*Small or tiny fey, any other than evil*

**Armor Class** 15 (leather armor)

**Hit Points** 7 (2d6)

**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

**Skills** Perception +3, Stealth +8

**Condition Immunities** charmed

**Senses** passive Perception 13

**Languages** Common, Elvish, Sylvan

**Challenge** 1/4 (50 XP)

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

*Hit:* 1 slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 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 AOS Si magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the AOS Si wears or carries is invisible with it.

**Spellcasting, Glimmering Lights Cantrip.** The AOS Si creates a series of colorful motes of light to appear in a 5 ft. radius up to 50 ft. away. These lights may move about at a rate of 10 ft. by spending a bonus action, and will last for up to 1 minute.



## QUIRKS

Aeos Si tend to talk fast. They have a love of fun, specifically pranks, dancing, and singing. For the more stoic races, they might find the Aeos Si to be flighty and not to be taken seriously. They often find themselves distracted by a shiny new thing that suddenly gets their attention. If offended, their happy demeanor becomes dour immediately.

## HABITAT

Aeos Si make their homes and forts deep underground where most humanoid would never find them. Some clans number more than a thousand fairies. They also make their homes in old burial mounds if their clan size numbers only a dozen or so.

## INCORPORATION

- The PC or Party sleeps near a mound and wakes, finding themselves tied to the ground.
- The party is engaged in combat with an evil species and is assisted by a local Aeos Si scouting party.
- A war is brewing with the Unseelie Court, and the party is approached because the Seelie queen wants an audience.
- The party comes across a trapped Aeos SI who needs their help.



# ARALEZ

CR 1/4, PROF BONUS: +2

AIR-UH-LEZ

The Aralez (plural: aralezner) are majestic dogs with eagle-like wings. They come in many variations of canine, from wolves to village dogs, matching the local canine representation of that region. All aralezner have intelligence in their eyes that belies their bestial nature.

## BEHAVIOR

Aralezner, for the most part, avoid the dealings of mortals and mankind. They often watch battles from high in the sky, invisible, to view the bravery of the combatants before them. If properly appeased, if they value a person worthy, they may descend and lick the wounds of the dead, bringing them back to life.

If they find themselves in combat, they rely on pack tactics common to most canines, and if going badly, they take to the sky, often never to be seen again. For this reason, most people, regardless of which side of the battle they are on, view harming an aralez as a grave offense.

## QUIRKS

The aralezner often play games of chase within the clouds. Anyone on the ground would hear the sounds of dogs at play but would never be able to locate the source.

## HABITAT

People think that aralezner live in the clouds, but they actually live in dens atop high mountains inaccessible to people.

## LORE & RUMORS

**Background** Armenian mythology

DC, Religion	Rumor
5	If you hear the sounds of dogs playing before a battle, that is a good omen if you fight bravely.
10	The winged dogs live in the sky, out of the reach of man.
15	If you place a loved one high up on a burial tower, there is a chance an aralez arrives and brings them back to life.



## ARALEZ (EXPERT)

Medium fey, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 77 (14d8 + 14)

**Speed** 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	10 (-0)	13 (+1)	14 (+1)

**Skills** Perception +3, Stealth +6

**Senses** passive Perception 13

**Languages** understands Common and Sylvan but can't speak it  
**Challenge** 3 (700 XP)

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

**Raise Dead.** Once per day, the aralezner can lick the wounds of a recently deceased (within the past 24 hours), and that person will be risen from the dead with 1 hit point.

## ACTIONS

**Multi-attack.** The aralezner makes two bite attacks.

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

**Invisibility.** The aralezner can spend an action to turn itself *invisible* once per day. This lasts until the aralezner attacks, casts a spell, or ends the invisibility.

## INCORPORATION

- An aralez is a trusted companion to a great warrior from the Seelie court.
- After a battle in which a brave and righteous warrior has fallen, they are visited by an aralez that brings them back to life.
- A wealthy merchant will pay greatly for an aralez cub.



# ARION

CR 2, PROF BONUS: +2

AIR-EE-UHN

Arion are majestic jet-black horses, said to be bred by the gods to fill a divine purpose. They are slightly larger than a typical riding horse, almost as tall as a draft horse, but with the sleek body of a racehorse.

## BEHAVIOR

Arion are extremely rare and are difficult to catch and break due to their speed. They are suspicious of all humanoids, but if one manages to tame an arion, they are the most loyal beasts. These are formidable and savage fighters in combat, using rear hoof strikes and bites to attack opponents.

## QUIRKS

Arion seem to be fascinated by constellations on a clear night. They often stop what they are doing just to stare up at the night sky. Some think this is because they were created for a divine purpose, as gods often take the form of constellations.

## HABITAT

Arion live in small herds led by an alpha male or female in remote plains locations.

## LORE & RUMORS

**Background** Greek mythology

DC, History	Rumor
15	This is not a normal horse but an arion and thus is worth a fortune to the right equestrian.
20	Any arion that allows you to ride it means you have been blessed by divinity.

## INCORPORATION

- The party is tasked with capturing an Arion and bringing it back to a local lord or lady.
- An arion is in desperate need of rescue and may become loyal to the PC who cares for it.
- An arion (or herd) has been captured, and the PCs are tasked with freeing them.



### ARION (WARRIOR)

Large celestial, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 70 ft.

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

**Senses** passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

**Trampling Charge.** If the arion moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the arion can make another attack with its hooves against it as a bonus action.

### ACTIONS

**Multi-attack.** The arion make two hoof attacks each turn.

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

### LEGENDARY ACTIONS

The arion 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 arion regains spent legendary actions at the start of its turn.

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

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

**Dash.** Arion can move up to its movement rate.



# ARRAGOUSSET



AH-HA-GOO-ZAE

Standing roughly 5 ft. tall, these humanoids have aquatic traits, including large purple gills and webbed hands and feet. Their skin hue ranges from blue to green, and their hair appears to be seaweed in nature. Large saucer eyes, the lack of a nose, and a wide mouth give them a striking fish-like appearance.

## BEHAVIOR

Arragousets are typically malevolent creatures, following the commands of their leaders out of fear of reprisal. They take great pleasure in raiding coastal villages, slaughtering all men, and taking the women for their brides. They do not use tactics or military planning, relying on brute force and benefiting from the chaos they create.

## QUIRKS

Arragousets are highly jealous of each other, and any finery, jewelry, or equipment another may have. They constantly bicker, and fights break out often between them.

## HABITAT

Arragousets live in underwater communities ranging from a few dozen to well over a hundred creatures. Larger communities have structures, religious icons and buildings, and everything you'd expect from a cultural community.

An Arragouset raid often results in many enslaved people. Since surface-dwelling creatures don't typically breathe water, the arragousets turn the raided village or town into a colonized settlement for their own clan. Several arragouset remain behind to enforce order, but those are often assigned in rotational duties.

## LORE & RUMORS

**Background** French folklore

DC, History	Rumors
15	Arragousets are evil fey creatures living in large communities in the sea.
17	The arragousets raid island communities, killing all men and forcing the women into unnatural unions.
20	These creatures have built entire cities out of coral, caves, and shells deep within the ocean and are often led by a powerful king or high priest.

CR 1/2, PROF BONUS: +2



## ARRAGOUSSET (WARRIOR)

Medium humanoid, typically evil

**Armor Class** 14 (scale mail)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	10 (+0)	13 (+1)	9 (-1)

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Sylvan

**Challenge** 1/2 (100 XP)

**Amphibious.** The Arragouset can breathe air and water.

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

## ACTIONS

**Multiattack.** The Arragouset makes two spear attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

## INCORPORATION

- The PCs are resting in a coastal village when it's attacked at night by a large arragouset raid.
- A town has been colonized by these creatures, and a neighboring town wants the PCs to lead a force to take the town back and eradicate the arragousets completely.
- These creatures have taken a lost underwater city, which now protects a lost treasure the PCs need to retrieve.

# ASKAFROA

CR 1, PROF BONUS: +2

ES-KA-FRU-AH

Cousins to the dryad, the askafroa is many times more malevolent. They appear as spindly young women with distinct wooden features, almost as if their limbs were branches from a tree. Their hair is like tightly woven roots and branches, ending in the leaves of an ash tree, with deep-set glowing eyes.

## BEHAVIOR

Askafroa are ardent defenders of the forest, similar to dryads, but resort to malicious harm immediately. If they are not given a sacrifice every month, they actively engage in harming travelers and locals to the best of her ability. A placated askafroa does not try to harm anyone but still acts with hostility to anyone damaging the vegetation around her, especially if it is her ash tree.

If engaged in combat, the askafroa tries to charm one opponent, effectively removing them as a threat, then rely on her tree stride ability and magic to teleport around the battlefield, attacking from a distance.



**NOTE: ANYONE WHO DAMAGES THE ASH TREE OF AN ASKAFROA IS CURSED, SUFFERING A -2 PENALTY ON ALL D20 ROLLS UNTIL THE ASKAFROA RELEASES IT, OR A REMOVE CURSE SPELL IS CAST.**

## ASKAFROA (CASTER)

Medium fey, any evil

**Armor Class** 14 (natural armor)

**Hit Points** 36 (8d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

**Skills** Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Elvish, Sylvan

**Challenge** 2 (450 XP)

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

**Magic Weapons.** The Askafroa's weapon attacks are magical.

**Tree Stride.** Once on her turn, the askafroa can use 10 ft. of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

## ACTIONS

**Club.** *Melee Weapon Attack:* +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

**Thorn Vine.** *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the target is moved 10 ft. closer to the Askafroa

**Fey Charm.** The askafroa targets one **humanoid** or **beast** that she can see within 30 feet of her. If the target can see the askafroa, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature enters a stupor, unable to take any action and is considered restrained.

Each time the askafroa or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the askafroa dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the askafroa's Fey Charm for the next 24 hours.

The askafroa can have no more than one humanoid and up to three beasts charmed at a time.

**Spellcasting, Druidcraft.** The Askafroa can cast the druidcraft cantrip.

**Spellcasting, Grasping Roots (1 time per day).** The Askafroa creates a 10 ft. square area to erupt in grasping vines and roots up to 60 ft. away. Any creature in this area must succeed on a DC 12 Strength saving throw or be restrained for up to 1 minute. At the end of each of their turns, the creature can attempt another saving throw to end this condition.



## QUIRKS

When people hear “sacrifice,” they think of animal sacrifice or something even worse. The mindset of an askafroa is different, and they view a sacrifice as plants giving themselves up as compost. To the eyes of an askafroa, the best sacrifice is a slurry of compost poured over the roots of her tree. Killing an animal is not ideal for her, even if the tree does gain nourishment from the decomposing body.

## HABITAT

Askafroa live in ash trees and are bonded with a specific one. The destruction of an askafroa’s tree results in the destruction of the askafroa.

## TREASURE

The eyes of an askafroa do not dim in death and are a highly sought-after alchemical reagent and ingredient for magical enchantments.

## LORE & RUMORS

**Background** Danish and Germanic folklore

DC, History	Rumor
5	That part of the forest is cursed with anyone going there disappearing.
10	Askafroa are similar to dryads, but more vicious and demanding.
15	Performing a sacrifice at an askafroa’s ash tree will placate her for one month.
20	Harming the tree results in wrath being brought upon you.
25	An askafroa’s preferred sacrifice is a compost soup rich with nutrients.

## INCORPORATION

- The party stumbles upon a grove protected by an askafroa, who demands sacrifice.
- The party is tasked with protecting a grove from fire/ logging, and the askafroa offers help.
- Villagers are disappearing when venturing into the deep wood. They want to find out why.

# ATHACH

CR 2, PROF BONUS: +2

## A-THAUCHT

These creatures are thick-skinned humanoid giants standing over 10 feet tall and very stout of body. They wear crudely forged scale mail or thick hides, reeking of a musky body odor.

## BEHAVIOR

Athachs are solitary dim-witted giants residing in gorges and valleys to hunt for prey. They are not intelligent but lie in wait, melding into the rocks up on one side of a ravine, and when travelers make their way through, hurl boulders at them, hoping to kill at least one before driving the rest away. The giant then takes the corpse and brings it back to its lair.

## QUIRKS

Athachs love honey and, if bribed by the golden liquid, cease hostilities and be driven to eat the honey immediately, losing the attention of everything else around it as long as it's not being attacked.

## HABITAT

Athachs make their home in large caves or whatever rudimentary shelter they can find. Often, they squeeze into an abandoned stone house it happens to find, or one where it has eaten the previous owner without making modifications for its size. They prefer to live in mountainous or hilly areas where they can gain elevation and have plenty of rocks lying around for ammunition.

## LORE & RUMORS

**Background** Scottish Gaelic folklore

DC, History	Rumor
10	Good Gawd! That smell? It can only be from one of those giants. Take caution, friends!
15	Thankfully athachs are primarily solitary creatures.
20	These giants have a fondness for honey



## ATHACH (WARRIOR)

Large giant, typically evil

**Armor Class** 13 (scale mail)  
**Hit Points** 51 (6d10 + 18)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 8  
**Languages** Common, Giant  
**Challenge** 2 (450 XP)

### ACTIONS

**Flail.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Boulder.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Roar (recharges on a 5-6).** The athach issues forth a loud roar. All creatures that can hear it within 60 ft. must succeed on a DC 12 Wisdom saving throw or be frightened until the end of their next turn.

## INCORPORATION

- The party is traveling through a gorge or narrow valley and is ambushed by a small group of Athach.
- An Athach has been ambushing travelers, and the party is tasked with hunting it down and killing it.
- Some creature is killing livestock and now farmers. The only clue is the horrible stench lingering behind.

# AZHDAHAK

CR 16, PROF BONUS: +5

AZ-DE-HAK

Thick scales ranging from cobalt blue to steel gray protect all 25 feet of this azhdahak. Large leathery wings can be extended to a wingspan more than 50 ft. across. Ridges of stone-like spikes trail from the base of its skull to the length of its tail, which ends in a ball of spikes. Small electrical discharges are visible with every exhalation of breath.

## BEHAVIOR

Azhdahaks live away from intelligent humanoids, so any interaction with them generally results in them being viewed as another food source. However, they are intelligent, and if a compelling argument (or bribe) is made, they are willing to listen. They revel in blasting apart living creatures as shattered bones are easier to digest.

These dragons are ill-tempered, impatient, and generally approach life with a “bite first, ask questions later” approach. They fly high up in the sky when hunting, observing the land below them and looking for potential prey. When they see something they might want to eat, they drop out of the sky like a bullet (consider movement rate tripled while diving) and emits a loud screech that can be heard for miles around. As they get close to their prey, they exhale their terrifying breath weapon before turning and gaining altitude, where they evaluate the scene below before deciding what to do next.

If the dragon is alerted of would-be dragon slayers approaching its lair, it takes off and uses its breath weapon to cause an avalanche or rock slide over the unsuspecting party.

Like many dragons, azhdahaks are greedy and jealous of other more powerful dragons. This may be used to the advantage of a clever adventurer.

## QUIRKS

Azhdahaks have a strange appreciation and desire for music made from wind instruments. Anyone who plays music from a wind instrument (including but not limited to flute, clarinet, or horn) gains advantage on any persuasion or deception check within the next hour as long as the dragon hasn't been attacked or insulted yet.

## HABITAT

These dragons carve out their cave lairs high atop the most inaccessible mountains, where they have little fear of being interrupted by people or other dangers. They enslave lesser creatures, such as ice trolls or snowy owl bears, as guardians of their treasure while they are out hunting or to protect them while they are sleeping.



## TREASURE

Similar to many dragons, the azhdahak often acquires a substantial hoard of treasure over its long life. Whether gained from foolish adventurers who sought to slay it or taken during its raids, this creature has an appreciation for treasure. Not so much out of greed or lust like red dragons, but out of practicality, as treasure allows it to pay for guards to protect it during its long naps.

Beyond the normal treasure found for a creature of its prowess, the armor made from the hide of an azhdahak grants the wearer resistance to lightning and thunder damage and confer an additional +2 bonus to its base AC for the armor type.

Daggers formed from its teeth and claws are considered magical weapons and inflict an additional 1d4 lightning damage with each successful strike.

Other parts of the creature's body are highly sought after by alchemists, magicians, and warlocks.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), an azhdahak takes a lair action to cause one of the following effects. They can't use the same effect two rounds in a row:

- A strong wind gusts through the area. All within 100 ft. of the azhdahak must succeed on a DC 15 Athletics check or have their movement rate cut in half until the end of their next turn. Flying creatures failing their saving throw are blown backward 30 ft.
- The azhdahak creates a path 10 ft. wide by 60 ft. long to be covered in slippery ice. Any creature starting its turn on this path, or entering it for the first time must succeed on a DC 15 Dexterity check or fall prone.

# AZHDAAK (WARRIOR)

Huge dragon, lawful evil

**Armor Class** 19 (natural armor)

**Hit Points** 275 (22d12 + 132)

**Speed** 40 ft., burrow 30 ft., fly 80 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15(+2)	19 (+4)

**Saving Throws** Dex +5, Con +11, Wis +7, Cha +9

**Skills** Perception +12, Stealth +5

**Damage Immunities** lightning

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 16 (15,000 XP)

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

## ACTIONS

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

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Tail.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

**Frightful Presence.** Each creature of the azhdahak's choice that is within 120 ft. and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the azhdahak's Frightful Presence for the next 24 hours.

**Thunder Breath (Recharge 5-6).** The azhdahak exhales a cone of shattering thunder up to 60 ft. long. Any creature failing a DC 17 Strength saving throw will suffer 66 (12d10) points of thunder damage and be stunned until the end of the azhdahak's next turn. A successful save results in half damage and no stunning.

## LEGENDARY ACTIONS

The azhdahak 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 azhdahak regains spent legendary actions at the start of its turn.

**Tail Attack.** The azhdahak makes a tail attack.

**Wind Gust.** The azhdahak can cause a 10 ft. radius area up to a range of 60 ft. to swirl with powerful winds. Any large or smaller creature must make a DC 17 Strength saving throw or be knocked prone.

**Wing Attack (Costs 2 Actions).** The azhdahak beats its wings. Each creature within 10 ft. of the creature must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The azhdahak can then fly up to half its flying speed.

- A lightning bolt strikes from the sky at a target within 50 ft. of the azhdahak. A targeted creature must succeed on a DC 15 Dexterity saving throw or suffer 17 (3d10) points of lightning damage. A successful save results in half damage.

## INCORPORATION

- A dragon has been terrorizing the countryside, destroying the farmers' livestock, and even eating a few people. It's a menace that has to be taken care of immediately.
- An evil artifact needs to be destroyed, and only the breath of an azhdahak can manage it. The party needs to find a way to make this happen.
- A sailing merchant ship fleet believes that sails crafted from the wings of an azhdahak allow the ship to be propelled, even when there is no wind, and will pay handsomely for a set.

## LORE & RUMORS



## Background Armenian folklore

DC, History	Rumor
10	Tracks that size and shape can only be that of a dragon.
15	These creatures live high in the mountains, away from most civilizations. That sound of crashing thunder coming from the mountains? That's a pair of males vying for the attention of a female by posturing. Best stay away from that mess.
18	The azhdahak emits a terrifying screech before swooping out of the sky to attack. Beware this screech, as it will petrify you in fear and can even tear apart flesh and bone.
20	An azhdahak in its lair has a 75% of being asleep and may be approached without alerting it. If bribed with fresh meat (a cow or similarly sized creature), it allows itself to be parlayed instead of immediately attacking.
25	Azhdahaks love music, especially flute music. This is the best way to keep the dragon from eating you while you converse or flee from it.

# BABA YAGA



## BA-BA YEE-GA

In her true form, Baba Yaga appears as a very old woman with spindly limbs and dressed in layers of dirty peasant's clothing, with a disheveled and worn shawl. However, she often is hidden by an illusion, appearing as any humanoid creature that the visitor might find more appealing if it works to Baba Yaga's benefit.

**NOTE: WHILE IN HER HUT, SHE CAN ALTER HER SHAPE HOWEVER SHE LIKES AS IF SHE HAD NO BONES. THAT IS, SHE CAN FLATTEN AND STRETCH HERSELF OUT BUT WON'T GAIN OR LOSE ANY MASS.**

## BEHAVIOR

Baba Yaga is best described as unpredictable. Her mood seems to change with the winds, as sometimes she may seem friendly and willing to help others in their heroic quests, while on other days, she has been known to abduct children and eat them.

She prefers to travel via a giant pestle when not in her hut. Only she can command this pestle, which carries up to two large-sized or four medium creatures, and has a flying speed of 60 ft.

She uses her witchly blast if surrounded in combat but otherwise prefers to rely on illusion, dissembling, trickery, and magic to control the battlefield. She almost always has mirror images up and turns invisible until casting an appropriate spell, turning invisible again using a legendary action after another participant's turn.

## QUIRKS

Baba Yaga has an affection for the sound of bagpipes, and if one were to play bagpipes near her, she would laugh and partake in dance, albeit a very surreal and disconcerting jig as one may imagine.

## HABITAT

As famous as Baba Yaga herself is her hut. This shanty structure is known for the fact that it is set atop ten-foot-tall stilts resembling giant chicken feet. These legs allow the hut to have a base movement rate of 35 ft.

## LAIR ACTIONS

While inside her hut, on initiative count 20 (losing initiative ties), Baba Yaga takes a lair action to cause one of the following effects. She can't use the same effect two rounds in a row:



- Baba Yaga sends the hut and all occupants into the ethereal plane or the prime material plane if she starts her turn in the ethereal plane.
- She can alter her form, changing her dimensions in any way she wishes, but does not gain or lose mass. Thus she could flatten herself as if she had no bones but couldn't change into an object or another creature.
- The hut moves up to 50 ft. in any direction.
- Every creature within the hut that Baba Yaga chooses must succeed on a DC 18 Wisdom saving throw or be filled with dread, suffering disadvantage on all attack rolls or saving throws until the end of their next turn. Creatures immune to fear are not affected.

## LORE & RUMORS

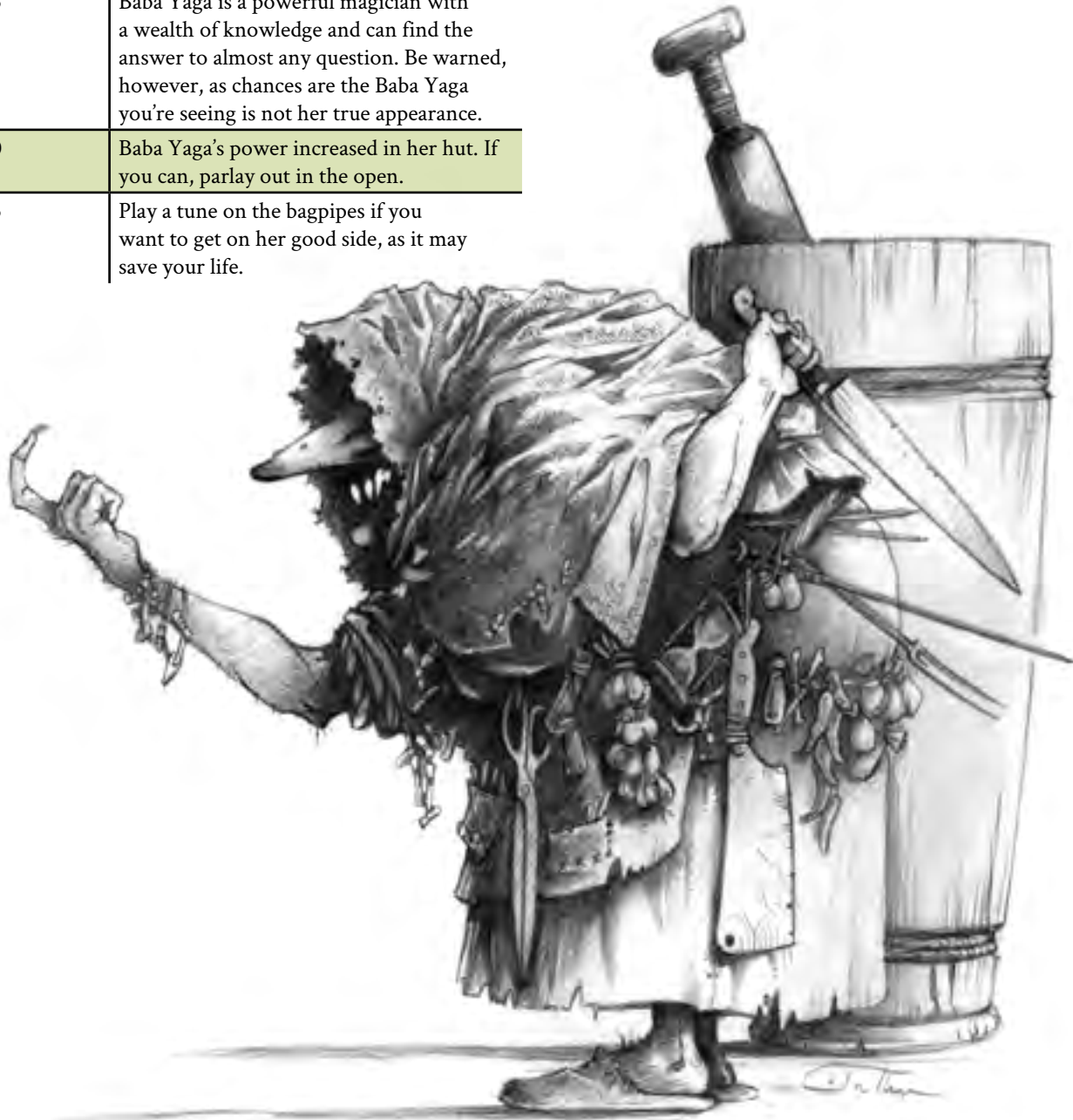
### Background Slavic folklore

*“Ah, the children are precious indeed, and any creature that bestows pain upon a child shall have that returned tenfold upon themselves. However, a naughty child must be protected even from themselves, and thus are a good fit for the stew!”—Baba Yaga*

DC, History	Rumor
5	Baba Yaga is a witch, who may assist those she favors, or she may just as well eat you without question. The risk is yours.
10	Large chicken footprints in the dirt? That can only mean Baba Yaga and her hut is near.
15	Baba Yaga is a powerful magician with a wealth of knowledge and can find the answer to almost any question. Be warned, however, as chances are the Baba Yaga you're seeing is not her true appearance.
20	Baba Yaga's power increased in her hut. If you can, parlay out in the open.
25	Play a tune on the bagpipes if you want to get on her good side, as it may save your life.

## INCORPORATION

- A key NPC had made a deal with Baba Yaga, and wants out of it. They are desperate for the PC's help
- The party is at a crossroads in a quest, and only Baba Yaga can find the answer for them to proceed.
- A local ruler has had enough, and the abduction (and subsequent cooking) of their niece is too much to bear. The party is tasked with eliminating the witch.
- A tyrannical ruler has earned Baba Yaga's wrath, and she lures the PCs into her hut in hopes to manipulate them into taking out the tyrant.





## BABA YAGA (CASTER)

Medium fey, neutral (evil tendencies)

**Armor Class** 16 (Protective Aura)

**Hit Points** 165 (30d8 + 30)

**Speed** 30 ft., fly 50f.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15(+2)	16 (+3)

**Saving Throws** Int +10, Wis +7

**Skills** Arcana +15, Deception +8, History +15, Nature +10, Persuasion +13

**Damage Resistances** damage from spells

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

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

**Languages** Common, Dwarvish, Elvish, Goblin, Sylvan

**Challenge** 13 (10,000 XP)

**Legendary Resistance (3/day).** If Baba Yaga fails a saving throw, she can choose to succeed instead.

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

**Protective Aura.** Baba Yaga has a constant invisible aura of protection around her, giving her a base AC of 14.

**Flying.** Baba Yaga has the magical flying trait, granting her a fly speed.

### ACTIONS

**Claws.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Spellcasting, Magical Manipulation Cantrip.** Baba Yaga conjures a mystical hand up to 30 ft. away. This hand can manipulate basic objects and lift up to 10lbs of material. This spell does not require concentration and can last up to 1 minute. Baba Yaga can take a bonus action to command the hand to move up to 20 ft. or manipulate an object.

**Spellcasting, Mind Reading Cantrip.** Baba Yaga can read the thoughts of any creature within 30 ft. of her. This power will last for 1 minute. If used in combat, she can use this to her advantage, and any attacks against her by a creature she has read the mind of will have disadvantage on all attack rolls for that round.

**Spellcasting, Prestidigitation Cantrip.** Baba Yaga can cast the prestidigitation spell.

**Spellcasting, Eldritch Dart.** *Ranged Spell Attack:* Always hits, range 120 ft., one target. *Hit:* 25 (5d8 + 3) force damage.

**Spellcasting, Green Flame.** *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 30 (5d10 + 3) fire damage.

**Spellcasting, Duplicate Images (Lvl 1, 3 times per day).** Baba Yaga creates three illusionary duplicates of herself to appear around her. Each weapon or spell attack directed at her must roll randomly to see which image is struck. Once an image is struck, it disappears.

**Spellcasting, Blink (Lvl 2, 3 times per day).** Baba Yaga disappears, reappearing instantly in an unoccupied space up to 30 ft. away.

**Spellcasting, Witchly Blast (2 times per day).** Baba Yaga emits a chilling blast of cold in a 20 ft. radius. Any creature in this area of effect must make a successful DC 18 Dexterity saving throw or suffer 55 (10d10) cold damage. A successful save results in half damage.

**Spellcasting, Slumbering Influence (Lvl 3, 2 times per day).** Baba Yaga chooses up to four targets within a 20 ft. radius, up to 120 ft. away. Each creature must succeed on a DC 18 Wisdom saving throw or fall asleep, becoming incapacitated. As soon as a creature is damaged or another creature takes an action to wake them, the creature will end this condition. Otherwise, they will remain asleep for 1 minute.

**Spellcasting, Time Stop (Lvl 6, 1 time per day).** Baba Yaga stops time. No creature except Baba Yaga can act or take actions until the end of her next turn.

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

The changes wrought by this effect fail to hold up to physical inspection. For example, Baba Yaga could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that Baba Yaga is disguised.

### REACTIONS

**Spellcasting, Counterspell (Lvl 3, 2 times per day).** Baba Yaga uses her reaction to counter the spell of any creature she can see within 60 ft. of her, causing that spell to fail.

### LEGENDARY ACTIONS

Baba Yaga 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. Baba Yaga regains spent legendary actions at the start of her turn.

**Spellcasting.** Baba Yaga can cast one spellcasting action above.

**Invisibility (2 actions).** Baba Yaga can become invisible.



IF YOU FIND YOURSELF IN A DARK FOREST AND COME ACROSS A HUT ELEVATED ON THE LEGS OF A CHICKEN, SAY:

"IZBOUSHKA, IZBOUSHKA! TURN THEM BACK TO THE FOREST AND THEM FRONT TO US!"

AND SURELY THE HUT WILL ROTATE TO FACE YOU, AND THE DOOR SHALL OPEN AND ALLOW YOU ENTRY!

# BALAUUR

CR 8, PROF BONUS: +3

BA-LAU-UR

The balaur is a huge serpentine creature, often confused for a dragon. However, they are not true dragons lacking the intelligence and breath weapon traits common to actual dragonkind. Balaur have large leathery wings and are excellent swimmers as many balaur prefer to live deep within murky lakes.

Depending on their preferred habitat, the appearance of the balaur can vary. Those that favor aquatic environments have scales ranging from moss-green to pale blue, and their wings are much smaller with broad flat tails. Those that live high in the mountains have golden scales with much larger wings. And those that reside on land have brownish to dark green scales. All have three to five heads.

## BEHAVIOR

Balaur are primal beasts driven by instinct. They are ravenously hungry at all times, preferring the tender flesh of young creatures. This latter trait explains why it has a reputation for hunting maidens, but any young humanoid is preferred. They rush blindly into combat when angered, not possessing the intelligence to use tactics or reason.

Balaur can be trained if captured and have been used as guards or even as mounts by the truly brave. As long as they are kept fed, there is little risk of them turning on their masters.

## QUIRKS

Balaur really love to have the spot where their necks converge to be scratched vigorously. When this is accomplished, they purr virtually like a giant cat.

The spittle of a balaur can form into precious gemstones when it hardens. Once per week, make a random determination of the size and type of gemstone formed from the balaur's saliva.

## HABITAT

The balaur primarily inhabits one of three environments: land, air, and water. A land balaur usually has 5 heads, while the air and water versions only have 3 or 4, rarely five. All can fly, but the air balaur adds 20 ft. to its fly speed, and the water balaur adds 20 ft. to its swim speed.

Luckily for the PCs, long before they are ambushed by a balaur, there are plenty of signs: bleached bones strewn about, scarred trees from the claws of a balaur as it marks its territory, and a large area where it can bask in the sun, which is littered with scales and precious stones.



## BALAUUR (WARRIOR)

Huge Monstrosity, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 172 (15d12 + 75)

**Speed** 30 ft., swim 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

**Skills** Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** —

**Challenge** 8 (3,900 XP)

**Multiple Heads.** The balaur has three to five heads. While it has more than one head, the balaur has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

**Each head can be targeted individually (AC 17, HP: 35).** If all its heads die, the balaur dies.

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

## ACTIONS

**Multiattack.** The balaur makes as many bite attacks as it has heads.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 5) piercing damage.

**Wing Buffet.** The balaur creates a cone up to 60 feet long of blasting wind that flings debris and dirt. Any creature within this cone who fails a DC 14 Dexterity saving throw will be blinded until the end of their next turn.

# LORE & RUMORS

**Background** Romanian folklore

DC, Nature	Rumor
10	There are three types of balaur: land, air, and water.
15	These creatures are often used to guard treasure or captives.
20	Be wary of their heads, but do not fear them as dragons, as they do not have breath weapons, and they are easily fooled.
25	Random gems strewn about near a cave entrance? That's a trait of the balaur, so beware!

# TREASURE

Balaur have no desire or awareness of treasure and thus do not make an effort to acquire it. Most treasure in their lair is that of would-be hunters who met their end in the jaws of this creature.

However, their hardened saliva forms into semi-precious gemstones. A typical balaur lair contains 10d10 random gemstones strewn about its lair, each worth 10-25 gp in value. It typically takes one month of time for a globule of saliva to form into a gemstone. There would be more gems in the lair, but the creature tends to eat them, perhaps to replenish minerals.

# INCORPORATION

- The party has to pass a balaur guardian to rescue a key NPC and/or reach the treasure.
- A local village has been giving sacrifices to a balaur.
- An invading force is led by a captain who rides a trained balaur.
- While traveling through an arduous path, the party stumbles upon a balaur lair.
- Piles of gems can be found near a balaur lair.



# BANSHEE

BAEN-SHEE

Banshees appear as ghostly apparitions of an elderly or very young woman, standing between two and four feet in height. They are often dressed in a green dress with a white shawl over their shoulders and have long green-gray hair streaming behind them. If one were brave or foolish enough to get close, a close inspection would reveal swollen, reddened eyes from constant weeping.

## BEHAVIOR

Banshees are driven by sadness and despair, and their entire existence is to lament tragic death—either their own or that of someone who has just recently passed or will soon.

When a banshee enters combat, they aren't explicitly looking for battle but have a desperate need to communicate their sadness and despair to the living. They cannot do so and seem to have no awareness that her attacks harm the living. When confronted with a ghost running at them, many creatures assume they are being attacked.

## HABITAT

Banshees typically haunt burial mounds or graveyards, and if one is encountered outside of such an environment, it means someone has just died or is about to.

## LORE & RUMORS

**Background** Irish folklore

DC, Religion	Rumor
10	Ghostly wailing near a burial mound or cemetery is often the sign of a banshee
12	Many banshees are the spirits of a woman who died tragically and have become ghosts to act as harbingers of death to the living.
15	The sound of a wailing banshee is a predictor of death. Either someone close by has recently died, or someone is about to. It might be you, so take care to try to thwart the banshee's prediction.

## INCORPORATION

- While at an inn or tavern, there suddenly are the mournful wailing sounds of a banshee coming from the

CR 5, PROF BONUS: +3



### BANSHEE (CASTER)

Medium undead, unaligned

**Armor Class** 13  
**Hit Points** 67 (9d8 + 27)  
**Speed** 0 ft., fly 60 ft. (hover).

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** necrotic, poison

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

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

**Languages** The language of its region/race

**Challenge** 5 (1,800 XP)

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

### ACTIONS

**Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage.

**Wail.** The banshee emits a shrieking wail that drives right into the soul of all who can hear it. All creatures within 50 ft. of the banshee must succeed on a DC 15 Wisdom saving throw or be stricken with a sense of foreboding. Until the end of the banshee's next turn, all attacks against creatures who failed this saving throw will be made at advantage.

- local graveyard. Locals become suddenly silent and hurry home to check on family members.
- While exploring a burial mound or graveyard, the party encounters a banshee, whose wailings alert a nearby group of undead who arrive to attack the party.
- A powerful undead has a constant cohort of banshees in their lair, singing their wailing song as a form of torment to the undead, reminding it of its previous existence in life.

# BARBEGAZI

BAR-BE-GAZ-EE

The barbegazi appear as gnomes or dwarves with long white beards and pale, almost bluish, skin. They have huge feet, almost as long as they are tall, and are covered with blue to white fur.

## BEHAVIOR

Barbegazi tend to be reclusive, but they are not hostile without reason. Their personalities and morals range just as widely as any other intelligent humanoid species, but generally, they try to be helpful if left alone. Occasionally they have been known to help dig out avalanche victims.

Barbegazi, if forced into combat, prefer to fight on their own terrain, where they know the locations of pitfalls, snowdrifts, and ice sheets that assist them in the battle.

## QUIRKS

Barbegazi love to have winter festivals, and their favorite beverage is apple cider—a drink that is not ordinarily available to them. Anyone bringing them cider is met with jubilant open arms.

## HABITAT

These creatures make their lairs in large caves high up in snowy mountains. They remain in their dens until the first snowfalls, at which point they venture forth to gather supplies and explore until the following summer.

## LORE & RUMORS

**Background** Swiss folklore

DC, History	Rumor
10	Feet this big? Either a giant, or there are barbegazi nearby.
12	If you hear a shrill whistling sound when you're traveling the snow-covered mountains, it might be a barbegazi warning you of danger.
15	The barbegazi only come out of their lairs after the first snowfall.
18	The feet are so big of a barbegazi, that they can use them to ski over the ice and snow.



CR 1/4, PROF BONUS: +2



## BARBEGAZI (EXPERT)

*Small fey, any alignment*

**Armor Class** 16 (hide armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

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

**Skills** Stealth +6

**Damage Resistances** cold

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Sylvan

**Challenge** 1/4 (50 XP)

**Ski.** If the terrain is snowy or ice-covered, the barbegazi can use its large feet to “ski” over the snow or ice, doubling its movement rate.

### ACTIONS

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

**Javelin.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## INCORPORATION

- While venturing over snow-capped mountains, the party hears a shrill whistling of warning as they are about to either trip into a sinkhole or set off an avalanche.
- The party needs to find a guide through the icy mountain passes, and the barbegazi are the only ones who can do that. The party needs to find them for help.
- A white dragon has taken over a particular mountain, driving the barbegazi out, who are desperate for help.

# BARGHEST

CR 2, PROF BONUS: +2

BARG-EST

The barghest resembles a monstrous black dog with elongated teeth and claws in its natural form. Its eyes emit a Hellfire glow, and its feet seem to be made from molten rock. However, it can magically alter its shape to resemble any medium or large-sized humanoid it has seen previously. In all cases, this humanoid transformation is disheveled and unkempt, with long fingernails, patchy hair, and dirty clothing.

## BEHAVIOR

Intelligent with an insatiable evil, barghest are feared in every town and village and oft used as the antagonist in fairy tales to keep children obedient. These creatures stalk their prey for days if need be but prefer to target humanoids who have strayed into the misty night, attacking from surprise.

Barghest also use their shapechanging ability to infiltrate towns and cities, preying on the destitute, knowing that such people will not be missed. Any creature slain by a barghest is ravenously consumed almost immediately on the spot.

## QUIRKS

Barghest are drawn to funerals and can't resist the urge to attend funeral processions.

## HABITAT

A barghest's lair is always somewhere dark and hidden from people. This may be a cave or bog out in the wild, or sewers or deserted warehouses in cities. This lair often contains any trinket or valuable the barghest has taken from its victims.

## INCORPORATION

- A villager has gone missing. They were last seen near the dark marshes.
- Something is murdering the townsfolk and leaving mutilated bodies in the alleys.
- As the party travels through the forests, they hear dreadful howling each night. The barghest is waiting for an opportunity.
- A barghest has been framing the PCs for the murder of street urchins.



### BARGHEST (EXPERT)

Large monstrosity, chaotic evil

**Armor Class** 12

**Hit Points** 52 (7d10 + 14)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	7 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 2 (450 XP)

**Ambush.** If the barghest attacks from stealth or surprise, a successful attack will be considered a critical hit.

**Shapechange (1 time per day).** The barghest can change its shape into that of a dirty and haggard humanoid. It can remain in this shape until it chooses to revert back to natural form, or incapacitated, or brought to 0 or fewer hit points.

### ACTIONS

**Multi-attack.** The barghest makes one bite and one festering claw attack.

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

**Festering Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and the target must succeed on a DC 11 Constitution check or the maximum hit point total of creature struck will be reduced by the amount of damage taken until a *cure wounds* or *lesser restoration* spell is cast.

# LORE & RUMORS

CR 5, PROF BONUS: +3

## Background Northern England

DC, History	Rumor
10	A ghostly howling at night is the sign of a barghest nearby, which can only mean death is soon to follow.
12	There was a man who ventured to Limestone hill to confront a barghest with magic. His lifeless body was found with inhuman marks upon it.
15	The ghostly black dog is a barghest, who hunts and kills until its appetite is sated. Its claws are deadly toxic, and only magic can heal the wound.
20	Barghest are not limited to hunting in the outskirts and the country, they have been known to hunt in the alleys in the city proper.
25	Barghest can change their shape to take on the guise of a man, infiltrating the population and hunting with impunity.



## BASAJAUN

BASA-HA-UUN

Basajaun are extremely hirsute humanoids that stand over 15 ft. tall, preferring to wear no clothing unless working in the forge or in battle. They resemble giant versions of humans with thick, short fur covering their bodies. Iron bands and other forms of jewelry adorn their long hair and beards.

## BEHAVIOR

Basajaun are generally peaceful giants, preferring to live in small family groups in remote countrysides, herding their flocks or working their forges. Unless met with hostility, they are not initially hostile. Most are familiar with other species of humanoids, and are used to engaging in trade as they are known as the best blacksmiths in the world, and their work is highly sought after. Any weapon crafted by a basajaun is considered **masterwork**, and grants a +1 bonus to attack rolls.

If they have time to prepare, the basajaun outfit themselves in armor and weapons before engaging in combat. They are blacksmiths, after all. If caught off guard, they still generally always have access to a weapon they have crafted and rely on brute strength to persevere. If in their forge, they hurl a pile of hot coals over a 10 ft. square area, causing any creature that enters that area or starts their turn in that area 9 (2d8) fire damage and is considered difficult terrain.

## BASAJAUN (WARRIOR)

*Huge giant, any alignment*

**Armor Class** 13 (hide armor, shield)

**Hit Points** 105 (10d12 + 40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	11 (+0)	9 (-1)	6 (-2)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common, Giant

**Challenge** 5 (1,800 XP)

**Weapon Size.** Basajaun are excellent blacksmiths, being able to use any weapon or armor type. One handed weapons for them are considered two handed weapons by any medium or smaller creature.

**Magical Weapons.** Weapons created by a basajaun are considered magical in regards to overcoming magical resistance.

## ACTIONS

**Multiattack.** The basajaun makes two weapon attacks.

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

## QUIRKS

These giants prefer to wear no clothing at all. Only if expecting a battle, which is rare, or heavy aprons when working the forges. Because of their body hair, wearing protective leathers is necessary when forging.

## HABITAT

Basajaun make their homes in large stone buildings deep within forests or in the countryside, away from other larger civilizations. Their stone homes are large enough to house up to a dozen giants, as they live in extended family groups. Such a house may seem as large as a human fort or small keep.

## LORE & RUMORS

**Background** Basque mythology

DC, History	Rumor
10	The hairy giants in that valley are not like other giants in that they are more peaceful shepherders.
12	Most of the older megaliths one might find deep in the forest were created by the basajaun.
15	Basajaun were the first to teach man the skills of blacksmithing and agriculture.

## INCORPORATION

- The party comes across a giant stone cottage in a valley. Pens of sheep are attached to the cottage, and the sounds of blacksmithing are coming from a nearby giant forge.
- While traveling through the forest, the party sees a glimpse of a giant hairy humanoid. The tracks give the impression that this creature has big feet.
- A local merchant/noble wants to establish a trade agreement with a clan of basajaun after hearing about the excellent metalworking. The merchant/noble wants weapons and armor, but the basajaun prefer to make farming implements instead.



# BASILISK

BA-SUH-LUHSK

CR 1/2, PROF BONUS: +2

A basilisk resembles a one to two-foot-long green-scaled snake with six tiny legs and feet. Upon its head is a crest similar to that of a rooster. Its eyes are a putrid gray color. A nauseous odor can be detected by anything within 50 ft. of the creature.

## BEHAVIOR

Basilisks are primal reptiles and act accordingly. They prefer to eat small rodents, insects, and eggs.

## QUIRKS

Basilisks seem to have a strange severe fear of weasels.

### BASILISK (EXPERT)

*Tiny monstrosity, unaligned*

**Armor Class** 11

**Hit Points** 21 (6d4 + 6)

**Speed** 20 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

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

**Languages** —

**Challenge** 1/2 (100 XP)

**Petrifying Gaze.** Any creature making eye contact with the basilisk within 30 ft. must succeed on a DC 12 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Creatures can avert their gaze in combat, but will suffer disadvantage on all attack rolls.

**Noxious Aura.** Any small mundane plant life that the basilisk touches or breaths on will instantly decay. This includes grass, shrubs, or bushes, but not larger plants like trees. Any creature touching the basilisk will need to succeed on a DC 13 Constitution saving throw or be stricken with nausea and gain the poisoned and restrained conditions. A new saving throw attempt may be made at the start of their next turn. Success results in becoming immune to this for 24 hours.

### ACTIONS

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





BASILISK, CODRILLE

## HABITAT

Basilisks can be found in most temperate or jungle climates. They live in foul burrows only a few feet deep, laying their eggs and taking shelter.

**Variant, Codrille.** A codrille is a basilisk that has matured to its final stage. The rooster crest transforms into a green crystalline substance, and leathery wings sprout from its back.

## LORE & RUMORS

**Background** British folklore

DC, Nature	Rumor
10	It is said that a single glance from a basilisk can kill instantly.
15	A trail of decaying and lifeless vegetation is often the sign of a nearby basilisk. A burrow with a radius of dead plant life is a sign of its lair.
20	Don't touch a basilisk even after death, as it can still make you sick.

## INCORPORATION

- The party comes across stone statues of creatures in the forest, surrounded by decayed vegetation.
- A basilisk has been captured and used as a guard for treasure or prohibited area.
- A wizard wants to have basilisk eggs for a vital experiment and tasks the party with getting some.

## BASILISK, CODRILLE

*Tiny monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 20 ft., fly 40 ft.

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

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

**Languages** —

**Challenge** 1 (200 XP)

**Petrifying Gaze.** Any creature making eye contact with the basilisk within 30 ft. must succeed on a DC 12 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Creatures can avert their gaze in combat, but will suffer disadvantage on all attack rolls while doing so.

**Noxious Aura.** Any small mundane plant life that the basilisk touches or breaths on will instantly decay. This includes grass, shrubs, or bushes, but not larger plants like trees. Any creature touching the basilisk will need to succeed on a DC 13 Constitution saving throw or be stricken with nausea and gain the poisoned and restrained conditions. A new saving throw attempt may be made at the start of their next turn. Success results in becoming immune to this for 24 hours.

### ACTIONS

**Beak.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 6 (1d10 + 1) piercing damage.

# BEITHIR

CR 7, PROF BONUS: +3

BYE-THYR

Sometimes known as the Lambton Worm, the beithir is a huge reptilian serpent growing to 20 feet in length. Its scales vary in color, but most range from a blueish hue to earth tones. A serpentine head is equipped with long fangs, and its tail ends in a bulbous venomous stinger.

## BEHAVIOR

As primal predators, beithir do not rely on tactics or strategic thinking. Instead, they hunt for food and won't hesitate to attack anything it thinks they can eat. If a battle is going badly for it, it seeks refuge in its lair while its body collects itself and heals.

### BEITHIR (EXPERT)

Huge dragon, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 152 (16d12 + 48)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

**Skills** Perception +4

**Damage Immunities** poison

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 7 (2,900 XP)

**Regeneration.** If the Beithir is slain from physical damage, its body will begin to pull itself together even if sliced in pieces. After 2d6 rounds, the creature will form whole again with half of its maximum hit point total. The only way to prevent this is to keep the various pieces separated from the rest of the body.

If the creature is destroyed by magical damage of at least 50 points in one attack/spell/effect, the regenerative ability will not occur.

**Slither.** If the Beithir hasn't eaten in a day, it can squeeze into areas as small as 5 ft. radius.

**Amphibious.** The Beithir can breathe air and water.

### ACTIONS

**Multiattack.** The beithir makes two attacks: one with its bite and one with its stinger.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (3d6 + 5) piercing damage.

**Stinger.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 29 (8d6) poison damage on a failed save, or half as much damage on a successful one.



### QUIRKS

A beithir often ignores combatants and attack a cow or other livestock, and then try to flee with it back to its lair.

## HABITAT

These creatures make their lairs in underwater burrows or chambers within lakes or rivers. They emerge to hunt, and thus an ideal lair is in a river or lake near a traveled road.

**Variant: Lambton Worm.** This giant version is ghostly white in appearance, more than twice the size of a normal beithir.

## TREASURE

Due to the bestial unintelligent nature of the beithir, they do not actively seek treasure. Any loot its lair might have is from the victims of previous opponents.

The blood of the beithir is highly sought after by alchemists and mages in their search to replicate the creature's regeneration ability.

# LORE & RUMORS

## Background Scottish folklore

DC, Nature	Rumor
10	The beithir make their homes in rivers and lakes, venturing forth to hunt livestock.
15	The tail of a beithir ends in a stinger that kills a man instantly.
20	A beithir can only be killed by keeping its body parts separate from one another. The great knight slew one in a fast-moving river, which swept away each segment of its body, keeping it from regenerating.
25	Submerging oneself after being stung into fresh water such as a river, stream, or lake, neutralizes the poison of the stinger immediately.

## INCORPORATION

- While traversing through a river or on a lake, the party is ambushed by a beithir.

- A villager has arrived at the local lord/lady's keep beseeching help in defeating a monstrous serpent ravaging their village.
- A ruler has called a quest, and all who would call themselves knights or defenders of the realm must take up the quest to hunt and defeat a beithir.
- A drunken tavern patron loudly proclaims a story about a giant serpent their cousin saw that grew back together again to eat the would-be knight after being chopped apart.



## BEITHIR, LAMBTON WORM

CR 12, PROF BONUS: +4

### BEITHIR, LAMBTON WORM (EXPERT)

*Gargantuan beast, any evil*

**Armor Class** 14 (natural armor)

**Hit Points** 232 (15d20 + 75)

**Speed** 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	3 (-4)

**Saving Throws** Dex +4, Wis +4

**Skills** Perception +4

**Senses** blindsight 10 ft., passive Perception 14

**Languages** -

**Challenge** 12 (8,400 XP)

**Legendary Resistance (3/day).** If the lambton worm fails a saving throw, it can choose to succeed instead.

**Slither.** If the Lambton Worm hasn't eaten a Huge creature in the last 24 hours, it can move through a space as narrow as 5 feet.

**Aquatic.** The Lambton Worm can breathe equally well in water or in air.

**Milk Addiction.** If the Lambton Worm drinks at least 10 gallons of milk, it will become lethargic, suffering disadvantage on all attack rolls for 24 hours. If left alone, it will fall into a natural slumber for one week.

**Regeneration.** If the Lambton Worm is slain from physical damage, its body will begin to pull itself together, even if sliced in pieces. After 2d6 rounds, the creature will form whole again with

half of its maximum hit point total. The only way to prevent this is to keep the various pieces separated from the rest of the body.

If the creature is destroyed by magical damage of at least 75 points in one attack/spell/effect, the regenerative ability will not occur.

### ACTIONS

**Multiattack.** The worm makes one bite attack and one stinger attack.

**Bite. Melee Weapon Attack:** +13 to hit, reach 10 ft., one target. **Hit:** 21 (3d8 + 8) piercing damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the snake, and takes 21 (6d6) acid damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

**Stinger. Melee Weapon Attack:** +13 to hit, reach 15 ft., one creature. **Hit:** 18 (4d6 + 4) piercing damage. The target must succeed on a DC 18 Constitution saving throw, taking 45 (8d10) poison damage on a failed save, or half as much damage on a successful one.

**Constrict. Melee Weapon Attack:** +13 to hit, reach 15 ft., one target. **Hit:** 27 (3d12 + 8) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the worm can't constrict another target.

# BEOWULF

CR 7, PROF BONUS: +3

## BAY-UH-WULF

### Background East Anglian poem

A great warrior, Beowulf is renowned for his heroic deeds and for leading the Geats for more than 50 years. He is most famous for the slaying of the giant Grendel and his mother, later slaying the dragon terrorizing his lands. He received a fatal wound from the dragon during that fight while plunging his dagger into the beast.

Beowulf fights with the sword Hrunting, given to him by the smith Unferth. Unferth gave him Hrunting in Beowulf's efforts to slay Grendel's mother, claiming the sword has never failed anyone in battle. However, Unferth has disdain for Beowulf, and the sword is much weaker when in battle with giants (as reflected in the stat block).

### HRUNTING (RARE)

The magical sword given to Beowulf by Unferth was deemed to have never failed in battle. While it does grant a +2 bonus to attack and damage rolls, when used against any **giant** creature, attack rolls will be made at disadvantage.

### ARMOR OF BEOWULF (RARE)

While known as the armor of Beowulf specifically, this chain mail armor is any mail armor crafted by the legendary smith, Wayland. The armor grants a +1 bonus to AC and saving throws and does not impede stealth checks.



## BEOWULF (WARRIOR)

Medium humanoid, neutral good

**Armor Class** 20 (mail shirt +2, shield)

**Hit Points** 150 (20d8 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	12 (+1)	13 (+1)	15 (+1)

**Saving Throws** Str +8, Wis +4, Cha +5

**Skills** Athletics +8, Insight +4

**Senses** passive Perception 11

**Languages** Common, Giant

**Challenge** 7 (2,900 XP)

**Magic Weapons.** Beowulf's weapon attacks are made with magical weapons.

**Strength of Heroes.** Beowulf has a natural strength of 20.

**Grappler.** Beowulf has advantage on attack rolls against any creature grappled by him.

**Target Strike (5 times per day).** Beowulf can use his reaction to double the damage die of his weapon upon landing a successful attack with that weapon.

### ACTIONS

**Multiattack.** Beowulf makes two melee attacks and one shield bash as a bonus action.

**Hrunting.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage. When used against any giant, attack rolls are made at disadvantage.

**Dagger of Dragon Slaying.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage. Against any dragon, an additional 13 (3d8) points of damage are inflicted.

**Spear+1.** *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage, or 10 (1d8 + 6) piercing damage if used with two hands to make a melee attack.

**Shield Bash.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw or be knocked *prone*.

# BIASD BHEULACH

CR 1, PROF BONUS: +2

BEE-AHSD BAE-LOCK

The biasd bheulach appears as a human, albeit very nondescript and unassuming in its natural form. The biasd bheulach would blend into any crowd or city without anyone taking a second glance. However, when the creature shape changes, it takes the form of a black greyhound or wolfhound with glowing gray eyes. It is in this form when it hunts.

## BEHAVIOR

While in human form, the biasd bheulach takes every measure to remain unobtrusive and out of the way. A “gray man,” as the term goes. During this time, it infiltrates communities and populated areas, picking out preferred prey. Once it has found a suitable target, it goes to a hiding place, change its shape, and begin the hunt, using its wail to keep away dangers.

During the day, the biasd bheulach remains in its lair, which it has taken great pains to keep hidden from discovery.

## QUIRKS

The need to stay in the background can be a bit obsessive, resulting in them completely ignoring anyone who tries to strike up a conversation, tucking their head, and just walking away into the crowd.

## HABITAT

The lair of a biasd bheulach is always somewhere that is easily hidden, which may include caves, burrows, dark alleys, cellars, and sewers. They always make their lair somewhat close to settlements where they can hunt. Biasd are solitary creatures, only coming together to mate. Once a biasd bheulach is born, it is often a changeling, replacing the natural newborn child of an existing family, left for the new parents to raise.

## LORE & RUMORS

**Background** Scottish folklore

DC, History	Rumor
10	When the biasd bheulach howls, it sends a supernatural chill down your spine, causing many to flee.
15	The biasd is only seen at night, never during the day.



## BIASD BHEULACH (EXPERT)

*Medium fey, chaotic evil*

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 30 ft. (40 ft. in greyhound form)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	9 (-1)	10 (+0)	6 (-2)

**Skills** Perception +2, Stealth +4

**Condition Immunities** poisoned

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

**Languages** Common

**Challenge** 1 (200 XP)

**Shapeshifting.** The Biasd Bheulach can spend an action to shift its shape into that of a greyhound. It can maintain this form until it chooses to change back to humanoid, or incapacitated, or brought to 0 or fewer HP.

## ACTIONS

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

**Howling Wail.** All creatures within 50 ft. of the Biasd Bheulach must make a DC 11 Wisdom saving throw or be frightened until the end of their next turn. The Biasd Bheulach can only take this action when in greyhound form.

## INCORPORATION

- People are going missing from the town. It's always after a ghostly howl, and the only clues are canine footprints.
- A child was stolen by a biasd and replaced by their offspring. The frantic parents need to rescue their child before the next night when it will surely be eaten.
- One of the PCs is being stalked by a biasd, and when they are separated from the party, are attacked.

# BIASD NA SROGAIG

CR 4, PROF BONUS: +2

BEE-AHSD NA SROW-G-EYE-G

Appearing as if a child's crude drawing came to life, the biasd na srogaig has a bulbous giraffe's body with a horse-like head and a single large horn protruding from it.

## BEHAVIOR

Biasd na srogaig usually are gentle creatures, preferring to graze on their favorite moss patches. They are quite intelligent and can speak in several dialects, including telepathy. As long as it's treated with respect and the party isn't hostile, it does not attack. And if it detects the party means no harm, it might actually be friendly.

If threatened, they protect themselves, and their awkward gait and shape belie their combat efficiency. Fighting is a last resort, and these beasts either prefer to leave or stay hidden from any creature they think might be hostile.

## QUIRKS

Despite their size and shape, these creatures loathe being ridden like horses or camels by any non-fey creature. Attempting to do so undoubtedly results in a hostile response. Eating chocolate also sends them into fits of sneezing for one minute.



## BIASD NA SROGAIG (CASTER)

Large monstrosity, any alignment

**Armor Class** 14 (natural armor)

**Hit Points** 82 (11d10 + 22)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	11 (+0)	17 (+3)	10 (+0)

**Damage Immunities** poison

**Condition Immunities** charmed, paralyzed, poisoned

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

**Languages** Celestial, Elvish, Sylvan, telepathy 60 ft.

**Challenge** 4 (1,100 XP)

**Legendary Resistance (3 times a day).** If the Biasd na Srogaig fails a saving throw, it can choose to succeed instead.

**Charge.** If the Biasd na Srogaig moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Magic Weapons.** The Biasd na Srogaig's weapon attacks are magical.

## ACTIONS

**Multiattack.** The Biasd na Srogaig makes two attacks: one with its hooves and one with its horn.

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

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

**Healing Touch (3/Day).** The Biasd na Srogaig touches another creature with its horn. The horn magically removes all diseases and neutralizes all poisons afflicting the target.

## LEGENDARY ACTIONS

The Biasd na Srogaig 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 Biasd na Srogaig regains spent legendary actions at the start of its turn.

**Horn Sweep.** The Biasd na Srogaig makes one horn attack.

**Fey Teleport (costs 2 actions).** The Biasd na Srogaig disappears and reappears in an empty space up to 20 ft. away. This does not prompt an attack of opportunity.

## HABITAT

Biasd na srogaig make their homes in any region with ample water and moss nearby. This is primarily near lakes, rivers, or other wet temperate climates. Unless mating season has arrived, they are solitary creatures with typical birthing results in 1-2 calves.

## LORE & RUMORS

**Background** Scottish folklore

DC, Nature	Rumor
10	A man saw an ungainly and quite silly-looking creature at the loch and immediately heard a voice in his head warning him to stay away from the water, as a sea serpent was making its home there.
15	The biasd na srogaig is a peaceful creature that moves ungainly and clumsily, but make no mistake, if threatened, they can be quite dangerous.
20	This creature, if it lowers its horn to touch a creature, that creature is cured of all disease, poison, or venom.

## INCORPORATION

- The party is about to be ambushed by a creature, and the biasd na srogaig telepathically warns them.
- The party comes across a biasd na srogaig feeding, who asks the party their intentions, as it guards the path forward.
- The party has been tasked with capturing one of these creatures, not knowing the creature's nature or intelligence.

## BLACK ANNIS



**BLAK ANN-ESS**

*'Tis said the soul of mortal man recoiled  
To view Black Annis' eye, so fierce and wild  
Vast talons, foul with human flesh, there grew  
In place of hands, and features livid blue  
Glared in her visage, whilst her obscene waist  
Warm skins of human victims close embraced*

*Not without terror they the cave survey  
Where hung the monstrous trophies of her sway  
'Tis said that in the rock large rooms were found  
Scooped with her claws beneath the flinty ground  
---John Hyrick*

**CR 6, PROF BONUS: +3**



The Black Annis is a dark, blue-skinned hag that stands over 10 ft. tall. Jet black hair hangs in tangles past her shoulders, and instead of fingers, she has long iron claws. This creature wears the skins of her victims as clothing.

## BEHAVIOR

Evil to the core, the Black Annis comes out of her lair at night to hunt. Her primary prey is children, but if there are lambs nearby, she gladly feasts on those as well. She also lies in wait to ambush travelers, and raid homes, reaching in through windows to steal children.

These creatures breed with ogres, with male offspring being ogres and female offspring being a Black Annis. Black Annises are often recruited by Cailleach or other powerful evil fey or giants to act as soldiers or raiders.

## QUIRKS

The Black Annis often subconsciously grinds her teeth when she is excited, which is quite noisy, allowing creatures to hear her and take precautions before she attacks.

## HABITAT

Black Annises most often make their lairs in deep caves, but they are also known to live in cellars or sewers, utilizing passages to travel in stealth while stealing victims from their homes at night. They always have some sort of rack nearby to tan the skins of their victims.

## LORE & RUMORS

**Background** English folklore

DC, History	Rumor
5	Dragging a dead cat drenched in aniseed oil past a Black Annis lair entrance will draw her out (false).
15	This hag stretches the skins of her victims outside of her lair to dry, which she then crafts into clothing.
17	The hag prefers to feast on children but eats the flesh of lambs if the former is not available.
20	The Black Annis claws are so strong that they carved their lair out of the stone itself.

### BLACK ANNIS (EXPERT)

*Large fey, any evil*

**Armor Class** 15 (natural armor)

**Hit Points** 119 (14d10 + 42)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

**Saving Throws** Con +6, Wis +4

**Skills** Perception +7

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

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common, Giant, Sylvan

**Challenge** 6 (2,300 XP)

**Magic Weapons.** The black annis's claw and bite attacks are magical.

**Bite.** If the Black Annis is successful with both claw attacks to a single target in the same round, the target is brought in and the Black Annis automatically lands a bite attack for 11 (1d10+5) points of piercing damage.

### ACTIONS

**Multiattack.** The black annis makes two claw attacks.

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

**Wail of the Dead.** The faces stitched into the clothing of the Black Annis cries out in a horrific supernatural wail. Any creature that can hear the wail within 30 ft. of the Black Annis must succeed on a DC 14 Wisdom saving throw or become frightened until the end of their next turn.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), a black Annis takes a lair action to cause one of the following effects. She can't use the same effect two rounds in a row:

- The Black Annis can cause the hide of a creature she has hung up to dry to animate and attack a creature within 5 ft. of it. +5 to hit, 5 ft. reach, one creature. Hit: 7 (2d6) bludgeoning damage.
- She can cause a cauldron or pot to overturn within 50 ft. of her, spilling its contents on the ground in a 20 ft. radius. Any creature within this radius must succeed on a DC 13 Dexterity saving throw or fall prone.
- The Annis causes a horrifying and ghostly wail to emit from the mouths of the clothing and hides she has in her lair. All creatures not immune to fear within her lair must succeed on a DC 15 Wisdom saving throw or only be able to do one of the following on their next turn: an action, a bonus action, or movement.

### SIANACH MOUNT

The Black Annis has been known to use the sianach as a mount. In these situations, the hag adorns the antlers with various charms, runes, and skulls to grant the creature additional power. Typically a sianach mount has 1d4 of the following charms:

- Grants 10 temporary hit points.
- Grants a +1 to hit on all attack rolls.
- Hides the hoof prints and all traces of passage of the creature.
- Grants resistance to non-magical weapons.
- Grants an additional antler attack as a bonus action per turn.
- Increases movement by 10 ft.
- Grants the power of speech, with the same languages as the Black Annis.

## INCORPORATION

- Children have gone missing; the only clues are deep claw marks on the stone leading to their windows.
- A Black Annis lair has been identified, and the party must eradicate the evil.
- The party has been ambushed by a Black Annis while camping or traveling.
- A Black Annis leads an evil fey raiding party and has crossed paths with the party.





# BLUECAP

CR 1/2, PROF BONUS: +2

BLU-KAP

This spirit appears as a small blue flame up to 6 inches in height, hovering in the air.

## BEHAVIOR

Bluecaps are ghosts of past fey miners. If they are treated disrespectfully, they lead miners on false paths and into dangerous locations. If treated with respect, they lead miners to valuable deposits. If they are paid a standard wage (to be left in a remote corner), they help with transporting ore out of the mine, being able to telekinetically transport up to 100lbs of ore at a rate of 15 ft. per round.

## QUIRKS

Bluecaps only take a wage equal to what everyone else is making. If more money is left for them, they leave the remainder behind.

## HABITAT

Bluecaps live only in mines below the earth. These may be active mines, which they prefer, but many also haunt abandoned mines.

## LORE & RUMORS

Background English folklore

DC, Arcana	Rumor
15	Following a dancing blue light can lead to a trap where you'll be lost forever or to deposits of valuable minerals.
20	If you pay the bluecap a miner's wage, they will lead you to deposits and warn you of impending dangers.

## INCORPORATION

- While exploring an old mine, the party sees dancing blue lights appear and disappear in the distance.
- A lost party is approached by an excited bluecap, trying to get their attention and lead them to safety.



## BLUECAP (CASTER)

*Tiny undead, unaligned*

**Armor Class** 15

**Hit Points** 10 (4d4)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

**Damage Resistances** acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** lightning, poison

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

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

**Languages** understands Sylvan

**Challenge** 1/2 (100 XP)

**Ephemeral.** The bluecap can't wear or carry anything.

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

**Variable Illumination.** The bluecap sheds bright light in a 5 to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The bluecap can alter the radius as a bonus action.

## ACTIONS

**Shock.** *Melee Spell Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8) necrotic damage.

# BODACH

CR 1/4, PROF BONUS: +2

## BO-DÄCHT

Bodach appear as old men in clothing similar to a poor farmer. Their attire is rustic and well worn, and they often chew on a piece of straw and wear old hats perched low on their heads. There is a dark, knowing look in his eyes when he makes eye contact.

## BEHAVIOR

Bodach love to cause trouble and mischief, but they aren't violently evil. Indeed, many of their pranks do not end well for the pranked, often resulting in harm or even death, but the bodach doesn't actively go about looking to cause those conditions.

These creatures prefer to be passively aggressive, avoiding direct combat when possible. They look for ways to avoid battle, even resorting to bribery if things look particularly dire for it, but look for any environmental advantage that aids in its escape. This includes knocking over crates, throwing dirt, running into crowds, etc.

## QUIRKS

Bodach refuse to cross any line of salt drawn on the ground.

## HABITAT

Bodach can be found anywhere there are settlements of people.

## LORE & RUMORS

**Background** Scottish Folklore

DC, Arcana	Rumor
10	The bodach love to play tricks on people, especially children.
15	They can fit through any opening, no matter how small, and often come down chimneys to poke you and keep you awake at night.
20	Bodach do not cross a line of salt.
25	The father of the bodach is the consort of Cailleach.



## BODACH (EXPERT)

Medium fey, any evil

**Armor Class** 12

**Hit Points** 13 (3d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	8 (-1)	7 (-2)	8 (-1)

**Skills** Perception +0, Stealth +6

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Sylvan

**Challenge** 1/4 (50 XP)

### ACTIONS

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

**Shadow Form.** The bodach has the lesser *shadow walk* ability as described earlier.

**Alter Size.** As an action, the bodach can reduce their size to tiny. This ability last until the bodach is incapacitated, reduced to 0 hp, or spends an action to return to normal size.

## INCORPORATION

- Pranks keep happening to the town's children, finally resulting in one who drowns in a lake. There are no leads. These pranks are actually from a bodach in the guise of a visiting farmer.
- A particularly powerful bodach visits the party, advising that Cailleach demands an audience.



## BODACH KING

### BODACH KING

Medium Fey, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 88 (16d8 + 16)

**Speed** 30 ft.

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

**Saving Throws** Wis +4

**Skills** Deception +4, Perception +4, Performance +4, Persuasion +4, Stealth +10

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

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Sylvan

**Challenge** 5 (1,800 XP)

**Shadow Walk.** The Bodach King has the *greater shadow walk* ability.

**Legendary Resistance (3 times a day).** The bodach king can choose to turn a failed saving throw into a successful one.

#### ACTIONS

**Multi-attack.** The Bodach King makes three dagger attacks

**Dagger.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) piercing damage.

**Shadow Form.** The bodach turns into an insubstantial shadow, becoming incorporeal. In this form, he is immune to all forms of non-magical damage, can move through even the tiniest slivers of space. This ability last until the bodach is incapacitated, reduced to 0 hp, or spends an action to return to his corporeal form.

**Alter Size.** As an action, the bodach can reduce their size to tiny. This ability last until the bodach is incapacitated, reduced to 0 hp, or spends an action to return to normal size.

#### LEGENDARY ACTIONS

The bodach 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. The bodach king regains spent legendary actions at the start of its turn.

**Shadow Shift.** The bodach king shifts into a shadow form, and reforms in any unoccupied space up to 10 ft. away. This does not prompt attacks of opportunity.

**Look Over There! (Costs 2 actions).** The bodach king makes a retorting quip, distracting creatures within 10 ft. All attacks against the bodach king until the start of its next turn will be made at disadvantage.

# BOGGART

CR 1/4, PROF BONUS: +2

BAA-GRT

Boggarts are goblin-like humanoid creatures that stand nearly 3 feet tall. They are squat, hairy, and have elongated arms that reach the ground, which end in sharp claws.

**Variant, Owd Hob** Boggart chieftains are CR1 creatures with 27 (6d6+6) hit points, AC 15, STR 14, and attacks twice with a short sword (+5 to hit, reach 5 ft., one target, Hit: 8 (1d6+4) slashing damage.

## BEHAVIOR

Boggarts prefer to stay hidden and out of sight of the occupants of a home it has decided to infest, making their lairs within walls, or under the foundation. They come out when everyone is asleep to engage in their mischief.

If forced into combat, they take every opportunity to escape rather than fight, relying on prestidigitation to distract would-be pursuers. If escape is successful, they double their efforts to cause mischief and trouble.

## QUIRKS

Boggarts do not come near salt nor cross a threshold where a horseshoe is hung.

## HABITAT

Boggart lairs are almost always outdoors, in marshes, holes in the ground, under bridges, in caves or abandoned mines, and sharp bends along mountain passes. They can be found individually when encountered on a farm or home, but their clans can number more than 50, being led by an Owd Hob.

## LORE & RUMORS

**Background** English folklore

DC, History	Rumor
10	Boggarts love to cause mischief, from spoiling milk, pulling hair when you're sleeping, and causing a great mess in your house when you are gone.
15	Never give a boggart a name, for they lose control and go mad with rage.
20	A horseshoe keeps a boggart out of your house.



## BOGGART (CASTER)

*Small fey, any evil*

**Armor Class** 13

**Hit Points** 10 (3d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	8 (-1)	7 (-2)	8 (-1)

**Skills** Perception +0, Stealth +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin, Sylvan

**Challenge** 1/4 (50 XP)

**Trap Expertise.** Any trap created by a boggart will impose a -2 penalty to detect and disarm.

**Spellcasting.** The boggart can cast the *Prestidigitation* cantrip at will

### ACTIONS

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

## INCORPORATION

- A local farmer is complaining about his farm being infested with boggarts. The PCs could eradicate the creature, or they could find out that the farmer likes to capture and torture fairies, which prompted the response.
- The PCs have managed to insult a fairy and now deal with a boggart in their home residence.
- The PCs stop by a remote tavern that is invested with boggarts.

# BØYG

## BUH-EGG

Standing more than 15 ft. tall, the bøyg are vaguely humanoid in appearance with distinct serpentine features. They stand upright on thick muscular legs and have a humanoid torso and arms, but are covered in scales, a serpent's head, and a long scaly tail. Each hand has long razor-sharp claws, and all bøyg have venomous fangs.

## BEHAVIOR

These creatures are intelligent but prefer raw power and brute force when engaged in battle. They are used to being the larger of the creatures it fights and is very confident in their ability to use their claws and venom to destroy any enemy. If an opponent seems exceptionally dangerous, bøyg rely on their venomous spit to keep a distance.

Bøyg hunt in packs of 5-7, preferring to surround their prey and cut off any escape route before charging in. They don't hurl boulders like other giants, but their spit is equally formidable.

## QUIRKS

Bøyg, being serpents, constantly flick their tongues out rapidly, making them very hard to understand, even to those who speak giant. They constantly bicker and argue with each other, leading to all-out brawls.

## HABITAT



### BØYG (WARRIOR)

*Huge giant, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 115 (11d12 + 44)

**Speed** 40 ft.

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

**Skills** Perception +3

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

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Giant

**Challenge** 6 (2,300 XP)

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

**Regeneration.** The Bøyg regains 15 hit points at the start of its turn. If the creature takes acid or fire damage, this trait doesn't

function at the start of the Bøyg's next turn. The Bøyg dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Frenzy.** If the creature is reduced to half of its maximum hit points or fewer, it will enter a frenzy. While in a frenzy, it will not use its venomous spit action, but all melee attacks will have damage increased by 3 points.

### ACTIONS

**Multiattack.** The Bøyg makes three attacks: one with its bite and two with its claws, or it makes two ranged attacks with its venomous spit.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. Target must make a DC 15 Constitution saving throw or suffer 18 (4d6+4) poison damage. Damage is halved on a successful save.

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

**Venomous Spit.** *Ranged Weapon Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 7 (1d6 + 4) acid damage. Target must make a DC 15 Constitution saving throw or suffer 18 (4d6+4) poison damage. Damage is halved on a successful save.

# BRAN AND SCEÓLANG

## BRAUN AND SHKYO-LUNG

Bøyg prefer to live in warmer climates but can be found almost anywhere except the arctic. They can be solitary but live in clans of up to 25 or so giants as long as there is ample food to hunt. The coloration of their scales often matches the terrain they live in. Thus, a jungle bøyg would have bright green scales, while a desert bøyg would have tan or beige colored scales.

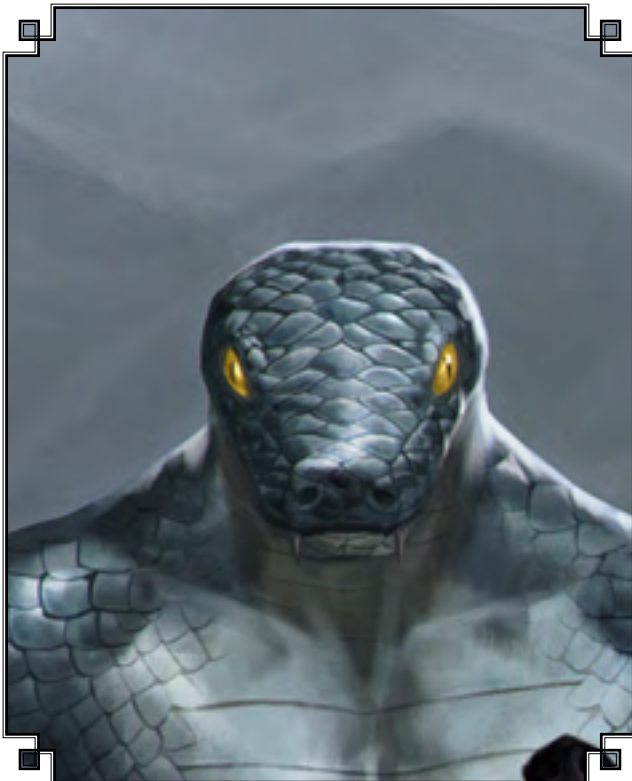
## LORE & RUMORS

**Background** Norwegian folklore

DC, Nature	Rumor
15	These creatures are horrible enough as it is, but they can also spit their venom to hit victims at a distance.
20	Like their troll cousins, the bøyg can heal from any slash or cut or spear thrust. Only acid or fire can truly kill such a creature.

## INCORPORATION

- The party is ambushed by a group of bøyg.
- A wizard needs the eggs from a bøyg to complete a rare spell and is paying well for their retrieval.
- A clan of bøyg has moved into the area, and the local ruler wants them eradicated.
- A bøyg hunting party has captured several village members, and the party needs to come up with a rescue plan.



## BEHAVIOR

These siblings are large Irish wolfhounds with small heads, white breasts, the eyes of a serpent, and a venomous bite. They are the cherished hunting hounds of the great Fionn mac Cumhaill and are always encountered with an elaborate gold and silver chain. Bran is a male, and Sceólang is a female.

Each hound is incredibly loyal to Fionn (or other masters as you see fit). They can sense evil and forewarn their master of any they detect. The hounds love to hunt, and it seems they were created solely to lead hounds to a victorious hunt.

## HABITAT

Bran and Sceólang (or another of their type) are always the loyal companions of great heroes, bestowed as gifts by the gods.

## LORE & RUMORS

**Background** Irish folklore

DC, History	Rumor
15	One of these hounds often leads the pack of a thousand hounds when on a great hunt.
20	If one of these hounds spots a hart, they cannot resist the urge to leap after the beast.

## INCORPORATION

- The party encounters a pack of hunting hounds, being led by Bran.
- As part of an encounter with a great heroic hunter, Bran is that hunter's loyal companion.
- The party encounters one of the hounds who has been hurt/trapped.



CR 6, PROF BONUS: +3

# BREGDI

BRAYG-DI

The bregdi is a gargantuan creature resembling a manta ray that grows over 50 ft. long, not counting its 30 ft. tail. A ridge of spines runs down the length from its prehistoric reptilian head to the tip of its tail, and its great wings end in five-foot-long claws.

## BEHAVIOR

Bregdi search vast swaths of ocean, looking for moderate-sized or smaller ships overhead. When it discovers one, it makes broad circles around it, undetected in the water, to ensure it's an appropriate prey item. Once it has determined the ship is prey, it charges upward and flies into the air, landing on the boat from above. Once it hits, it envelops the ship, crushing it in its embrace while rolling and trying to bring the entire boat underwater. Once all aboard are dead or removed from the ship, the bregdi simply picks them off from the sea and eat them whole.

This creature has a vulnerability to iron and steel. If a single attack from such a weapon inflicts at least 15 points, the Bregdi must succeed on a Wisdom saving throw with a DC equal to the damage taken, or it flees back into the ocean depths.

## QUIRKS

Bregdi have an unnatural fear of amber (the gemstone). If it spots amber, it immediately flees into the deep.

## HABITAT

These remarkable creatures are solitary, living in the deepest parts of the ocean, where they are largely undisturbed. They swim towards shallower areas to hunt for ships and follow along shipping lanes in a way similar to the U-boats in WWII.

## INCORPORATION

Rumors of a monstrous beast along the coast is sinking ships. A Bregdi is sinking ships because some evil has permeated the water, and the PCs must investigate. They notice a foul magical poison in the waters where the attacks have occurred.



### BRAN AND SCEÓLANG (EXPERT)

Large monstrosity, any good

**Armor Class** 14 (natural armor)

**Hit Points** 110 (13d10 + 39)

**Speed** 40 ft.

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

**Skills** Perception +4

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 6 (2,300 XP)

**Enhanced Senses.** Bran and Sceolang have advantage on any perception check that relies on smell or hearing.

**Detect Evil.** They can spend 1 minute concentrating, allowing them to detect any evil aligned creature within 100 ft.

### ACTIONS

**Multiattack.** Bran and Sceolang make two attacks, each with its bite.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (3d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

# LORE & RUMORS

CR 22, PROF BONUS: +7

## Background Shetland folklore

DC, Nature	Rumor
15	The bregdi stalks ships and small boats, completely undetected in deep water, and suddenly flies up out of the water and lands on the vessel, enveloping it in a destructive embrace.
20	Bregdi are vulnerable to cold iron and steel, and may flee if wounded by such weapons.
25	Amber keeps the bregdi at bay.



## BREGDI (WARRIOR)

*Gargantuan monstrosity, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 472 (27d20 + 189)

**Speed** 20 ft., fly 50 ft., swim 60 ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	8 (-1)	18(+4)	12 (+1)

**Saving Throws** Str +17, Dex +7, Con +14, Int +6, Wis +11

**Damage Vulnerabilities** iron or steel

**Condition Immunities** grappled, paralyzed, restrained

**Senses** truesight 120 ft., passive Perception 14

**Languages** understands Primordial but can't speak

**Challenge** 22 (41,000 XP)

**Amphibious.** The bregdi can breathe air and water.

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

**Siege Monster.** The bregdi deals double damage to objects and structures.

**Enveloping Crush.** The bregdi will envelop an object and/or creatures within a 20 ft. radius area of effect with its wings. Any object or creature in this area of effect will need to make a DC 25 Dexterity saving throw or be grappled and restrained, suffering 28 (3d8+15) points of bludgeoning damage. Creatures making a successful saving throw are not grappled or restrained, and will suffer half damage.

If the bregdi maintains this enveloping attack at the start of its next turn, all grappled creatures and objects will suffer damage automatically. Creatures are allowed a DC 25 athletics check at the start of their turns to attempt to break free.

While engaging in this maneuver, the bregdi's speed becomes zero and it cannot bite or use its tail against any creature enveloped.

## ACTIONS

**Multiattack.** The bregdi makes two bite attacks and one tail swipe attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the bregdi, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the bregdi, and it takes 42 (12d6) acid damage at the start of each of the bregdi's turns. If the bregdi takes 50 damage or more on a single turn from a creature inside it, the bregdi must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the bregdi. If the bregdi dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

**Tail Swipe.** *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

## LEGENDARY ACTIONS

The bregdi 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 bregdi regains spent legendary actions at the start of its turn.

**Tail Swipe.** The bregdi makes one tail swipe attack.

**Roll (Costs 2 actions).** If the bregdi is enveloping objects or creatures, it can perform a roll. All creatures and objects will suffer 28 (3d8+15) points of bludgeoning damage and will need to make a successful DC 25 Constitution saving throw or be stunned until the end of their next turn.



# BROWNIE

BR-OW-NI

Brownies are small humanoids, standing between six inches and a foot tall. They typically wear ragged or worn clothing in need of repair and patching.

## BEHAVIOR

If given gifts of milk or cream, the brownie will be happy and continue to do chores around the home, mostly at night when others are asleep. They prefer to remain hidden from view and can turn invisible to accomplish this. If confronted, they are slightly evasive but are not averse to communication.

Brownies are easily offended, however, so one must take care to walk on eggshells when talking with a brownie. In combat, brownies turn invisible and attack from surprise, then escape into hiding to repeat the process. Groups of brownies attack in waves using this tactic.

## QUIRKS

These creatures are emotional roller coasters, going from elation when complimented or treated well to offense and anger if insulted.

## HABITAT

Brownies are typically solitary creatures that are attached to a home or farm. Many brownies not assigned to a homestead reside in the Fey Realm until such an assignment opportunity arises.

## LORE & RUMORS

**Background** Scottish folklore

*Gie Brownie a coat, gie Brownie a sark,  
Ye'ae get nae mair o' Brownie's wark*

DC, History	Rumor
10	If your house is home to a brownie, they will help with basic chores while you sleep or are away.
15	Brownies love to have milk left out for them and it will help keep them happy. An ill-treated brownie may leave forever.
20	If you anger a brownie, they transform into boggarts. Brownies refuse any offer of clothing or diving blessing, and if either is offered, they are offended and leave.

CR 1/4, PROF BONUS: +2



## BROWNIE (CASTER)

*Tiny fey, typically good*

**Armor Class** 15 (leather armor)

**Hit Points** 5 (2d4)

**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

**Skills** Perception +3, Stealth +8

**Senses** passive Perception 13

**Languages** Common, Elvish, Sylvan

**Challenge** 1/4 (50 XP)

**Spell Casting.** The brownie can cast *prestidigitation* at will.

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

## ACTIONS

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

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

## INCORPORATION

- A local home/farm has noticed that chores are being completed at night.
- A home that has enjoyed the work of a brownie now has messes created and things destroyed, and the owners have no idea why. A relative was visiting, and the brownie overheard them saying how the wheat was poorly threshed and stacked, which is a task the brownie had been doing for years.

# BUGBEAR

**BUG-BAER**

These creatures can take the form of a black or brown bear but have a ghostly aura that surrounds them. They frequently appear to be partially decomposed, but they are not undead. Their eyes glow a pale gray, with what seems to be white smoke drifting from them. They often stand upright, giving them an eerie humanoid profile.

## BEHAVIOR

These creatures absorb the fear of those around them, which provides them their primary form of sustenance. Thus, they prefer to haunt the woodlands near humanoid settlements where encounters with lone or small groups of individuals are plentiful. These aren't evil creatures and do not physically attack out of maliciousness, but only in defense.

## QUIRKS

Bugbears target children as they emit the most fear and are easiest to terrorize. This gives the bugbear a malevolent reputation, but it does not harm the children.

## HABITAT

Any wooded area near settlements or roads.

## LORE & RUMORS

**Background** Welsh folklore

DC, History	Rumor
10	A bear sighted but no tracks present? A sign of the bugbear.
15	Stay away from a bugbear, else you be stricken with fear, which the bugbear feeds off of.
20	These creatures can understand the language of the fey but cannot speak.

## INCORPORATION

- A ghostly creature haunts the woods in which loggers are meant to harvest. But all refuse to enter.
- A group of fey mounted on bugbears are driving out encroaching humans or monsters.

**CR 1, PROF BONUS: +2**



### BUGBEAR (WARRIOR)

*Large monstrosity, typically neutral*

**Armor Class** 11 (natural armor)

**Hit Points** 34 (4d10 + 12)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	7 (-2)	13 (+1)	7 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** understands Sylvan

**Challenge** 1 (200 XP)

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

**Fear Sustenance.** Any creature failing its saving throw vs. the fear aura will provide sustenance to the bugbear, effectively healing it 1d6 points, up to its maximum.

### ACTIONS

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

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

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

**Fear Aura (Recharge 5-6).** The bugbear emits a ghostly aura out to a distance of 30 ft. radius. Any creature entering this aura for the first time or starting their turn within must make a DC12 Wisdom saving throw or be frightened until the end of the bugbear's next turn.

# BUGGANE

CR 1/2, PROF BONUS: +2

BUH-GAEN

The buggane is a humanoid creature standing roughly three feet in height, with a substantial black mane around its head, glowing yellow eyes, and jagged fangs.

## BEHAVIOR

Buggane live to cause pain and suffering to others. If one is especially incensed at a target, for example taking refuge in a church or other area the buggane can't follow, it sacrifices itself by detaching its own head and hurling it towards the offender, where it explodes in deadly shards of bone and gore.

## QUIRKS

Buggane are extremely afraid of running water.

## HABITAT

Dark caves or crevices or forests outside of humanoid settlements are the preferred lair of bugganes.

## LORE & RUMORS

**Background** Manx (Isle of Man) folklore

DC, Arcana	Rumor
10	Buggane are often tasked by offended fey to harass the offenders by playing tricks on them.
15	These creatures cannot cross into consecrated land or thresholds.
20	The buggane can take its own head and hurl it towards a victim, where it explodes in fire.

## INCORPORATION

- A powerful fey has taken offense at the party and sent one or more buggane to harass them.
- A town the party is visiting is haunted by a buggane, and the townsfolk are desperate to get rid of it.



## BUGGANE (CASTER)

*Small fey, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 14 (4d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+1)	12 (+1)

**Skills** Perception +2, Stealth +3

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical or non-silvered attacks

**Condition Immunities** poisoned

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

**Languages** Sylvan

**Challenge** 1/2 (100 XP)

**Innate Spellcasting.** The buggane can cast *prestidigitation* at will.

**Unholy Aspect.** The buggane cannot willingly cross into any holy or consecrated area.

## ACTIONS

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage.

**Death Burst.** The buggane can detach its head from its body and throw it up to 30 ft. away, where it will explode. Any creature within a 10 ft. radius must succeed on a DC 12 Dexterity saving throw or suffer 10 (3d6) bludgeoning damage. A successful save results in half damage. The buggane dies immediately after this action.

# BUKAVAC

CR 3, PROF BONUS: +2

BOO-KA-VAK

The bukavac is a cow-sized creature with six legs and a crown of twisted horns growing from its head. Greenish scales cover its skin, and a thick flat tail aids in swimming underwater. This creature has a wide, double-hinged jaw lined with razor-sharp teeth.



## BEHAVIOR

Primal creatures, the bukavac is driven solely by base needs. When hunting, it attempts to remain hidden in the reeds or underwater, where it leaps forward, trying to jump atop the creature it is attacking, where it then shreds with its teeth and impale with its horns.

## QUIRKS

Bukavac are distracted by shiny objects and often find themselves drawn to such things unless otherwise occupied (such as in combat).

## HABITAT

Bukavac make their lairs in medium or large-sized temperate bodies of water. Their nests are dug in the sides of rivers or lakes, just under the water level, and thus aren't observable from the surface. Once per year, they lay 2d4 eggs, which the bukavac covers in compost to keep warm until they hatch after a month.

## LORE & RUMORS

**Background** Slavic folklore

DC, History	Rumor
15	The bukavac hungers for the flesh of humanoids and lurks underwater until such a prey item nears the water, at which point the creature leaps forth up to 30 ft. in a single jump.

## INCORPORATION

- The party is ambushed by a bukavac from the river or lakeshore.
- A bukavac is killing all travelers coming to and from a nearby town. The town depends on a safe road for trade and supplies.

## TREASURE

A bukavac egg can fetch up to 100 gp on the open market from both alchemists and wizards and those who wish to raise and train one of these creatures.



### BUKAVAC (WARRIOR)

*Large monstrosity, any evil*

**Armor Class** 15 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

**Saving Throws** Str +5

**Skills** Perception +3

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

**Languages** —

**Challenge** 3 (700 XP)

**Leap.** the bukavac can spend its movement rate to leap up to 50 ft. distance.

### ACTIONS

**Multiattack.** The bukavac makes two attacks, one with its bite, and one with its horns.

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

**Horn.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

# CAILLEACH BEIRA

CR 21, PROF BONUS: +7

KAHL-YAKH BYE-RUH

Cailleach stands over eight feet tall and naturally appears as an old woman with stark white hair, dark blue skin, and rust-colored teeth. However, within her palace of Ben Nevis, she jealously guards a magic pool that allows her to take the form of a beautiful young woman when she drinks from it.

## BEHAVIOR

Cailleach is quite vain, and while she has a quick temper, she has been known to lure or capture people who flatter her to keep her company in her palace. The ice queen has an intense hatred of the Seelie Court and the king and queen and looks for every loophole in their agreement to exploit. She secretly desires to bring the Seelie Court to its knees and rule the entire Fey Realm.

While not afraid of direct confrontation, Cailleach relies heavily on her animal spies and animated guards to quickly crush any opponent, using her *teleporting* and *misty step* abilities to hit the party with ice, lightning, or *chilling ray* attacks from every angle. If the battle is going badly, she attempts to flee, always keeping a teleport spell available, and plots her revenge, never giving up until she has it. She almost always appears as a stunningly beautiful young woman who carries herself with regal importance and dresses in exquisite finery and white diamonds if encountered outside of her lair.

## QUIRKS

Cailleach, despite her cunning and strategic thinking, is prone to being susceptible to compliments. She also has a strong addiction to sweet candies, which are rare for her to find and obtain.

## HABITAT

Ben Nevis isn't large, but it is very remote, high up on a remote mountain where the ice and snow never thaws. Ben Nevis is crafted entirely from blue ice rather than built of typical stone, wood, and mortar, with sharp jagged spires reaching upwards and an ever-present storm churning in the sky above. Within this palace are the frozen bodies of previous visitors arranged in poses to reflect a mockery of a royal court.

Cailleach uses the wildlife in the area to act as her eyes and ears and thus is never unaware of visitors approaching by mundane means. These creatures include both normal animals such as owls, wolves, hares, and mice and fantastical creatures such as winter wolves and ice trolls. Within the palace are her guards (use **Helmed Horror** stat blocks).



## LAIR ACTIONS

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

- Cailleach causes the air to become exceptionally chilled. All creatures not immune to cold suffer a -4 penalty to their initiative segment.
- Cailleach's awe spills over to all in her audience. Every creature in her lair of her choosing must succeed on a DC 20 Wisdom saving throw or be enthralled and charmed by her. A charmed person cannot take any hostile action toward her. A new saving throw can be attempted at the end of each charmed creature's turns. A successful save renders the creature immune to this effect for 24 hours.
- Giant spears of ice erupt from the walls or floor. Up to five shards can be created anywhere within the lair. A target of a shard must succeed on a DC 20 Dexterity saving throw or suffer 28 (5d10) piercing damage. A successful save results in half damage.

## REGIONAL EFFECTS

The region containing Cailleach's palace is altered by the winter queen's magic, which creates one or more of the following effects:

- Within 5 miles of the lair, a chill hangs in the air. A thin frost covers the ground, and only cold, hardy vegetation grows.
- Within 1 mile of the lair, all wildlife (foxes, hares, owls, etc.) act as spies for the winter queen, relaying to her all occurring things.
- Within 1 mile of the lair, ice and snow up to one-foot deep cover the ground, and the sky is always gray.
- If Cailleach dies, conditions in the area surrounding the lair return to normal over the course of 1d10 days.

## TREASURE

Within her ice palace is a magical pool that restores youth. The water is ice cold, but it transforms the drinker back to their prime age if drunk. This can only be done once in a lifetime (Cailleach is not limited in this way).

**Staff of Winter** (quarterstaff +3, 25 charges, recovers 1d6 charges at dusk):

*1 charge*

- Light
- Faerie fire

*2 charges*

- Shocking grasp (4d8 dmg)
- Ice knife
- Ray of frost

*3 charges*

- Lightning bolt (10d8 dmg)

*5 charges*

- Cone of cold (12d8 dmg)

## LORE & RUMORS

**Background** The origin of Cailleach comes from old Scottish folklore, meaning "divine hag," and is associated with a creature who has control of the weather and created the mountains. Later in the 20th century, she became known as Cailleach Beira [Donald Alexander MacKenzie], or the "Queen of Winter."

For purposes of this book, Cailleach Beira represents the ruler of the Unseelie Court. However, she can be known by many other names, depending on which region's folklore you are referencing. If you prefer to use Nicnevin or Queen Mab instead of Cailleach, feel free to do so and use the same stat block and background. "Cailleach" is used in this manual because it is one of the oldest names used for her.

*"Then a ready company came, soon after close,  
Nicnevin with her nymphs, in number enough  
With charms from Caithness and the Canonry of Ross  
Whose knowledge consists in casting a ball of yarn...  
The King of Fairy, and his Court, with the Elf Queen,  
with many elvish Incubi was riding that night."*

-- Alexander Montgomerie

DC, Arcana	Rumor
<10	During the summer, she turns to stone within her palace, only to resume her form when the first chill winds arrive.
10	She goes by several names, including Cailleach Bhéara or Nicnevin, and is regarded as the Queen of Storms and Winter. She has also been called the Queen of the Dead.
15	Cailleach created the mountains, and makes her home atop the tallest peak.
17	Cailleach can strike her staff to the ground, causing everything around her to freeze instantly.
20	She has a hatred for the Seelie Court, and would destroy it if she could.

## INCORPORATION

- Cailleach has summoned the party to Ben Nevis for an audience. She has an essential task for them to strengthen her position against the Seelie Court. This task can be to search for an artifact or act as spies for her.
- An ever-lasting winter has taken over the season, and the party is tasked to investigate, which leads them to Ben Nevis, and a new ritual Cailleach has unlocked that allows her to turn the land icy and cold.
- Cailleach is a patron (Archfey) for one of the warlock PCs.



## CAILLEACH BEIRA (CASTER)

Large fey, lawful evil

**Armor Class** 20 (natural armor)

**Hit Points** 322 (28d10 + 168)

**Speed** 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	23 (+6)	18 (+4)	20 (+5)	20 (+5)

**Saving Throws** Dex +11, Con +13, Wis +12

**Skills** Deception +12, Intimidation +19, Perception +12, Persuasion +19, Stealth +11

**Damage Resistances** fire, lightning

**Damage Immunities** cold, poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., truesight 120 ft., passive Perception 22

**Languages** All, telepathy 120 ft.

**Challenge** 21 (33,000 XP)

**Legendary Resistance (3/day).** If Cailleach fails a saving throw, she can choose to succeed instead.

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

**Heart of Ice.** Travelling over snow or ice is not considered difficult terrain for Cailleach, and she radiates cold in a 10 ft. radius around her body. Any creature within this radius will suffer 11 (2d10) points of cold damage the first time they enter this area, or start their turn in this area.

**Illusionary Appearance.** Cailleach can choose to appear in her natural form, or as any female humanoid of any age she chooses.

### ACTIONS

**Multiattack.** Cailleach makes three staff, chilling ray, or icy touch attacks.

**Staff of Winter.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) cold damage.

**Storm Burst (Recharge: 5-6).** Cailleach slams the end of her staff to the ground, sending out a blast of arctic air embedded with lightning in a 30 ft. radius. Any creature within this area of effect must make a DC 20 Constitution saving throw or suffer 28 (5d8+5) cold damage and 28 (5d8+5) lightning damage. A successful save results in half damage.

If Cailleach uses this ability, she cannot take any other actions during her turn.

**Spellcasting, Chilling Ray Cantrip.** *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 32 (5d10 + 5) cold damage.

Target will be chilled, reducing their movement by half, and will be unable to take reactions until the end of their next turn.

**Spellcasting, Icy Touch Cantrip.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage and the target is restrained from ice encasing them (escape DC 17).

**Spellcasting, Darkness (Lvl 2, 3 times per day).** Cailleach creates a globe of magical darkness 20 ft. radius up to a range of 100 ft. away. This darkness lasts for 1 minute or until dispelled or Cailleach dismisses it, and obscures all normal and darkvision.

**Spellcasting, Silence (Lvl 2, 3 times per day).** Cailleach causes a 20 ft. radius sphere out to a range of 100 ft. to suddenly become silent where no sound can penetrate. Spells with verbal components cast within this sphere will fail. The spell will remain for 1 minute unless dispelled, Cailleach dismisses it, or Cailleach loses concentration to maintain it.

**Spellcasting, Teleport (Lvl 5, 2 times per day).** Cailleach can disappear, instantly reappearing anywhere within 10 miles of a location she has seen previously.

**Spellcasting, Ice Storm (Lvl 5, 2 times per day).** Cailleach creates icy shards to rain down in a 30 ft. radius out to a range of 100 ft. Any creature within this area must succeed on a DC 20 Dexterity saving throw or suffer 44 (8d10) cold damage. A successful saving throw reduces this damage by half. The area of effect becomes difficult terrain.

### LEGENDARY ACTIONS

Cailleach 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. Cailleach regains spent legendary actions at the start of her turn.

**Misty Step.** Cailleach shimmers and disappears in a cloud of freezing mist, reappearing instantly in an unoccupied space within 30 ft.

**Spellcasting, Ice Sheet (Lvl 2).** Cailleach can cause a 10 ft. radius area of the ground within 100 ft. to become sheer ice. This area becomes difficult terrain if it is not already, and any creature in the area must make a DC20 Dexterity saving throw at the start of their turn, or fall prone.

**Lightning Jolt (Reaction).** As a reaction to being struck by a melee attack, Cailleach can emit an electrical jolt that leaps from her body to any creature within 10 ft. That creature must succeed on a DC 20 Dexterity saving throw or suffer 14 (3d8) lightning damage. A successful save results in half damage. If the target is wearing metal armor or is made of metal, the save automatically fails.

**Ice Shroud (2 actions, reaction).** A sheet of ice surrounds Cailleach instantly, protecting her from any one physical spell or weapon attack.

# CALADRIUS

CR 1/4, PROF BONUS: +2

KAL-A-DREE-UHS

The caladrius appears as a regal white bird, typically a dove or crane.

## BEHAVIOR

These majestic birds are intelligent and have a kind disposition. They often go about healing the injuries of beast and person alike. While they don't speak, they understand the language of the local region.

## HABITAT

Caladrius are typically solitary creatures in the wild but are often kept as pets by royalty.

## LORE & RUMORS

**Background** Roman mythology

DC, Nature	Rumor
10	This bird has magical healing abilities.
15	A caladrius is exceptionally intelligent and understands language.
20	After absorbing injury and toxins into its body, it takes flight and disperses the illness into the four winds.

## INCORPORATION

- A caladrius has been captured from a royal family with an ill member, and they are desperate to have it rescued.
- The party witnesses a caladrius fly down and heal the wounds of a trapped animal.



## CALADRIUS (CASTER)

*Small celestial, neutral good*

**Armor Class** 13 (natural armor)

**Hit Points** 9 (2d6 + 2)

**Speed** 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13

**Languages** understands Common and Sylvan but can't speak

**Challenge** 1/4 (50 XP)

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

**Healing Touch (3 times a day).** Caladrius can touch a target willing creature, healing 7 (2d6) points of damage and ending any poisoned condition.

### ACTIONS

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



# CALYGREYHOUND

CR 1/4, PROF BONUS: +2

KALI-GREY-HOUND

These regal creatures have the body of a deer with eagle claws on its forelegs, a lion's tail, the head of a wildcat, and large antlers. Some have the hindquarters of a lion.

## BEHAVIOR

These creatures are primal and primitive in nature, relying on instinct and base needs. They are excellent hunters and exceptionally swift. A calygreyhound trained from a young age is loyal to its owner.

In combat, the calygreyhound prefers to stalk its prey much in the same manner as a cat, pouncing and rushing forward at the right moment to overpower the target.

## QUIRKS

Calygreyhounds are easily distracted by catnip. They love the plant and roll around in it.

## HABITAT

These creatures are found in most temperate woodlands or mountains.

## LORE & RUMORS

**Background** British folklore

DC, History	Rumor
10	The calygreyhound is often used as a heraldic symbol by royal families.
15	These creatures were thought to be myth only; something out of imagination and not real. Guess not.

## INCORPORATION

- A pack of calygreyhound have been hunting livestock and need to be dealt with.
- A duke or duchess has requested a young calygreyhound be captured, as it symbolizes their coat of arms.



## CALYGREYHOUND (WARRIOR)

Medium monstrosity, unaligned

**Armor Class** 13

**Hit Points** 22 (4d8 + 4)

**Speed** 50 ft.

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

**Skills** Perception +5

**Senses** passive Perception 15

**Languages** —

**Challenge** 1 (200 XP)

**Keen Senses.** The calygreyhound has advantage on Wisdom (Perception) checks that rely on sight or hearing.

### REACTIONS

**Antler parry.** The calygreyhound can use its antlers to deflect melee attacks, increasing its AC by 2 until the start of its next turn.

### ACTIONS

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

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

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

# CĂPCĂUN



KAP-KA-OON

The căpcăun are 8ft tall humanoid creatures, much like an ogre, but with canine heads. Their most unusual trait is that they have four eyes rather than the typical two most would expect. They wear primitive hides and weapons, adorning themselves with the bones of their prey.

## BEHAVIOR

Dimwitted, the căpcăun do form small social groups, but these are primal in nature, where the largest member is the clan leader. They prefer to hunt humanoids for food but eat just about anything available. A favorite hunting tactic is to stay hidden in the woods while spying on human farmers to learn their routine and ambush the people when they are alone and easily killed. Sadly, this results in many children being prey to căpcăun, which is why they have a reputation for hunting only children.

## QUIRKS

Despite their primal and brutal nature, căpcăun do love to play games and tell riddles. They are simple riddles compared to human standards, but often they let someone go if they engage in banter and play games with the căpcăun.

## HABITAT

Căpcăun can be found in most climates, preferring to live on the outskirts of humanoid settlements deep within forests or mountain trails. They take advantage of natural shelter when possible, but if none is, they build very rudimentary huts out of logs and brush.

## INCORPORATION

- A căpcăun has been kidnapping members of the village when they are alone in the forest. The PCs are tasked to find out what is happening to the villagers.
- A clan of căpcăun has been recruited by giants to aid in an invasion of a humanoid settlement that the PCs are currently residing in.



CR 2, PROF BONUS: +2



### CĂPCĂUN (WARRIOR)

Large fey, any evil

**Armor Class** 15 (hide armor, shield)

**Hit Points** 44 (8d10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Goblin, Sylvan

**Challenge** 2 (450 XP)

**Enhanced Senses.** The căpcăun gains advantage on any perception check that relies on hearing, sight, or smell.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 2) piercing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d8 + 4) piercing damage, or 10 (1d10 + 4) piercing damage if used with two hands to make a melee attack.

## LORE & RUMORS

**Background** Romanian folklore

DC, History	Rumor
5	These creatures love the taste of human children and go to any length to abduct them (false).
10	Căpcăun roam the mountains and forests, looking for vulnerable people to hunt for food.
15	A căpcăun clan can number more than 25 creatures, led by a chieftain. They make their lairs in large cave complexes or crude wooden huts.
20	The four eyes of these creatures allow them to see extremely well and even detect hidden creatures.

# CARCOLH

CR 4, PROF BONUS: +2

KA-KOH-LUH

The monstrous carcolh is a hairy snake-like creature with a giant snail's shell. Long tentacles sprout from its head, ending in spiked barbs dripping with acidic venom. A broad trail of mucus is left in its wake.

## BEHAVIOR

The carcolh is wholly unintelligent and lashes out and attacks any creature that comes close to it. It is highly aggressive, coming out of its lair at the slightest provocation.

## HABITAT

Carcolh live in large, dark, dank caves. It comes out during the night to hunt, attacking anything it comes across.

## LORE & RUMORS

**Background** French mythology

DC, Nature	Rumor
15	A giant slime trail is a sign of the carcolh living and hunting nearby.
20	This creature entangles prey in its tentacles and then smash the poor creature against its shell until it's a lumpy pulp.

## TREASURE

The venom of a carcolh is highly sought after by assassins and others with...nefarious intentions. If a successful Smith's Tools check is made against a DC 15, one of the barbed tentacles can be crafted into a whip with the following changes:

- Base damage becomes 1d6
- The target hit by the whip must succeed on a DC 10 Constitution saving throw or suffer 4 (1d6) additional acid damage.

## INCORPORATION

- A carcolh has taken up residence in the countryside and must be dealt with as it kills travelers with impunity.
- A influential mentor or mage has entrusted one of the PCs to acquire a vial of the creature's venom.



### CARCOLH (WARRIOR)

*Large monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

**Damage Immunities** acid

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

**Senses** blindsight 60 ft. (blind beyond this radius), tremorsense 20 ft., passive Perception 8

**Languages** —

**Challenge** 4 (1,100 XP)

**Climb.** The carcolh can climb at a rate equal to its movement rate, including vertical and smooth surfaces.

**Shell.** The carcolh can withdraw into its shell as a bonus action, granting it an effective AC of 20. However, it cannot take any actions other than moving while using the shell for full protection.

### ACTIONS

**Multi-attack.** The carcolh has six pseudopods, two of which can make attacks each round.

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage and the target is grappled if it is medium-sized or smaller. At the start of the carcolh's turn, any creature it has grappled will be slammed against its shell automatically inflicting both bludgeoning and acid damage. A pseudopod grappling a creature cannot be used to attack another creature

# CAT-SÌTH

KAT-SHEE

These creatures appear as jet black cats as large as dogs, with a striking white patch on their chest.

## BEHAVIOR

Cat-sith tend to be aloof, arrogant, and lovers of naps and milk. That is, they are just like ordinary cats, albeit more intelligent. If one of these creatures is seen outside of a home, it desires milk. If milk is left outside for it overnight, the house is blessed, and all within are granted inspiration. If no milk is left, all milk within the home spoils, and any livestock does not produce milk for one week.

A cat-sith much prefers to attack from stealth than engage in open combat. If a battle is going badly, they look for any avenue of escape.

## QUIRKS

Cat-sith, like all cats, are temperamental and very moody. One minute they are exceptionally affectionate, and a second later they take a swipe at you.

## HABITAT

Cat-sith are most commonly found in rural areas near villages and farming communities. They make their lairs in the forests and hills within extensive burrows near said communities.

## LORE & RUMORS

**Background** Irish folklore

DC, Nature	Rumor
<10	These creatures are actually witches shapechanged into that of a cat (false).
10	Cat-sith are known as "king of cats" among many villagers.
15	The cat-sith were domestic cats bred with fey wildcats.
17	If a cat-sith is nearby, leave a saucer of milk out at night, else bad luck will befall you.
20	The creature can absorb the souls of the dying, rejuvenating the creature and preventing the soul from reaching the afterlife.

CR 4, PROF BONUS: +2



## CAT-SÌTH (EXPERT)

Medium fey, any alignment

**Armor Class** 13

**Hit Points** 18 (4d8)

**Speed** 50 ft., climb 40 ft.

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

**Skills** Perception +4, Stealth +7

**Senses** passive Perception 14

**Languages** understands Sylvan

**Challenge** 1/2 (100 XP)

**Keen Smell.** The cat-sith has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the cat-sith moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the cat-sith can make one bite attack against it as a bonus action.

**Soul Stealing.** If any creature dies within 30 ft. of the cat-sith, the cat-sith will gain 1d8 temporary hit points. These points will expire after 24 hours.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) slashing damage.

## INCORPORATION

- Livestock in the village have had their milk go dry, and no one can explain why. Surely there is a supernatural reason for this.
- A cat-sith has been caught in a trap, and the PCs come across it.
- This creature is a familiar for a fey creature.

## CAT-SÌTH, ELITE

### CIREIN-CRÒIN, LEGENDARY

#### CAT-SÌTH, ELITE

Large fey, any alignment

**Armor Class** 14

**Hit Points** 71 (11d10 + 11)

**Speed** 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	13 (+1)	7 (-2)	14 (+2)	10 (+0)

**Skills** Perception +4, Stealth +8

**Senses** passive Perception 14

**Languages** understands Sylvan

**Challenge** 3 (700 XP)

**Keen Smell.** The cat-sith has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the cat-sith moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the cat-sith can make one bite attack against it as a bonus action.

**Soul Stealing.** If any creature dies within 30 ft. of the cat-sith, the cat-sith will gain 2d8 temporary hit points. These points will expire after 24 hours.

**Frenzy.** If reduced to fewer than half of their maximum hit point total, the cat-sith gains resistance to all piercing, slashing, and bludgeoning damage. The creature also gains a bonus +3 to each attack roll it makes, and advantage on any wisdom saving throws it may be forced to make during this time. This frenzy ends if the creature is brought above half of its maximum hit point total, it is incapacitated, reduced to 0 or fewer hit points, or there are no opponents within sight or hearing of it.

#### ACTIONS

**Multi-attack.** The cat-sith attacks once with its bite and once with its claws.

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

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) slashing damage.

#### CIREIN-CRÒIN, LEGENDARY

Gargantuan monstrosity, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 187 (15d20 + 30)

**Speed** swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	14 (+2)	5 (-3)	10 (+0)	7 (-2)

**Skills** Perception +4

**Senses** blindsight 10 ft., passive Perception 14

**Languages** —

**Challenge** 9 (5,000 XP)

**Shapechange.** As a bonus action, the cirein-cròin can change its shape to resemble as small silver fish, or to return to its natural form.

**Legendary Resistance (3 times per day).** If the legendary cirein-cròin fails a saving throw, it can choose to succeed instead.

**Vortex (1 time per day).** The legendary cirein-cròin can spend its action for two consecutive rounds circling a boat or creature smaller than 50 ft. in length. At the end of the second action, the churning water and rising bubbles cause the craft to sink in 1d6 rounds. Creatures will need to immediately succeed on a DC 16 Athletics skill check or be sucked underwater for 1d6 rounds.

**Siege Creature.** Damage against ships and structures inflict double damage.

#### ACTIONS

**Multi-attack.** The legendary cirein-cròin attacks twice with its bite.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 22 (3d10 + 6) piercing damage and if the target is large-sized or smaller, is swallowed. While swallowed, the creature is considered *restrained* and will take 16 (3d6 + 6) acid at the start of each of their turns. If the legendary cirein-cròin suffers 50 points of damage from one attack from the inside, or if it is reduced to 0 or fewer hit points, it will expel all swallowed creatures.

**Constrict.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 27 (6d6 + 6) bludgeoning damage, and the target is *grappled* (escape DC 20). Until this grapple ends, the creature is *restrained*, and the cirein-cròin can't constrict another target.

#### REACTIONS

**Tail Parry.** The cirein-cròin will sweep its tail forward, deflecting a melee or ranged attack, causing it to miss.

#### LEGENDARY ACTIONS

The cirein-cròin 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 cirein-cròin regains spent legendary actions at the start of its turn.

**Bite.** The cirein-cròin makes one bite attack.

**Screech.** The cirein-cròin hisses a thundering screech in a 50 ft. cone. All creatures within this cone must succeed on a DC 15 Constitution saving throw or suffer disadvantage on their next attack roll.

**Crashing Wave (2 actions).** A 15 ft. tall by 30 ft. wide wave crashes across the ship. All creatures must succeed on a DC 15 Dexterity saving throw or be knocked prone and pushed back 20 ft.

# CIREIN-CRÒIN

CR 2, PROF BONUS: +2

KIR-IN KRO-YN

In its usual form, the cirein-cròin appear as 12-15 ft long aquatic serpents with shimmering blue to orange scales and large, snake-like heads. However, it can change its shape to appear as a foot-long silver fish.

The legendary cirein-cròin grows to more than 50 feet in length and hunts small fishing vessels.

## BEHAVIOR

As solitary hunters, cirein-cròin have a unique ability to change their shape into that of a silver fish. It does this to lure larger prey and fishermen close. The legendary cirein-cròin grows to more than 50 feet in length and hunts small fishing vessels.

## QUIRKS

This creature prefers the taste of whales, and targets a whale above any other priority.

## HABITAT

The cirein-cròin make their lairs in underwater caverns in any large body of water such as a lake or sea. Within these caverns are the remains of previous victims, being littered with bones and any items that the creature couldn't digest.

## LORE & RUMORS

**Background** Scottish folklore

DC, Nature	Rumor
15	The cirein-cròin can eat up to seven whales at one time.
20	If you see a silver fish alone, do not try to catch it, as it may be a cirein-cròin trying to catch you.

## INCORPORATION

- Fishing has been very lean, and now small fishing boats are going missing.
- Evil intelligent aquatic creatures have been training cirein-cròin to attack surface fishermen and sailors.



## CIREIN-CRÒIN (WARRIOR)

*Huge monstrosity, unaligned*

**Armor Class** 12

**Hit Points** 60 (8d12 + 8)

**Speed** swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

**Skills** Perception +2

**Senses** blindsight 10 ft., passive Perception 12

**Languages** —

**Challenge** 2 (450 XP)

**Shapechange.** As a bonus action, the cirein-cròin can change its shape to resemble as small silver fish, or to return to its natural form.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

**Constrict.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the cirein-cròin can't constrict another target.

# CLEFTWYVN

CR 2, PROF BONUS: +2

Every so often, a goblin displays exceptional proficiency in malevolence and skill to gain the attention of Cailleach. In Cleftwyvn's case, they showed an unusual knack at training and handling beasts combined with a maniacal enjoyment of inflicting harm and chaos.

They first attracted the attention of the Unseelie Court after raising their bonded **giant bat**, Razorwing, to adulthood and venturing out on hit-and-run raids, sowing chaos and death to unwary travelers. Cailleach quickly realized the potential of this creature and often uses them on missions that require great speed combined with stealth. A spy on silent wings racing through the night sky undetected happens to be Cleftwyvn's specialty.

## BEHAVIOR

Cleftwyvn embodies all that is the bane to the righteous and good. They are cowardly, sadistic, and lust for anything that increases power or satisfaction. They are not stupid, however, and quite cunning.

Cleftwyvn tries to gather as much information on anyone they deal with, looking for an advantage or a way to manipulate the creature to Cleftwyvn's benefit.



## QUIRKS

Despite Cleftwyvn's sadistic nature, they have a tight bond with Razorwing and show frequent affection towards the creature.

### CLEFTWYVN (EXPERT)

Small humanoid, chaotic evil

**Armor Class** 14 (leather armor)

**Hit Points** 44 (8d6 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	8 (-1)

**Skills** Animal Handling +2, Stealth +7

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin, Sylvan

**Challenge** 2 (450 XP)

**Bat Riding.** While mounted on his bat Razorwing, Cleftwyvn has advantage on all animal handling skill checks.

**Sneak Attack (1/Turn).** Cleftwyvn deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Cleftwyvn that isn't incapacitated and Cleftwyvn doesn't have disadvantage on the attack roll.

**Nimble Escape.** Cleftwyvn can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

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

**Firebomb.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) fire damage and every creature within 5 ft. must succeed on a DC 13 Dexterity saving throw or suffer 1d6 fire damage.

### REACTIONS

**Evasion.** If riding Razorwing, Cleftwyvn can dodge and increase their AC by 3 against the triggering attack.

### LEGENDARY ACTIONS

**Cleftwyvn 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. Cleftwyvn regains spent legendary actions at the start of its turn.

**Dagger.** Cleftwyvn makes one dagger attack.

**Maneuverability.** If riding Razorwing, Cleftwyvn can move up to Razorwing's movement rate.

**Hurl Insult (2 Actions).** Cleftwyvn insults a creature within 50 ft. that can hear them. That creature must succeed on a DC 10 Wisdom saving throw or any d20 roll made by that creature until the end of their next turn will be made at disadvantage.

# CORNU

CR 2, PROF BONUS: +2

KORN-oo

Cornu appear as 10 ft. tall ravens or crows, but they are not simply giant-sized versions of those birds. They are more intelligent, and have a row of spines from crest to tail.

## BEHAVIOR

Cornu prefer to avoid humanoids whenever possible but are not averse to establishing a relationship if it benefits them, such as access to food. They are a bit aloof and easily distracted. In battle, a favored tactic is to drop stones or other heavy objects on top of the targets where they can't be reached by a counterattack.

## QUIRKS

Cornu love to collect shiny objects and hoard them in their nests.

## HABITAT

Cornu live in 10-20 birds flocks, making their roosts high in mountains or in giant trees. They can be found in nearly every climate except the arctic or dry desert.

## LORE & RUMORS

**Background** Irish folklore

DC, History	Rumor
<15	These giant birds are demons summoned by witches (false).
15	Cornu are as smart as a person and notice the smallest things around them, even invisible creatures. Don't try to sneak up on one.

## INCORPORATION

- A cornu has stolen a rare jewel, and it needs to be retrieved.
- A squad of fey are using cornu as aerial mounts.



### CORNU (EXPERT)

*Large monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 45 (7d10 + 7)

**Speed** 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	10 (+0)	14 (+2)	10 (+0)

**Skills** Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** understands Auran, Common, and Sylvan but can't speak

**Challenge** 2 (450 XP)

**Keen Sight.** The cornu has advantage on Wisdom (Perception) checks that rely on sight.

**Innate Spellcasting.** The cornu can cast *detect invisibility* once per day.

### ACTIONS

**Multiattack.** The cornu makes two attacks: one with its beak and one with its talons.

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

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



# CRAXXOR

Rumored to be the son of a jötunn and one of the Æsir, Craxxor's actual lineage is a mystery. No one knows his true parentage, as he was discarded in the forests as a babe, taken in by a wolf mother who lost her cubs.

Craxxor grew to an unusual size very quickly, being as large a man by his first year of age. His teen years saw him standing over 14 feet tall, and the first signs of his supernatural heritage became apparent in the form of two great horns sprouting from his skull.

Then, a troll attacked the wolf pack, killing many wolves Craxxor viewed as family. The giant entered a rage and attacked the troll, defeating it. He dedicated his life as a hunter of trolls, giants, ogres, and other monstrous creatures from that point forward.

## BEHAVIOR

Craxxor is single-minded in his approach to hunt and kill evil giant-kin and monstrosities. He doesn't concern himself with morality or politics, judging his allies and enemies based on their actions and views towards the creatures he hunts.

He is impatient and tireless when on a hunt. Anyone hindering him needlessly, he views with growing contempt.

If a creature has earned Craxxor's loyalty, that is something the giant takes earnestly, and he goes to great lengths to defend his friends.

CR 12, PROF BONUS: +3



## QUIRKS

Craxxor prefers raw meat over cooked meat and disdains vegetables.

## CRAXXOR (WARRIOR)

Huge giant, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 250 (20d12+120)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	12 (+1)	12 (+1)	12 (+1)

**Saving Throws** Con +10, Wis +5, Cha +5

**Skills** Athletics +11, Perception +5, Survival +9

**Damage Resistances** bludgeoning, cold

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Giant

**Challenge** 12 (8,400 XP)

**Keen Hearing and Sight.** Craxxor has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Tracking.** Craxxor has advantage on all survival checks to track his quarry.

## ACTIONS

**Multiattack.** Craxxor makes two spear attacks.

**Great Spear.** *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 50/100 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage, or 26 (3d12 + 7) piercing damage if used with two hands to make a melee attack.

**Horns of Flame.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage and 13 (3d8) fire damage. Craxxor's horns enshroud themselves in flame briefly.

**Mark of the Quarry (3 times per day).** As a bonus action, Craxxor chooses one creature he can see to mark it. Craxxor gains advantage on all attack rolls against a marked creature. This mark will last for up to 1 minute, until the marked creature is reduced to 0 or fewer hit points, or a new creature is marked.

## LEGENDARY ACTIONS

Craxxor 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. Craxxor regains spent legendary actions at the start of his turn.

**Spear Attack.** Craxxor makes one great spear attack.

**Detection.** Craxxor makes one perception check.

**Recovery (2 actions).** Craxxor ends one condition upon himself.

# CRO SÌTH

CR 1/8, PROF BONUS: +2

CROW-SHEE

These creatures appear as cattle with greenish-blue hair, gills, and webbed flippers instead of hooves.

## BEHAVIOR

Like their surface cousins, cro sìth behave the same as most herd animals. They prefer to stay close together in groups, grazing on various underwater vegetation. While they can breathe underwater, they suffocate if brought to the surface.

## HABITAT

Cro sìth live in any large body of water.

## LORE & RUMORS

**Background** Hebridean (Scottish) folklore

DC, History	Rumor
15	Cro sìth roam the undersea and lake beds, grazing on seagrass and seaweed.

## CRO SÌTH (WARRIOR)

Large beast, unaligned

**Armor Class** 9

**Hit Points** 15 (2d10 + 4)

**Speed** swim 50 ft.

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

**Senses** passive Perception 9

**Languages** —

**Challenge** 1/8 (25 XP)

**Aquatic.** The cro sìth can breathe water but will suffocate in air.

### ACTIONS

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

## INCORPORATION

- The PCs explore underwater regions and come across a herd of these creatures.
- The PCs have been tasked with retrieving a bottle of milk from one of these creatures, as it's believed they have magical properties.



# CÙ-SÌTH

CR 1, PROF BONUS: +2

## WHO-SHEE

Cù-sith are cow-sized dogs with green fur. Most are sheepdogs or wolfhounds, but other breeds may also be encountered.

## BEHAVIOR

Cù-sith are temperamental but are fiercely loyal to a friend or master. They are excellent stealthy hunters, but their most feared trait is their bark. Luckily they do not resort to such a tactic but in rare circumstances.

## QUIRKS

These creatures love to chew on hard leather and to have their ears scratched. They are very treat-receptive and can be trained quickly once the relationship is established.

## HABITAT

Cù-sith make their lairs in rocky crags or in moors in small packs of 3-8 canines.

## LORE & RUMORS

**Background** Irish folklore

DC, Arcana	Rumor
10	Cù-sith are the hounds of the fey.
15	If a Cù-sith barks, take shelter as if you hear a third bark, you will be stricken with fear.

## INCORPORATION

- The PCs hear a bark from a Cù-sith in the distance, and one recognizes what it is.
- A Cù-sith is used as a guard dog to protect a lair or treasure.
- The PCs encounter fey, who are in the company of several Cù-sith.
- A muzzled Cù-sith is part of a circus exhibit.



## CÙ-SÌTH (EXPERT)

Large fey, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	5 (-3)	12 (+1)	10 (+0)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

**Keen Hearing and Smell.** The Cù-sith has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Ghostly Bark.** The Cù-sith's bark can be heard from miles away. If a third bark is heard within an hour, any creature hearing the bark must make a DC 12 Wisdom saving throw or be frightened for 24 hours. Frightened creatures will suffer a -2 penalty on all attack, saving throw, and ability check rolls.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

# CÚ CHULAINN

CR 19, PROF BONUS: +6

## KOO KHOL-LEN

### Background Irish folklore

Rumored to be the child of the god Lug, the great hero Cú Chulainn showed superhuman traits and abilities throughout his entire life. He was raised by several foster fathers, who taught him a different skill: etiquette, protection, a sense of justice, and poetry.

As he grew to childhood, his divine heritage became evident when he was attacked by a group of boys, and he displayed his first *ríastrad*, or “warp-spasm.” This was a significant change within him, transforming him to several sizes larger with sinewy muscles and great bulk. His face would contort, one eye would hang down by his cheek, and he would enter a mad rage. Only a calming effect would transform him back to normal.

As Cú Chulainn grew into a young man, nobles began to worry that due to his incredible charisma and comeliness, he would “ruin” their daughters and steal their wives, but Cú Chulainn only wanted to marry a girl named Emer. Her

father Forgall forbid it, so they sent him off to train under the warrior Scáthach. He travels to her Fortress of Shadows and takes up training, meeting a boy named Ferdiad. Both young men became fast friends and lovers, cherishing each other’s company more than anything else.

Scáthach’s arch-rival Aife attacks during this training, and Cú Chulainn is put to sleep via a magical potion given to him by Scáthach to protect him. However, he woke early and challenged Aife to single combat. After a stalemate, he tricked her and won the battle, making her promise to end the war with his trainer and to provide him a son.

When Cú Chulainn returns to his homeland, Forgall continues to refuse him to marry Emer. Cú Chulainn storms the castle, killing two dozen of Forgall’s men and abducting Emer, and stealing the castle treasure.

Years later, his son by Aife arrives but does not introduce himself, so Cú Chulainn kills his own son, thinking him an intruder. This was an act of revenge by Aife, who forbids her son to ever back down from a fight or identify himself.

## CÚ CHULAINN (WARRIOR)

Medium humanoid, chaotic neutral

**Armor Class** 18 (chain mail, shield)

**Hit Points** 285 (30d8 + 150)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	20 (+5)	11 (+0)	10(+0)	20 (+5)

**Saving Throws** Str +14, Dex +9, Con +11

**Skills** Acrobatics +9, Animal Handling +6, Athletics +20, Perception +6

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** exhaustion, frightened

**Senses** passive Perception 16

**Languages** Common

**Challenge** 19 (22,000 XP)

**Legendary Resistance (3/day).** If Cú Chulainn fails a saving throw, he can choose to succeed instead.

**Magic Resistance.** Cú Chulainn has advantage on saving throws against spells and other magical effects.

**Divine Strength.** Due to his divine heritage, Cú Chulainn’s strength is exceptional and superhuman.

**Ríastrad.** Cú Chulainn enters a warp-spasm for up to 1 minute or until he is incapacitated or calmed. Cú Chulainn’s body grows to *huge* size and contorts to inhuman proportions. During this period, all attack rolls are made at advantage, Cú Chulainn is immune to all charm effects, and melee damage rolls are increased by 13 (3d8). Cú Chulainn’s movement is also increased by 15 ft., and he gains resistance to all damage.

## ACTIONS

**Multiattack.** Cú Chulainn makes three attacks.

**Gáe Bolga.** *Melee or Ranged Weapon Attack:* +17 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 21 (3d6 + 11) piercing damage, or 24 (3d8 + 11) piercing damage if used with two hands to make a melee attack. If thrown, this spear embeds itself into the target, which will suffer an additional 21 (3d6 + 11) piercing damage at the start of each of their turns until Cú Chulainn withdraws the spear, or a *wish* or *dispel magic* spell is cast.

**Longsword +2.** *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 10) slashing damage, or 15 (1d10 + 10) slashing damage if used with two hands.

## LEGENDARY ACTIONS

Cú Chulainn 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. Cú Chulainn regains spent legendary actions at the start of his turn.

**Attack.** Cú Chulainn makes one attack.

**Move.** Cú Chulainn can move up to half of his movement rate without prompting an attack of opportunity.

**Leap (2 actions).** If Cú Chulainn is in the middle of a *ríastrad*, he may leap up to his movement rate, landing with immense force. All creatures within 10 ft. of his landing area must succeed on a DC 22 Strength saving throw or suffer 17 (5d6) bludgeoning damage and be knocked prone. A successful saving throw results in half damage and the creature is not knocked prone.



Cú Chulainn has other heroic deeds, including rescuing the princess Derbforgaill from being sacrificed to the Fomorians and battling the entire Connacht army led by Queen Medb. After several battles, including battling Morrigan, he is gravely wounded but is healed by Lug. Waking, he sees that his cherished child army has been slaughtered by the Connacht army and goes into a massive *ríastrad*, which contorts and alters his body to monstrous proportions. He then proceeds to kill hundreds of the opposing army.

In a manner familiar to romantic tragedies, Cú Chulainn later is forced to fight his best friend Ferdiad for three days in a river ford. On the third day, Ferdiad began to get the upper hand when Cú Chulainn used his spear *Gáe Bolga* to slay his beloved friend.

Eventually, Medb plots her revenge and manages to get Cú Chulainn to break three of his oaths, weakening him. Medb partners with a man named Lugaid, who crafts three

magical spears. One spear kills Cú Chulainn's charioteer, one kills the horse, and the other inflicts a mortal wound upon Cú Chulainn, who ties himself to stone so he would die standing when facing his enemies. Not believing the hero dead, the army wouldn't approach until a raven landed on his shoulder. Then Lugaid approached, but Cú Chulainn flared in a brilliant light, causing his sword to drop, cutting Lugaid's hand off.

**Gáe Bolga:** This magical spear is thrown in a unique fashion: it is gripped by the toes and thrown forward. Dozens of razor-sharp barbs line the spear's head, and if the spear strikes any creature, those barbs immediately grow, and the spear embeds into the creature. The spear automatically inflicts damage at the start of each of the target's turns and cannot be removed unless ordered by Cú Chulainn or a wish or dispel magic spell has been cast.

# CUEGLE



CR 1/2, PROF BONUS: +2

KEG-LAH

This three-foot-tall humanoid creature has jet black skin, a long gray beard, three arms ending in stubs, and wide mouths with several rows of sharp teeth. Three eyes, one yellow, one red, and one blue, are centered on their face, and a long, jagged horn protrudes from their forehead.

## BEHAVIOR

Malevolent and evil, the cuegle won't hesitate to attack people or livestock if it feels like it can with minimal danger to itself. They are cowardly and look for a surprise advantage, fleeing if the battle goes badly for it.

## QUIRKS

Fresh oak or holly leaves repulse the cuegle, forcing it to succeed a DC 13 Wisdom saving throw or be prevented from coming within 10 ft. willingly to such vegetation.

## HABITAT

Cuegle make their lairs in the darkest areas they can find, whether that be a dark hole in the forest, a sewer, or an abandon cellar. These lairs almost always are trapped and rigged with hazards.

## LORE & RUMORS

**Background** Cantabrian folklore (northern Spain, pre-Roman influence).

DC, History	Rumor
10	The cuegle often sneaks into homes at night and steal children.
15	Their eyes of a cuegle allow it to see in darkness.
20	Oak or holly leaves keep a cuegle from entering your home or coming near you.

## INCORPORATION

- At first, livestock went missing. Now children have also disappeared.
- An ogre or other powerful evil fey creature has enlisted the help of several cuegle to raid local villages for food.



## CUEGLE (WARRIOR)

*Small fey, chaotic evil*

**Armor Class** 13 (hide armor)

**Hit Points** 11 (2d6 + 4)

**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

**Skills** Stealth +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Sylvan

**Challenge** 1/2 (100 XP)

### ACTIONS

**Horn.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

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



# CUÉLEBRE

WAY-LAY-BRAY

Fearsome creatures, Cuélebre are dragons that can grow to gargantuan size. The scales that cover their bodies are rock-like in texture and color, with what can best be described as clumps of stone protruding from facial features. The teeth of a Cuélebre are not in the sharp dagger-like fangs that most dragons have but are more akin to large needles. They have jagged shards of flint or obsidian rather than spikes or spines protruding from their spine.

The bat-like wings of a Cuélebre are a very dark brown or gray leathery appendage, allowing it to attain flight like most other dragons. When it speaks, the sound of boulders grinding comes from deep in its chest.

## BEHAVIOR

Cuélebre are impatient, ill-tempered, and always hungry. Many dragons love to hoard gold and other treasure, but a Cuélebre prefers to accumulate as much food as possible. When not hunting, they employ the service of minions whom it sends out to collect as much food as it can get. While it prefers to eat livestock and humanoids, it can also eat gemstones to give it sustenance. If it is desperate, it can survive off these valuables, and thus a Cuélebre lair often includes dozens of gems of various sizes and types.

These are jealous dragons and paranoid that their hoard of gems will be stolen. This, combined with their temperament, makes them quick to confront any dragon near its territory.

## QUIRKS

The Cuélebre cannot use any of its magical powers or breath weapon during the summer solstice. Thus, it often uses its stone shape ability before the solstice to wall off entry to its sleeping and treasure chambers. It does not venture forth during this time unless absolutely necessary, preferring to seal itself off during this vulnerable time.

If a Cuélebre wishes, he can spit a glob of gooey viscous material. It is a softball-sized shape of rock when hardened after an hour. This is magical, curing any disease or poison if placed upon an afflicted creature. Once its magic is used in this way, it crumbles to dust.

## HABITAT

Cuélebre make their large lairs deep within mountains where there is ample stone to carve the lair out from. When they become adults, they seek out a suitable mountain and use their magical abilities to alter the shape of the stone to craft a sizeable multi-chambered lair. These are generally solitary creatures, only pairing during mating. The Cuélebre eggs appear as three-foot-long boulders, and only close examination by someone knowing what they are looking for reveals them to be actual eggs (a DC 20 Nature check). When a dragon hatches, it is driven out of the lair to fend for itself.



# CUÉLEBRE, YOUNG

CR 10, PROF BONUS: +4

## CUÉLEBRE, YOUNG (WARRIOR)

Large dragon, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 178 (17d10 + 85)

**Speed** 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

**Saving Throws** Dex +4, Con +9, Wis +4, Cha +8

**Skills** Perception +8, Stealth +4

**Damage Resistances** bludgeoning

**Senses** blindsight 30 ft., darkvision 120 ft., tremorsense 20 ft., passive Perception 18

**Languages** Common, Draconic

**Challenge** 10 (5,900 XP)

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.  
*Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.  
*Hit:* 13 (2d6 + 6) slashing damage.

**Breath Weapon (Recharge 5-6).** The dragon exhales rock and stone in a 30-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw, taking 56 (16d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

### LAIR ACTIONS

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

- Rocks and stone in a 20 ft. square area on the ceiling tumble to the ground, forcing any creature in that area to succeed on a successful DC 15 Dexterity saving throw or suffer 32 (6d6) bludgeoning damage and fall prone. The area is now be considered difficult terrain. A successful saving throw results in half damage and falling prone is avoided.
- A section of wall as wide as the passage and 1ft thick shifts suddenly, closing off the passage. The wall can take 50 points of damage before breaking.
- A tremor shakes the ground in the entire lair. Each creature other than the dragon must succeed on a DC 15 Dexterity saving throw or be knocked prone.

### REGIONAL EFFECTS

The region surrounding a Cuélebre's lair is warped by the dragon's magic, which creates one or more of the following effects:

Small earthquakes are common within 5 miles of the lair.

- Small fissures open up in the grown, allowing minor creatures from the elemental plane of earth to escape.
- The area within 1 mile of the lair becomes rocky and barren, where no vegetation grows, and is considered difficult terrain.

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

### MINIONS

Adult or older Cuélebre often forces into servitude lesser creatures that can help it spy, collect food, and protect it when it is vulnerable. These minions may include one or more of the following:

- 3d20 kobolds
- 2d6 cult fanatics
- 1 earth elemental
- 1d4+1 magma mephitis
- 2d10 duergar
- 5d10 Aos Si (anjanas) slaves

### LORE & RUMORS

**Background** Cantabrian folklore (northern Spain, pre-Roman influence).

DC, History	Rumor
10	Cuélebre are voracious hunters, killing cattle and people alike. They can exhale a storm of rock and stone, crushing their enemies.
15	Older Cuélebre have magic and can control the rock around them.
17	Cuélebre hoard piles of gems and other treasures.
20	The spittle of a Cuélebre creates a stone that can be used to cure disease.
25	During the summer solstice, the Cuélebre cannot use magic or its breath weapon, and it is at these times it takes efforts to protect itself in its lair the most.

### INCORPORATION

- A young Cuélebre has been spotted in the region, looking for a lair. The party is tasked with hunting down and dealing with it before that happens.
- A town in a remote region worships a Cuélebre and spies on the party to see what items the PCs have that may be suitable gifts to the dragon.
- A Cuélebre and another dragon are engaged in a territorial war, catching the PCs and a nearby town in the middle.



**CUÉLEBRE, ADULT** (WARRIOR)

Huge dragon, neutral evil

**Armor Class** 18 (natural armor)  
**Hit Points** 184 (16d12 + 80)  
**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	21 (+5)	20 (+5)	21 (+5)	20 (+5)

**Saving Throws** Dex +9, Con +10, Int +10, Wis +10, Cha +10  
**Skills** Athletics +13, History +10, Insight +10, Perception +10, Persuasion +10  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons  
**Damage Immunities** thunder  
**Condition Immunities** charmed  
**Senses** blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 20  
**Languages** Common, Draconic  
**Challenge** 14 (11,500 XP)

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

**Shapechange.** The Cuélebre can spend an action to change into a humanoid form, lasting until the creature is incapacitated, reaches 0 hp, or spends an action to return to its natural form.

**Stone Shape.** The Cuélebre can spend an action to alter a 5 cu foot block of stone to any shape they desire, as long as it is a simple shape. Gears or intricate objects are not possible.

**ACTIONS**

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

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage, and the target loses 4 hit points from bleeding at the start of each of its turns for six rounds unless it receives magical healing. Bleeding damage is cumulative; the target loses 4 hp per round for each bleeding wound it's taken from a Cuélebre's claws.

**Tail.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Breath Weapon (Recharge 5-6).** A Cuélebre can spit a 60-foot-long, 5-foot-wide line of rocks and boulders. Targets in its path take 42 (12d6) magical bludgeoning damage. A successful Dexterity saving throw against a DC 16 will reduce damage by half.

**LEGENDARY ACTIONS**

The dragon 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 dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Animate Rock (Costs 2 Actions).** The dragon animates a boulder sized rock to rise from the ground within 30 ft. of the dragon, which hurls at a target up to 50 ft. away. That target must attempt a DC 16 Dexterity saving throw or suffer 19 (2d10+8) bludgeoning damage and be knocked prone. A successful save results in half damage and the target is not knocked prone.



**CUÉLEBRE, ANCIENT** (WARRIOR)

Gargantuan dragon, neutral evil

**Armor Class** 21 (natural armor)

**Hit Points** 507 (26d20 + 234)

**Speed** 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	18 (+4)	28 (+9)	20 (+5)	21 (+5)	20 (+5)

**Saving Throws** Dex +11, Con +16, Int +12, Wis +12, Cha +12

**Skills** Athletics +16, History +12, Insight +12, Perception +12, Persuasion +12

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

**Damage Immunities** bludgeoning, thunder

**Condition Immunities** charmed

**Senses** blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 23 (50,000 XP)

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

**Shapechange.** The Cuélebre can spend an action to change into a humanoid form, lasting until the creature is incapacitated, reaches 0 hp, or spends an action to return to its natural form.

**Stone Shape.** The Cuélebre can spend an action to alter a 5 cu foot block of stone to any shape they desire, as long as it is a simple shape. Gears or intricate objects are not possible.

**ACTIONS**

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

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

**Claw.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage, and the target loses 6 hit points from bleeding at the start of each of its turns for six rounds unless it receives magical healing. Bleeding damage is cumulative; the target loses 6 hp per round for each bleeding wound it's taken from a Cuélebre's claws.

**Tail.** *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Breath Weapon (Recharge 5-6).** A Cuélebre can spit a 60-foot-long, 5-foot-wide line of rocks and boulders. Targets in its path take 88 (16d10) magical bludgeoning damage. A successful Dexterity saving throw against a DC 22 will reduce damage by half.

**LEGENDARY ACTIONS**

The dragon 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 dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Animate Rock (Costs 2 Actions).** The dragon animates a boulder sized rock to rise from the ground within 30 ft. of the dragon, which hurls at a target up to 50 ft. away. That target must attempt a DC 20 Dexterity saving throw or suffer 25 (3d10+8) bludgeoning damage and be knocked prone. A successful save results in half damage and the target is not knocked prone.

**Wall of Stone (Costs 2 Actions).** The Cuélebre can create a 10 ft. long, 10 ft. high, 3ft thick wall of stone to rise up out of the ground in any orientation up to 30 ft. away from the dragon.



# CYOERAETH

CR 3, PROF BONUS: +2

KEH-THUH-RESS

These creatures appear as large hag-like humanoids with a pall of death surrounding them. Their skin is gray and tawny, with unkempt clothing and tattered long hair. They have long black teeth and withered limbs, with a pair of leathery wings sprouting from their back.



## BEHAVIOR

Cyoeraeth seek out the living, often trailing behind lone travelers until such a time then it chooses to attack. They frequently make moaning and groaning sounds as if in painful despair. These undead creatures often use their illusion magic to create distractions and sow confusion among their potential prey before attacking, which manifests in swooping out of the darkness emitting a shriek, then targeting the victim who was most affected by the illusionary magic.

## QUIRKS

If the Cyoeraeth comes upon a crossroads, she stops for 2d6 rounds in the center, wailing her tragic sadness, before moving on.

## HABITAT

These creatures can be found in any location or climate where humanoids lived there previously or live there currently.



## CYOERAETH (CASTER)

Medium undead, neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft., fly 40 ft.

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

**Skills** Deception +0, Perception +4, Stealth +3

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

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Sylvan

**Challenge** 3 (700 XP)

## ACTIONS

**Multi-attack.** The cyoeraeth makes two claw attacks.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 13 (2d8 + 4) slashing damage.

**Shriek.** The cyoeraeth wails in a loud shriek, causing any creature that can hear her within 100 ft. to make a Wisdom saving throw against a DC 13, or become frightened. Creatures failing their saving throw can attempt a new saving throw at the end of their next turn until they succeed. Creatures succeeding are immune to this effect for 24 hours.

**Spellcasting, Illusionary Light Cantrip.** The Cyoeraeth creates a glowing orb of light up to 100 ft away. This orb sheds bright light up to 20 ft. and dim light up to 50 ft., and lasts for as long as the Cyoeraeth maintains concentration.

**Spellcasting, Minor Illusion Cantrip.** The Cyoeraeth creates an illusionary image no larger than a 5 ft. cube. This illusion is visual only, and does not have audible or olfactory aspects. It will last as long as the Cyoeraeth maintains concentration.

**Spellcasting, Words of Terror (Lvl 2, 3 times per day).** The Cyoeraeth utters a horrific statement that only one chosen target up to a range of 30 ft. can hear. That target must succeed on a DC 12 Intelligence saving throw or suffer 19 (5d6 + 2) psychic damage.

# LORE & RUMORS

**Background** Welsh mythology

DC, Religion	Rumor
15	If you hear a ghostly wail accompanied by a glowing light near the shore, it is a sign of an impending shipwreck.
17	Harbingers of death, the cyoeraeth have a need to feed off of the living.
20	A cyoeraeth's words alone can kill a person, they are filled with such horror.

# INCORPORATION

- A ship's crew heard the wailing and saw the light, and almost immediately, the ship crashed upon the rocks. The Cyoeraeth now hunts the survivors.
- A Cyoeraeth has been waylaying travelers at night at a crossroads.

# DAMES BLANCHES

**DAM** BLAUNCH

**CR 1, PROF BONUS: +2**

These creatures appear as females dressed in flowing white clothing, but their humanoid species may vary from elven to human. They possess a powerful physical beauty for the race they represent in all cases.

# BEHAVIOR

Dames Blanches are extremely flighty, caring only about engaging in joyous dance and having fun. They attempt to convince any traveler that they come across to dance with them (a persuasion check). If that fails, they may resort to using magical means to compel the victim to engage in dance. If that also fails and the victims refuse to join but insist on moving past the road or bridge, the dames blanches attack.

Those who do join are compelled to dance for 1d6 hours, at which point they must succeed on a DC 10 Constitution saving throw or suffer one level of exhaustion. Either result, the dames blanches allow the travelers to pass at that point.

# QUIRKS

The dames blanches are tremendous flirts, using their wiles and charisma to lure any and all travelers into an intertwining dance with them. This is their driving goal, and they seem to ignore or not care about any other issue that may be going on around them.

# HABITAT

Dames blanches live in small groups of 1d4+4 within hidden mountain caves or crevices. They can be found in nearly every climate where settlements and roads exist.

# LORE & RUMORS

**Background** French folklore

DC, History	Rumor
15	The Dames Blanches make their lairs in mountain caves and crevices, but come down to bridges to entice travelers to engage in their dance.
20	Anyone refusing to join in their dance is met with hostility.

# INCORPORATION

- A group of dames blanches are blocking a bridge, imploring the PCs to engage in a dance before allowing them past.
- A local town reveres a nearby group of dames blanches, and love to dance with them when given the opportunity, but something evil has abducted them for its own purposes.

# DAMES BLANCHES (CASTER)

*Medium fey, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

**Skills** Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Elvish, Sylvan

**Challenge** 1 (200 XP)

## ACTIONS

**Club.** *Melee Weapon Attack:* +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

**Spellcasting, Charm (Lvl 1, 3 times per day).** The Dames Blanches targets one creature she can see within 30 ft. That creature must succeed on a DC 14 Charisma saving throw or be charmed. A charmed creature will view the Dames Blanches in the most favorable light possible. Any attempt to harm the charmed creature by the Dames Blanches or the Dames Blanches's ally will break this charm. A charmed creature can attempt another saving throw at the end of their next turn to end this condition, otherwise it lasts for one hour.

**Spellcasting, Summon Allies (Lvl 3, 1 time per day).** The Dames Blanches summons four 1/4 CR beasts or fey that will appear within 60 ft. of the Dames Blanches. They will remain for up to 1 minute, or until dispelled.

# DHORKO

CR 1/4, PROF BONUS: +2

DOR-KO

Resembling greyhounds with webbed feet, these creatures have elongated snouts lined with large, spiked horns.

## BEHAVIOR

Dhorko behave like most canines, except they prefer to hunt in water similarly to otters, preferring to hunt seals, walruses, large fish, turtles, and many other sizeable aquatic wildlife. They can move on land but much clumsier than they can in water.

## QUIRKS

Dhorko love to have rudimentary races amongst themselves underwater, often resulting in chaotic games of chase. They also have unusually expressive eyes.



## HABITAT

Dhorko live on land in caves near the shore of large bodies of water such as lakes or the ocean. Their packs range in size from 5 to 20 creatures, being led by an alpha male or female.

## LORE & RUMORS

**Background** British folklore

DC, History	Rumor
15	Dhorko hunt the lakes and rivers in packs. If you see one, chances are there are more close by.
20	Broken bits of horn washed ashore are evidence that dhorko lives in the area, as they battle each other during mating rites and often lose horns in the process.

## INCORPORATION

- While traveling via ship, the PCs see a pack of dhorko swimming alongside them in play.
- A group of triton have domesticated a pack of dhorko.

## DHORKO (EXPERT)

Medium beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/4 (50 XP)

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

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

**Amphibious.** The dhorko can hold its breath for up to one hour.

## ACTIONS

**Horn.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 9 (2d6 + 2) piercing damage.

# DRAC

CR 7, PROF BONUS: +3

## DRAC

The drac appears as a long serpent with iridescent green or blue scales, a lion's head, two powerful legs, and a pair of bat-like wings in its standard form. Often it changes shape to take on the guise of a humanoid while visiting towns and cities.

## BEHAVIOR

Drac are cunning patient hunters, often studying potential prey to look for weak spots or aspects that the drac can use against them. For example, they may target someone greedy or desperate and lure them in with the illusion of treasure. When the person enters the water to take the prize, the drac attacks from invisibility.

## QUIRKS

Despite being wholly evil, drac are excellent parents and go to great lengths to care for their young, including kidnapping others to help feed and care for the youngling.

## HABITAT

Drac are aquatic serpents at their core, and make their lairs near large bodies of water. They are solitary creatures unless mating, and even then, only remaining together for a week or so during the mating period.

## LORE & RUMORS

**Background** French folklore

DC, History	Rumor
15	If you see the glint of gold or pearl in the water, take care, for it may be the trap of a drac.
17	Drac lure prey, preferably humans, into the water, where it attacks from ambush.
20	A drac often appears as a normal man, who might be right over there in that crowd and we would never know.

## INCORPORATION

- A drac has been stalking humans in a small lakeside town, luring them into the water via illusion, where it attacks and kills them.
- A maid was kidnapped and is being forced to care for a young drac by its parent.



## DRAC (WARRIOR)

*Large monstrosity, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 30 ft., swim 40 ft., fly 60 ft.

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

**Skills** Perception +8

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Common, Draconic

**Challenge** 7 (2,900 XP)

**Shapechange.** The drac can spend an action changing its shape into that of a humanoid, or back again to its natural form. If it is incapacitated or reduced to 0 or fewer hit points while shapechanged, it will revert to its true form.

## ACTIONS

**Multiattack.** The drac makes three attacks: one with its bite and two with its claws. Or it makes one poison breath attack.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Spellcasting, Minor Illusion (Cantrip).** The Drac can create a visual illusion that fits within a 5 ft. cube. This illusion lasts as long as the drac maintains concentration.

**Spellcasting, Invisibility (Lvl 2, 3 times per day).** The Drac and all equipment it is carrying can become invisible. This lasts for 1 minute, or ends early if the Drac engages in a hostile action.

**Poison Breath (Recharge 5-6).** The drac exhales poison in a 15-foot radius cloud. Each creature in that area must succeed on a DC 15 Dexterity saving throw or take 35 (8d8) poison damage and becomes poisoned, or half as much damage and no poisoned condition on a successful one.

# DRANGUE

CR 13, PROF BONUS: +4

DRAE-NG

These are majestic looking humanoids, standing head and shoulders taller than any man, with two great wings growing from under their arms.

## BEHAVIOR

While preferring to avoid direct human contact, drangue consider themselves the people's defenders, traveling the land in search of Kulshedra to battle. This battle is what drives the drangue above all else. Their entire existence is focused on war, battle, and combat, and thus they are straight to the point and impatient in interactions.

In combat, if outside, the drangue calls forth a meteor to take out enemies at a distance while utilizing its sword attacks for those up close. The giant fires off a lightning bolt if multiple enemies encroach too closely. They are skilled tacticians and often utilize terrain to their advantage. If they are aware of an upcoming battle, they spend plenty of time preparing and planning for the best strategic scenario in their favor.

## QUIRKS

Any rumors of dragons, not just Kulshedra, causes a drangue to have tunnel vision. The source of a drangue's power lies within its wings, and if they are removed, the giant loses its ability of flight, loses its innate casting trait,



## DRANGUE (WARRIOR)

Huge celestial, typically good

**Armor Class** 16 (scale mail)

**Hit Points** 230 (20d12 + 100)

**Speed** 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

**Saving Throws** Str +14, Con +10, Wis +9, Cha +9

**Skills** Athletics +14, Perception +9

**Damage Resistances** cold, fire

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

**Senses** passive Perception 19

**Languages** Common, Giant

**Challenge** 13 (10,000 XP)

**Minor Invulnerability.** The giant reduces all damage taken from bludgeoning, slashing, and piercing attacks by 5 points. If the drangue's true name is spoken within earshot of the giant, it will lose this ability for 24 hours.

**Legendary Resistance (3 times per day).** If the giant fails a saving throw, it can choose to expend one use of this ability to turn it into a success.

**Supernatural Strength.** The drangue has advantage on all strength based skill checks.

## ACTIONS

**Multiattack.** The giant makes two greatsword attacks or one lightning bolt or one thrown object attack or calls one meteor.

**Greatsword.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage + 14 (4d6) lightning damage.

**Thrown Object.** *Ranged Weapon Attack:* +14 to hit, range 60/120 ft., one target. *Hit:* 45 (8d8 + 9) bludgeoning damage.

**Call Meteor.** If outside, the drangue can call a meteor to streak from the sky, striking an area within 100 ft. of the giant. All creatures in a 30 ft. radius of the point of impact must succeed on a DC 15 Dexterity saving throw or suffer 30 (6d6+9) bludgeoning damage and be knocked prone. A successful save results in half damage.

**Spellcasting, Lightning Bolt (Lvl 3, 3 times per day).** *Ranged Spell Attack:* +9 to hit, range 120 ft., all targets within a 5 ft. wide path out to the range of the spell. *Hit:* 39 (10d6 + 4) lightning damage.

and has its strength reduced by ten points. Additionally, if a drangue is slain and dissected, it can be discovered that its heart is golden, with a large ruby in the center. The value of this based on material alone is more than 5000 gp, but its actual value to those who know what the item is (and potential powers associated with it) can be 25,000 gp or more.

## HABITAT

The actual lair of a drangue is typically high in mountain passes where it can get a good view of the land and detect approaching thunderstorms. They are solitary creatures, not breeding with any other drangue. Instead, a humanoid born with a caul has been divinely selected to be a drangue as it grows into adulthood. By a young age, wings begin to sprout. In most local communities, such a creature is revered as a blessing by the gods. In others, they may be treated with disdain and prejudice.

## LORE & RUMORS

**Background** Albanian folklore

DC, Arcana	Rumor
12	Drangue are born with a caul, marking them for divine purpose.
15	Drangue and the dragon Kulshedra are mortal enemies. Thunder is the sound of their weapons clashing in great battles.
20	Drangue can uproot trees and even small house and hurl them great distances.
23	Knowing the true name of a drangue weakens it significantly.
25	It is said that the heart of a drangue is made from gold.

## INCORPORATION

- The region has been ravaged by a thunderstorm and driving rain. Locals believe a Kulshedra is in the area, and a drangue has arrived in preparation for battle.
- A savage battle occurs as the party travels through the mountains. They come upon a blasted area where the battle took place, and a mortally wounded drangue beseeches the party to kill the dragon that killed them.
- A child has been born with a caul and has been kidnapped. The local town knows it is destined to be a drangue and suspects a dragon cult kidnapped the child as a way to prevent a threat to their god (a dragon).

# DRAUGR

**CR 1/2, PROF BONUS: +2**

**DRAW-GUR**

Often mistaken for zombies, the draugr are undead humanoids buried in cairns or burial mounds and have risen from the dead, guarding their final resting place against the living. They have blackened skin pulled taut over bones and dried flesh, and retain the armor and weapons they had in life.

Variant: Glámr

The first draugr. Considered a legendary version.

## BEHAVIOR

Draugr are mindless undead whose only goal is to protect treasure or the burial mounds they inhabit. They loath the living and attack any living creature without thought or tactics.

## QUIRKS

If a creature slain and bitten by a draugr is buried horizontally with a pair of scissors on its chest and toes tied together, it will not rise as a draugr.

## HABITAT

Tombs, burial mounds, cairns, and other areas where dead are buried are where draugr are found.





## DRAUGR (WARRIOR)

Medium undead, unaligned

**Armor Class** 14 (scale mail)

**Hit Points** 30 (4d8 + 12)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Damage Vulnerabilities** fire, radiant

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands all languages it spoke in life but can't speak

**Challenge** 1/2 (100 XP)

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

**Stench.** A constant aura of a deathly odor surrounds the draugr in a 5 ft. radius. Any creature entering this area for the first time, or starting their turn in it, needs to succeed on a DC 12 Constitution saving throw or the stench overwhelms them, forcing all attack rolls and saving throws to be at disadvantage until the start of the creature's next turn.

### ACTIONS

**Weapon.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 7 (1d8 + 2) damage of the weapon type used.

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

*Hit:* 4 (1d6 + 1) piercing damage. Any creature that dies who has been bitten will rise as a draugr the next nightfall.

## LORE & RUMORS

**Background** Scandinavian folklore

DC, Religion	Rumor
<15	Refusing to bury a slain person horizontally causes it to rise as a draugr (false).
15	A sickly stench causes all near it to retch. The good news is that this makes them easily detectable.
20	A draugr's bite is infectious, and anyone bitten who dies rises the next night as a draugr.

## INCORPORATION

- Would-be grave robbers trying to steal the treasure of a long dead Jarl were all killed by draugr protecting the burial mound.

## DULLAHAN

DULL-AH-HAHN

CR 5, PROF BONUS: +3

These fearsome creatures appear as headless humanoids that usually ride astride a terrifying black horse (often a **nightmare**). They are dressed entirely in black, carrying a whip made from a humanoid spinal column in one hand, and carrying their head in the other. A head that wears a perpetual wide grin.

## BEHAVIOR

These evil undead roam the night roads, looking for souls to steal. Every night when it emerges, it has the name of a creature it is tasked with stealing the soul of. Many also pull a carriage made of dried skin and bone behind them, which absorbs the souls of any creature killed by a dullahan. If a creature dies and has its soul absorbed by the wagon, the dullahan gains 1 temporary hit point for every hit die the victim has. Any *raise dead*, *revivify*, or similar magic does not effectively bring the creature back.

## QUIRKS

Dullahan abhor the sight and touch of gold. Any object made of gold that touches the dullahan inflicts 6 (1d10) points of radiant damage. If the dullahan sees a golden object, it needs to succeed on a DC 18 Wisdom saving throw or be unable to willingly approach it.

## HABITAT

Dullahan make their lairs in tombs or underground beneath great dying trees, coming forth at night to hunt for souls.

## LORE & RUMORS

**Background** Irish folklore

DC, Religion	Rumor
<15	If a dullahan stops its ride near you, it's a sure sign you will perish within the fortnight (false).
15	These creatures often toss their head at one opponent while its body continues to fight another.
20	Gold harms the dullahan, and it goes to great lengths to avoid its touch.

# INCORPORATION

- A dullahan has been terrorizing a local community, and the PCs have been brought in to investigate.
- A powerful necromancer has created a dullahan to enact revenge on previous slights to them from a local town.



## DULLAHAN (WARRIOR)

*Medium undead, neutral evil*

**Armor Class** 17 (half plate)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

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

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** necrotic, poison

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

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

**Languages** the languages it knew in life

**Challenge** 5 (1,800 XP)

**Fear Aura.** The Dullahan constantly radiates a 30 ft. radius aura of fear. Any creature entering this area for the first time, or starting their turns in the area must succeed on a DC15 Wisdom saving throw or become frightened until the start of their next turn.

**Seek Prey.** The object of a Dullahan's mission will be known to the creature as long as they share the same plane of existence. The Dullahan will know the general direction and distance to this creature.

### ACTIONS

**Multiattack.** The dullahan makes two bone whip attacks or one head toss.

**Bone Whip.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 5) slashing damage and 10 (1d8+5 necrotic damage).

**Head Toss (1 time per day).** *Ranged Weapon Attack:* +6 to hit, range 50 ft., one target. *Hit:* 28 (5d8+5) necrotic damage. The dullahan throws its head at a target, which it bites. The head (AC17, HP:35, Move: 20 ft.) can be individually destroyed, but the body will remain active until it is also destroyed.

# EACH-UISGE

CR 3, PROF BONUS: +2

YECH-OOSH-KUH

The each-uisge appears as a large water horse, with webbed feet rather than hooves and razor-sharp teeth in its natural form. However, it has powerful shape-changing abilities, allowing it to appear as a normal albeit impressive horse or any medium or small-sized humanoid it may have seen in the past.

## BEHAVIOR

An each-uisge is driven by pure evil and lust for human flesh. It relies on two primary hunting tactics: changing shape to a humanoid to spy and study potential prey, or changing into a magnificent horse to lure a rider. Once the rider has mounted and water is in sight of the creature, it uses its adhesion trait to keep the victim stuck to it as it rides into the sea or lake, drowning the victim. Once underwater, the each-uisge tears apart the victim eating everything except the liver.

## QUIRKS

While in humanoid form, the each-uisge makes a chorking sound with each step.

## HABITAT

The each-uisge makes its lair deep underwater in lakes, oceans, and lochs.

## LORE & RUMORS

### Background Irish folklore

*“There was a new visitor to the small village of Kinsale. Handsome was he, but he always had a sheen about him, as if he had just had a bath. His wile smile and quick wit enthralled the young women and men alike. On the sixth day, young Finn disappeared, last scene riding a magnificent green stallion, and this man never appeared again.”—Kieran Callahan.*

DC, Nature	Rumor
10	The each-uisge is a malevolent creature that preys on the unsuspecting, able to shift its form.
15	If you see the liver of a creature floating in the water, it's a sign an each-uisge is nearby.
20	Anyone foolish enough to mount and try to ride an each-uisge soon finds themselves stuck to the creature helpless as it rides into the sea.

## INCORPORATION

- The young adult child of a landowner who had a love of horses disappeared. They were last seen riding a magnificent horse towards the sea, and no one seems to recall that horse being owned by anyone.
- An each-uisge has set a trap for the PCs, having studied which PC is most likely to approach and ride it.

## EACH UISGE (WARRIOR)

Medium monstrosity, chaotic evil

**Armor Class** 14

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft., swim 40 ft.

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

**Skills** Deception +6, Insight +3

**Condition Immunities** charmed

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

**Languages** Common

**Challenge** 3 (700 XP)

**Shapechanger.** The each uisge can use its action to polymorph into a Small or Medium humanoid it has seen, a strikingly handsome horse, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Ambusher.** If the Each Uisge has surprised its target, an additional 17 (5d6) damage will be inflicted on a successful attack roll. This can only be used once per the Each Uisge's turns.

**Adhesive Skin.** If in horse form and ridden, and the creature can see a large body of water (ocean, lake, pond, river, etc.), it's skin becomes adhesive. Any creature riding it failing to succeed on a DC 15 Athletics check will be considered grappled. A new check can be made at the end of each of the grappled creature's turns.

### ACTIONS

**Multiaction.** The each uisge makes two melee attacks. Either from hooves in its natural form, or by weapons.

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

**Weapon.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* by weapon type +4.

# EACHY

AEY-CHI

A distant relative to the troll, an eachy stands over 8 ft tall in generally humanoid form, but is covered with slimy green scales and has purplish gills. A short stubby tail helps it propel through the water, hands end in long jagged claws, and a wide mouth is lined with needle-sharp teeth, which drip with a poisonous ichor.

## BEHAVIOR

These creatures have an insatiable appetite for humanoid flesh and often lie in wait in reeds or other obscuring aquatic vegetation until a suitable prey item comes near. Alternatively, they leave their watery lair during the night hours to hunt on well-traveled roads and remote farms. A favorite tactic is to grapple a prey item and drag it underwater, hoping to drown it and feast uninterrupted.

## QUIRKS

These creatures have terrible flatulence, and often their presence underwater can be betrayed by bubbles rising to the surface.

## HABITAT

Eachy make their lairs in underwater caverns and caves in large bodies of water such as lakes or near the ocean. They are solitary creatures, only coming together to mate, where the female then leaves and lay eggs in a patch of underwater algae or other thick vegetation. Once the eggs are laid, she returns to her own lair.

## LORE & RUMORS

**Background** Scottish folklore

DC, Nature	Rumor
10	A lake troll known as an “eachy” patrols the lake shore for solitary victims. The webbed footprints and shape of the claw impressions tell us so.
15	The eachy has a venomous bite and most weapons have little effect against it.
20	If an eachy strikes you with even a mere scratch of a claw, you become weakened with illness for a week.
22	While partially submerged in water, the eachy magically heals its wounds.

CR 7, PROF BONUS: +3



### EACHY (WARRIOR)

Large fey, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 153 (18d10 + 54)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	11 (+0)	13 (+1)	8 (-1)

**Saving Throws** Con +6

**Skills** Athletics +8

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical weapons

**Condition Immunities** charmed, poisoned

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

**Languages** Sylvan

**Challenge** 6 (2,300 XP)

**Aquatic.** The eachy can breathe both in water and in air.

**Regeneration.** If partially or fully submerged in water, the eachy regenerates 10 hp at the start of each of its turns.

### ACTIONS

**Multiattack.** The eachy makes two claw attacks and one bite attack.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and the creature must succeed on a DC 15 Constitution saving throw or suffer an additional 14 (2d8+5) poison damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage and the target must succeed on a DC 15 Constitution saving throw or contract a disease. Unless cured, at the start of the next dawn, the victim will become sick, gaining one level of exhaustion. This exhaustion will last until one week has passed or until cured.

# INCORPORATION

CR 9, PROF BONUS: +3

- An eachy preys on travelers near a lake between two well-traveled towns.
- While rowing across a lake, the PC's boat is attacked by an eachy.
- A remote part of the lake is showing signs of poisoned water.

## EIKPYRNIR

ACHE-THIR-NIR

Eikpyrnir appears as a giant white hart, or elk, standing more than 12ft in height at the shoulder. This magical creature sports a broad set of majestic antlers that radiate a white aura. A profound intelligence is revealed in its eyes.



### EIKPYRNIR (WARRIOR)

Huge celestial, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 157 (15d12 + 60)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	12 (+1)

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

**Skills** Perception +10, Stealth +7

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

**Condition Immunities** charmed, frightened, paralyzed

**Senses** darkvision 60 ft., passive Perception 20

**Languages** Giant Elk, understands Common, Elvish, and Sylvan but can't speak

**Challenge** 9 (5,000 XP)

**Legendary Resistance (3/day).** If Eikpyrnir fails a saving throw, it can choose to succeed instead.

**Charge.** If Eikpyrnir moves at least 20 ft. straight toward a target and then hits it with an antler attack on the same turn, the target takes an extra 21 (6d6) damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

**Etherealness.** The Eikpyrnir magically enters the Ethereal Plane from the Material Plane, or vice versa.

**Keen Hearing.** The Eikpyrnir has advantage on Wisdom (Perception) checks that rely on hearing.

**Sure-Footed.** The Eikpyrnir has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

### ACTIONS

**Multiattack.** The Eikpyrnir makes one antler attack and one hoof attack.

**Hooves.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 28 (5d8 + 6) bludgeoning damage.

**Antlers.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage.

**Healing Touch (3/day).** The Eikpyrnir touches another creature. The target magically regains 26 (4d8 + 8) hit points and is freed from any curse, disease, poison, blindness, or deafness.

### LEGENDARY ACTIONS

**Eikpyrnir 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. Eikpyrnir regains spent legendary actions at the start of its turn.

**Antler attack.** Eikpyrnir makes one antler attack.

**Leap.** Eikpyrnir can leap up to 30 ft. away. This does not provoke an attack of opportunity.

**Rearing Stomp (2 actions).** Eikpyrnir rears up on its hindquarters, striking a target in front of it with two hoof attacks.

## BEHAVIOR

While exceptionally intelligent for an elk, Eikþyrnir otherwise behaves much in the same way as a typical elk. That is, it is reclusive and very wary of humanoids. Often if it comes across a wounded or injured mundane animal, it uses its healing touch to cure the creature.

## QUIRKS

Eikþyrnir's restorative properties from the exudations of its antlers creates a stream from 1 to 2 ft in width. Immediately, vegetation sprouts, including grass, shrubs, and berries. This power also neutralizes any poison or curse in the impacted area.

## HABITAT

Eikþyrnir lives in temperate to cold deep forests when on the material plane. Its primary home is the ethereal plane (or Valhalla to those who believe in such an area), only rarely appearing in the land of mortals. It is always a solitary creature, which lends to rumors that it is a unique creature, although it is possible that there is more than one in the world.

## LAIR EFFECTS

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

- A thick mist forms in a 20 ft. radius up to a range of 60 ft. away from Eikþyrnir. This mist obscures all vision and remains until the start of a new round.
- A swarm of creatures comes out of the forest to aid Eikþyrnir. Use the stat block for a **swarm of insects** as a reference.
- A magical essence of colored lights appears within 60 ft. of Eikþyrnir. A targeted creature must succeed on a DC 15 Wisdom saving throw or be charmed. A charmed creature is considered restrained in a stupor until the end of their next turn.

## REGIONAL AFFECTS

An area ten miles radius from where Eikþyrnir is making its lair is devoid of any pestilence, vegetation rot or decay, or any other form of corruption. It is a lush area full of vegetation and natural animal life, with many streams flowing. If Eikþyrnir dies, this area immediately decays and becomes a barren wasteland.

## LORE & RUMORS

**Background** Scandinavian folklore

*Eikþyrnir the hart is called,  
that stands o'er Odin's hall,  
and bites from Lærad's branches;  
from his horns fall  
drops into Hvergelmir,  
whence all waters rise  
--- Grímnismál*

DC, History	Rumor
10	The great white hart can only be a creature blessed by the gods, as no other creature is so majestic. It heals any injury or pestilence if you can gain its favor.
15	Eikþyrnir is a mythical creature living in Valhalla. The exudations from its antlers created the major rivers of the land.
20	The exudations from Eikþyrnir's antlers immediately turn into a flowing stream in its path, instantly sprouting lush vegetation along the banks.

## INCORPORATION

- A land cursed by a necromancer is constantly dying, and the people appeal to the PCs to find Eikþyrnir and bring it back to cure the land.
- A local lord known for hunting trophies has offered a high bounty for Eikþyrnir, as they consider the creature the most prestigious of all animal trophies.

## TREASURE

Armor or clothing crafted from the hide of Eikþyrnir grants resistance to cold and necrotic damage.

A wand crafted out of the antlers is able to cast *cure wounds* as a 4th level spell. This wand has 5 maximum charges, recovering 1d4 at dawn.

Weapons crafted out of the antlers count as +1 weapons.

The blood of this creature can be used to craft **potions of superior healing**.

# ELLÉN TRECHEND

CR 5, PROF BONUS: +3

EL-EN TREKH-END

This enormous creature resembles a giant vulture with three heads and large copper-colored wings.

## BEHAVIOR

These are temperamental primitive beasts, attacking anything it views as a threat. Often, if disturbed, it emerges from its lair in a rage, attacking anything it can. Once enraged, it goes forth, for miles even, to wreak havoc upon villages and farms. If raised from hatchlings, they can be trained as mounts, but the only sightings of this are from goblins or other evil fey. However, this seems to be a coincidence, as any skilled trainer can train them.

## QUIRKS

Before attacking in the first round, it extends its wings and squawks loudly with all three heads in a display of dominance.

## HABITAT

Their natural habitats are in caves or crags located high in the mountains.

## LORE & RUMORS

**Background** Irish folklore

DC, Nature	Rumor
10	This creature erupted from its cave in Cruachan and laid havoc to the villages around it. Only through the brave deeds of a great knight was the creature defeated.
15	Always, one head is awake, so taking one by surprise is impossible.
20	Evil fey have been known to use these creatures as mounts.

## INCORPORATION

- An Ellén Trechend has taken up residence in a cave above the town, hunting and killing the livestock.
- The Ellén Trechend are used as mounts by powerful evil fey leaders (goblin chieftains, etc).



## ELLÉN TRECHEND (WARRIOR)

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 110 (13d10 + 39)

**Speed** 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +7

**Senses** darkvision 60 ft., passive Perception 17

**Languages** —

**Challenge** 5 (1,800 XP)

**Three-headed.** Because the Ellén Trechend has three heads, at least one of them is always awake, and thus it cannot be surprised or caught sleeping as long as it is not incapacitated.

**Siege Monster.** the Ellén Trechend inflicts double damage against structures and objects.

### ACTIONS

**Multiattack.** The Ellén Trechend makes three attacks: a bite with each of its heads. While flying, it can use its claws in place of one other bite attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature.  
*Hit:* 11 (2d6 + 4) piercing damage.

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



# ELLYLL

AESS-ISH

CR 1, PROF BONUS: +2

Ellyll appear as six-inch-tall humanoids with elven features and tiny butterfly wings. They have a slight insect-like appearance to them.

## BEHAVIOR

Ellyll typically live off various fungi, so if offered a treat, they make deals with homeowners to help around at night. They are very flighty, however, and easily offended. As long as their ask is being met, they are generally in good humor. They prefer not to engage in combat directly but recruit other fey and animals to assist them if threatened.

## QUIRKS

They are incredibly literal, not grasping nuance or innuendo or sarcasm.

## HABITAT

Ellyll can be found in nearly any habitat where there are humanoid settlements, making their lairs in hidden valleys and groves of trees.

## LORE & RUMORS

**Background** Welsh folklore

*There was once a farmer by the name of Rowli Pugh. No matter what he did, he was cursed by misfortune. Neighbors had thriving crops and producing livestock, but poor Rowli had failed crops and dry cows. One day, he was propositioned by the ellyll that if he would light a candle every night before bed, they would help manage his farm at night while they slept.*

*So Rowli and his wife Catti set out a lite candle every night. And true to their word, the ellyll went to work at night cleaning and feeding the farm. Success was immediate, and well received. This went on for three years before one night, curious to know what the revelry was that they heard every night, Catti went downstairs and saw several ellyll hard at work and song. She laughed so hard that she blew out the candle. This immediately caused the ellyll to leave and never return again.-- Wirt Sikes*

DC, History	Rumor
10	Ellyll can be helpful, and if treats are left out for them at night, they may help you.
15	These fey aren't evil, and most are part of the Seelie Court.
20	Ellyll love to play harmless tricks on travelers, and if taken in good spirits by the victim, they assist the traveler.

## INCORPORATION

- A farmer who has had nothing but misfortune suddenly is thriving, and the rest of the townsfolk are curious to know why.
- A grove of ellyll is dying from decay. The PCs must find the cause of this decay and save the lives of the ellyll who live within. This decay is caused by an evil creature such as the poison from an eachy's presence.

### ELLYLL (CASTER)

*Tiny fey, any alignment*

**Armor Class** 11 (15 with stonehide)

**Hit Points** 24 (7d4 + 7)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	12 (+1)	13 (+2)	12 (+2)	15 (+2)	11 (+0)

**Skills** Nature +3, Perception +4

**Senses** passive Perception 14

**Languages** Elvish, Sylvan

**Challenge** 1 (200 XP)

**Animal Speech.** The Ellyll can speak with animals.

### ACTIONS

**Fey Club.** *Melee Weapon Attack:* +3 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with shillelagh or if wielded with two hands.

**Spellcasting, Druidcraft Cantrip.** The Ellyll can cast the druidcraft cantrip.

**Spellcasting, Shillelagh, Cantrip.** As a bonus action, the Ellyll can enchant their club with the shillelagh spell for up to 1 minute (see fey club attack action).

**Spellcasting, Exploding Lights (Lvl 1).** *Ranged Spell Attack:* +4 to hit, range 50 ft., one target. *Hit:* 9 (2d6 + 2) fire damage. The Ellyll creates a rainbow colored mote of light, which streaks towards a target within range.

**Spellcasting, Stonehide (Lvl 1, 1 time per day).** The Ellyll alters their skin to magically toughen and take on the aspect of stone, raising their base AC to 14 for up to one hour.

**Spellcasting, Grasping Roots (Lvl 1, 3 times per day).** The Ellyll creates an area 20 ft. square out to a distance of 80 ft. away from them. Roots and vines erupt from this area, causing it to become difficult terrain. Any creatures starting its turn in the area or entering it for the first time must succeed on a DC 12 Strength saving throw or be restrained for up to the spell's duration of 1 minute. At the end of each restrained creature's turn, it may attempt a new saving throw to end this effect.



# ENBARR

CR 2, PROF BONUS: +3

AEN-VARR

At first glance, the enbarr appears like any average horse, albeit a very well-bred one. However, they all have white coats, with manes and tails that slightly bluish tinge.

## BEHAVIOR

Enbarr behave in the same way as normal horses. They vary from loyal to flighty, and from aggressive to passive, depending on how they are treated.

## QUIRKS

Enbarr have a love of carrots, apples, and seaweed. Any creature giving one of these to an enbarr gains advantage on their next animal handling check when dealing with an enbarr within the next minute.

## HABITAT

These creatures are scarce and highly sought after. Most belong to high ranking or influential figures, but they can be found in remote fairy groves and forests, near large bodies of water in the wild.

## LORE & RUMORS

**Background** Irish folklore

*The great general arrived on the battlefield astride an enbarr. The creature was extreme fleet of foot, chasing down any enemy no matter the quality of the steed they were riding, and even rode across the water itself in pursuit of a fleeing general.*

DC, History	Rumor
15	Enbarr can run over water as if it were solid land.

## INCORPORATION

- A group of humanoid hunters is trying to capture the last wild enbarr and sell it to their master.
- The PCs encounter a wood elf calvary astride enbarr mounts.



### ENBARR (WARRIOR)

Large monstrosity, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 52 (8d10 + 8)

**Speed** 60 ft.

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

**Saving Throws** Str +6

**Senses** passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

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

**Waterwalking.** The Enbarr can travel over water and other liquid surfaces as if they are normal terrain.

### ACTIONS

**Multiattack.** The Enbarr can make two hoof attacks.

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

# EOTIN

CR 5, PROF BONUS: +3

EE-OH-TIN

These creatures resemble brutish hirsute humans standing more than 12 feet tall, only sometimes clad in hides, and seldom seen with weapons or armor.

## BEHAVIOR

Eotin tend to react in extremes. If threatened, they react violently and quickly. If sad, they wallow in pity and tears. An eotin doesn't do anything subtly. In combat, they do not resort to or employ tactics but rely solely on brute strength.

## QUIRKS

Eotin are calmed by the sound of soft music. Stopping singing or playing such music when the eotin isn't ready for it to end often sends them into a rage.

## HABITAT

Eotin are primarily solitary creatures making their homes in remote caves. No one has ever seen a group of them, which leads to rumors that they result from an unholy union between a giant and a humanoid.

## LORE & RUMORS

**Background** British folklore

DC, History	Rumor
10	There was a great celebration up at the steading, which, much to the peril of the men attending, they all were passed out from drink when the eotin came. It burst its way through the door and began tearing the men apart before many of them had an opportunity to wake and take up arms.
15	Eotin are not smart, but they are brutally strong.

## INCORPORATION

- The PCs have been hired to fight off an eotin ravaging a local steading.
- The PCs come upon a large cave, taking shelter from a storm. The cave is home to an eotin who returns in the middle of the night.



## EOTIN (WARRIOR)

*Huge giant, typically chaotic neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 115 (11d12 + 44)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	19 (+5)	5 (-3)	9 (-1)	6 (-2)

**Saving Throws** Str +8

**Skills** Athletics +8

**Senses** passive Perception 9

**Languages** Giant

**Challenge** 5 (1,800 XP)

### ACTIONS

**Multiattack.** The eotin makes two unarmed attacks.

**Unarmed attack.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. If the eotin is successful on landing both unarmed attacks on a target medium sized or smaller during its turn, that creature is considered grappled.

**Brutal rip.** If the eotin has a medium or smaller creature grappled, it can attempt to tear the creature apart as a bonus action. That creature must succeed on a DC 14 Strength saving throw or suffer 18 (3d8+5) bludgeoning damage.



# FACHAN

CR 2, PROF BONUS: +2

FAK-AHN

These extremely unusual-looking creatures resemble 8 feet tall humanoid with only one leg, a singular eye on their forehead, and only one arm that protrudes from the center of their chest. A hard-as-iron tuft of hair sprouts from its head.

## BEHAVIOR

Reclusive and distrusting, fachan are highly suspicious of any other humanoid and either try to avoid contact, or may initiate a combat if no other avenue is available to them. They take great care not to allow their lairs to be discovered if possible.

## QUIRKS

Eating citrus has an intoxicating effect on fachan, similar to alcohol.

## HABITAT

Fachan live in small communities of 10-15 creatures in cave systems or crudely made stone shelters. They do not have the ability or environment to engage in crafting or construction beyond very rudimentary means.

## LORE & RUMORS

**Background** Scottish folklore

DC, History	Rumor
15	These creatures are highly reclusive, avoiding all contact with other humanoids as much as possible.
20	Despite their ungainly appearance, fachan are extremely agile.

## INCORPORATION

- The PCs stumble upon a clan of fachan, who react to the party with fear and superstition.
- The party encounters a wounded fachan, never seen anything so unusual before, and needs to find out what attacked it.



### FACHAN (WARRIOR)

Large giant, any alignment

**Armor Class** 14 (hide armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	6 (-3)	7 (-2)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Giant

**Challenge** 2 (450 XP)

**Enhanced Balance.** Spending its entire life with only one leg has given the Fachan exceptional balance. The Fachan has advantage on all dexterity saving throws and skill checks.

### ACTIONS

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

# FÁLGA

FAEL-GA

CR 1, PROF BONUS: +2

The Fálga appear as four to five-foot-tall humanoids covered in dark shaggy hair. They do not wear armor but carry crude shields and crude weapons.

## BEHAVIOR

Fálga are highly superstitious and wary of any unwelcome visitor. Unfortunately for the visitor, the first reaction of the Fálga is to quickly resort to violence if they feel threatened. Any magic-using creature is met with one of two reactions: either extreme fear and hostility, or extreme fear and reverence. Which of the two depends on the type of magic displayed and the particular level of the superstition of the Fálga.

When engaged in battle, these creatures prefer to attack in small groups, overwhelming an opponent. They target any magic-using creature first as the priority.

Variant: King Luchna

## QUIRKS

Fálga's reaction and superstitions to magic overrides any normal behavior they may have. If one were to display magic that helps a Fálga, they might pledge their life to the new savior for the rest of their life.

## HABITAT

Fálga live in clans as small as a dozen individuals or large communities of several hundred. While they control an entire island where they originated from, they can be found nearly anywhere as they have migrated.

## LORE & RUMORS

**Background** Irish folklore

*There is a mysterious island far off the coast that is home to the Fir Fálga, where they ensure no living creature ever escapes from.*

DC, History	Rumor
15	Fálga do not wear armor. Their natural hair protects them from cold.



## FÁLGA (WARRIOR)

Medium humanoid, any alignment

**Armor Class** 16 (natural armor, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

**Skills** Survival +2

**Damage Resistances** cold

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Goblin

**Challenge** 1 (200 XP)

**Shaggy Coat.** The natural furry coat of the Fálga is so thick, that it grants the creature resistance to all cold based attacks, and grants a +4 bonus to any stealth check made in the snow or ice.

### ACTIONS

**Club.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

## INCORPORATION

- The PCs have to take refuge on an island as their ship is in extreme disrepair or they got lost on a voyage.
- Raiding parties of Fálga are attacking coastal villages, and the party must determine where they are coming from and put a stop to it.

# FAR DARRIG



CR 1/2, PROF BONUS: +2

## FAR DAE-RIG

Far darrig are humanoids often mistaken for dwarves or disheveled halflings at first, but they are their own fey species. Typically standing three to four feet tall, they have dark hairy skin, long rat-like snouts, and whip-like thin tails. They almost always wear red clothing with red hats.

## BEHAVIOR

These creatures take great pleasure in the pain and suffering of others, finding hilarity in the misfortune and actual harm a victim suffers. They stalk a victim, waiting for the opportunity to try to abduct them. Often this occurs at night. Once they seize them, they bring them back to a dark and remote place, where they relentlessly torment the creature until their fun is sated. This typically takes several hours but may take days.

Far darrig often carry small flasks of oil or ball bearings to throw down if engaged in combat, as they prefer to flee open combat and attack from surprise and stealth instead.

## QUIRKS

Far darrig are enamored by the color red, and can be distracted by well-tailored red clothing. Any creature wearing such an item is targeted first if appropriate.

## HABITAT

Far darrig are solitary creatures for the most part, only occasionally partnering up, making their lairs in dark areas hidden from humans. They often have another location very similar to their lair in which they bring their abducted victims to.

## LORE & RUMORS

### Background Irish folklore

DC, History	Rumor
15	Far darrig toss a sack over unsuspecting victims, hauling them off to dark places to torture them.
20	The far darrig, while loving to play mean practical jokes, rarely cause permanent harm unless they are forced to engage in combat. After they have their fun tormenting captured victims, they free them.



## FAR DARRIG (EXPERT)

*Small fey, typically evil*

**Armor Class** 15 (leather armor, shield)

**Hit Points** 14 (4d6)

**Speed** 30 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Perception +1, Stealth +6

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

**Languages** Common, Sylvan

**Challenge** 1/2 (100 XP)

**Keen Senses.** The far darrig has advantage on perception rolls that depend on smell or hearing.

### ACTIONS

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Toss Sack.** The far darrig tosses a magical sack over a target medium-sized or smaller creature within 10 ft. The creature must succeed on a DC 11 Dexterity saving throw or be restrained. At the of creature's turns, it may attempt another saving throw to escape. The far darrig can only use this ability against one creature at any given time.

**Spellcasting, Fadestep (Lvl 2, 1 time per day).** As a bonus action, the Far Darrig disappears in a misty cloud, reappearing in any unoccupied space up to 50 ft. away.

# INCORPORATION

- A far darrig attempts to kidnap a sleeping PC and take them back to an area to torment.
- A local village is having children kidnapped. They are returned a day later but highly distraught. The parents want the far darrig dealt with.
- A powerful evil creature has recruited several far darrig to its cause, using them to kidnap villagers for nefarious purposes.

## FAUN



### FAWN

Fauns have the appearance of humans from the waist up, with the legs of a goat. Small goat-like horns protrude from their foreheads, and a mischievous grin almost always displays on their expression.

**Note:** A faun differs from a satyr in that satyrs were initially depicted as stocky dwarves with donkey's ears and tails, and were more solemn and knowledgeable than fauns.

## BEHAVIOR

A faun likes nothing more than to engage in revelry and a raucous pannyichis. Often these functions include wine or other alcoholic beverages, lots of music and dance, and ending with debauchery. They love playing tricks and making jokes about nearly everything, which can be maddening to anyone looking for a serious answer. They do not actively go about looking for harm, but their actions can very much result in harm to any victim enthralled by their music.

If forced into combat, the faun try to keep at a distance using their bows and leverage the fauna around them to assist them in battle, along with any other creature they have managed to join them prior to the battle.

## QUIRKS

Fauns often ignore any type of discussion that is serious in nature, always trying to steer the conversation back to song and dance and drink. There is no mission critical enough to not take a break to partake in one of the above activities.

CR 1/2, PROF BONUS: +2



## FAUN (EXPERT)

Medium fey, any chaotic

**Armor Class** 14 (leather armor)

**Hit Points** 36 (8d8)

**Speed** 30 ft.

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

**Skills** Perception +2, Performance +6, Stealth +5

**Senses** passive Perception 12

**Languages** Common, Elvish, Sylvan

**Challenge** 1 (200 XP)

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

### ACTIONS

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

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Charming Pipes.** The faun can spend an action playing their pipes. All creatures within 50ft who can hear this song must succeed on a DC 15 Charisma saving throw or become charmed. A charmed creature cannot take any action other than to be enthralled with the music for as long as the faun continues to play the music. At the end of a charmed creature's turn, they may attempt the saving throw again. A successful save breaks the charm and makes the creature immune to this ability for 24 hours.

## HABITAT

Fauns live in small clans deep within the wood, often interacting with nymphs, dryads, and other fey.

## LORE & RUMORS

**Background** Roman folklore

DC, History	Rumor
10	Faun are mischievous creatures who love to tease, play tricks, and revel in dance and drink.
15	Beware a faun celebration, as they often devolve into debaucherously wild parties.
17	A faun can either lead you in circles to ensure you are lost or guide you to safety. It depends on how much the creature likes you or not.
20	Many who have partaken in the revelry of the faun later recall that they did so against their free will. At the very least, found it odd that they would do such a thing completely against their character.

## INCORPORATION

**NOTE:** Due to the nature of fauns and their magical charming abilities, the issue of consent is challenged. It is highly recommended that you be aware of your players' feelings regarding consent and avoid any topic or situation that causes your players to be uncomfortable during play. Ensure that you have their buy-in before incorporating a creature like a faun into your games without serious modifications.

- The party has become lost in a mystical wood and come upon a faun. Depending on the interaction, the faun may be helpful or harmful.
- The PCs stumble upon a celebration they hear in the wood. Several fauns and other fey creatures are partaking in a while party in a large clearing.
- While traveling in the wood, the party is approached by several fauns who express extreme dismay that a group of <insert evil monster> are encroaching the wood, destroying it, and asking for assistance.
- A faun agrees to guide the PCs to the fairy king or queen in exchange for sharing in a wild celebration.

## FEARDORCHA

**FAER-DOR-UH-KHUH CR 11, PROF BONUS: +4**

Feardorcha is often described as a butler-like servant, dressed in finery and with an empty, emotionless expression. When not in direct service of his queen, he appears dressed all in black, riding an ebony steed, typically on a mission to retrieve or punish a target dictated by his queen.



## BEHAVIOR

The most disturbing and unnatural thing about Feardorcha is his lack of emotion. He fetches Cailleach's tea with the same aplomb as abducting an innocent child. He is straightforward and to the point and quite compelling in his persuasion. He only cares about the mission and couldn't care less about any other person or non-mission-related creature.

He uses this gaze of ice when capturing a target, followed up by a lasso attack. In combat against anyone else, he remains mounted as long as possible and uses his frost ray if the target tries to flee. If he manages to capture the prey, he plane shifts with them, as he couldn't care less about anyone else, even those attacking him. Completion of the mission is the only thing that matters.

## QUIRKS

Feardorcha lacks emotion completely, and thus many find it difficult to communicate with him as he does not understand empathy, sympathy, regret, or love.

## HABITAT

Feardorcha lives primarily in the ice palace of Ben Nevis with Cailleach. Alternatively, he has his own lair in the land of the dead. The only times he is encountered on the prime material plane is when he is on a mission for the queen.

## LORE & RUMORS

**Background** Irish folklore

*"I beg your protection, royal captain."*

*"I give that to all," he answered, "Against whom do you desire protection?"*

*"I am in terror of the Feardorcha."*

*"The Dark Man of the Sidhe?"*

*"He is my enemy," she said.*

*"His I mine now," said Fionn. "Tell my your story."*

---James Stephens, The Black Druid of the Shee

DC, History	Rumor
10	An emotionless man dressed in black atop a ghostly black steed, lasso, and sword at his side, is a sign to take shelter and flee, for it may be the Feardorcha has come for you.
15	Feardorcha is the manservant of Cailleach, the ice queen, and follows her commands without question or emotion.
20	Feardorcha often summons those the queen demands, but most who have left with him have not been seen again.

## INCORPORATION

- Cailleach has sent Feardorcha to fetch one or more of the party for an audience.
- The PCs happen to run across Feardorcha while he is on a mission to abduct a target for the queen. If they intervene, they may find themselves facing the queen's wrath.

## FEARDORCHA (EXPERT)

*Medium fey, lawful evil*

**Armor Class** 20 (plate and shield)

**Hit Points** 190 (20d8 + 100)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	21 (+5)	16 (+3)	18 (+4)	18 (+4)

**Saving Throws** Dex +4, Wis +8, Cha +8

**Skills** Arcana +7, Athletics +10, History +7, Perception +8, Persuasion +12

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical weapons

**Damage Immunities** cold, lightning, poison

**Condition Immunities** exhaustion, paralyzed

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 18

**Languages** Common, Sylvan, telepathy 100 ft.

**Challenge** 11 (7,200 XP)

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

**Master Horseman.** Any attacks directed at Feardorcha's mount targets Feardorcha instead. Its mount gains the benefit of the rider's damage and condition immunities, and if Feardorcha passes a saving throw against an area effect, the mount takes no damage.

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

**Nightmare Steed.** Feardorcha rides a **nightmare** as his steed, which he can call forth from the ethereal plane as a bonus action. If this creature is killed or destroyed, he can call another 24 hours later.

## ACTIONS

**Multiattack.** Feardorcha makes three attacks with his longsword. He can make one lasso attack, one gaze of ice attack, or one frost ray attack in place of these.

**Longsword.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

**Lasso.** Feardorcha can create a spectral lasso in which he can target any large sized or smaller creature out to a range of 30 ft. The target creature must succeed on a DC 18 Dexterity saving throw or will be grappled and restrained. A successful athletics check against a DC 18 will break this binding.

**Spellcasting, Frost Ray Cantrip.** *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 17 (3d8 + 4) cold damage and the target's movement is reduced by half until the end of their next turn.

**Spellcasting, Darkness (Lvl 2, 3 times per day).** Feardorcha creates a magical globe of darkness that obscures all vision within a 20 ft. radius, up to a range of 80 ft. away. This spell lasts for 1 minute, or until dispelled, Feardorcha dismisses it, or Feardorcha loses concentration.

**Spellcasting, Slow (Lvl 3, 1 time per day).** Feardorcha selects up to six creatures within 30 ft. Each creature must succeed on a DC 18 Wisdom saving throw or be slowed for up to 1 minute. A slowed creature can only take one attack action per round, and cannot take reactions or bonus actions. At the end of a slowed creature's turn, it may attempt a new saving throw to remove the condition.

**Gaze of Ice (Recharge: 5-6).** Feardorcha targets one creature within 60 ft. That creature must make a DC 18 Wisdom saving throw be stunned from the magical icy gaze from Feardorcha for up to 1 minute. The stunned creature will automatically fail any saving throw while stunned. At the end of each of the target's turns, they may repeat the saving throw to break the effects.

## LEGENDARY ACTIONS

Feardorcha 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. Feardorcha regains spent legendary actions at the start of its turn.

**Frost Ray.** Feardorcha makes one frost ray attack.

**Longsword.** Feardorcha makes one longsword attack.

**Rear Up (2 actions).** Feardorcha's mount rears up and stomps the ground. All creatures within 10 ft. of it must succeed on a DC 15 Dexterity saving throw or be knocked prone.



# FEAR GORTA

CR 1, PROF BONUS: +2

FAR GOR-ta

Fear Gorta can appear as any humanoid species, but always appear as emaciated to the point where it seems unlikely it can even lift its limbs. They are shabbily dressed in rags, looking as any local beggar might.

## BEHAVIOR

Fear Gorta always appears as local beggars of any city or town, being as nondescript as possible, asking passersbys for alms. Anyone who gives to the fear gorta is blessed by the fey's blessing of the humble. If attacked for some reason, they do whatever they can to escape and avoid combat.

## QUIRKS

The fear gorta typically only appears in famine or other hardship times, taking on the guise of a beggar or other urchin.

## HABITAT

Fear gorta live in the slums and alleys and streets of populated towns and villages during hard times. They are solitary, with only one creature being in any region at any given time.

## LORE & RUMORS

**Background** Irish folklore

DC, Religion	Rumor
15	Fear gorta are often harbingers of famine.
20	For one who is kind to a fear gorta, they shall receive a favorable boon from the creature.

## INCORPORATION

- The PCs are traveling through a town ravaged by famine and are beset upon by beggars as they walk the streets. One is a fear gorta.
- A fear gorta has appeared and is revealed to the PCs for what it is. He is the harbinger of famine caused by supernatural means. The PCs have an opportunity to prevent the famine by following up on the clues and identifying the cause.



### FEAR GORTA (EXPERT)

Medium fey, any good

**Armor Class** 15 (natural armor)

**Hit Points** 27 (6d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

**Skills** Deception +6, Insight +4, Perception +4, Persuasion +6

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Elvish, Sylvan

**Challenge** 1 (200 XP)

**Magic Resistance.** The fear gorta has advantage on saving throws against spells and other magical effects.

**Speak with Beasts.** The fear gorta can communicate with beasts as if they shared a language.

**Blessing of the Humble.** The fear gorta can cast a favorable boon to a willing target creature. A creature under the effects of a boon will gain a +1 bonus to all saving throws and attack rolls for the next 24 hours.

### ACTIONS

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

### REACTIONS

**Fey Escape.** As a reaction to being the target of an attack or a spell, the fear gorta can *teleport* up to 1 mile away.

# FEAR LIATH MÒR

CR 8, PROF BONUS: +3

FAR LEE-UH MORE

Fear liath mòr often appear as giant, thin humanoids with thick gray hair covering their bodies. They always seem to be slightly blurry or out of focus when gazed upon, leading to rumors that they are ghosts rather than mortal creatures.

## BEHAVIOR

The favored tactic of the fear liath mòr is to create thick fog banks, following just outside of the vision of the potential prey while it studies and stalks it. When the desired prey item is most vulnerable, the creature strikes out with a tendril of fog to stupefy the victim before moving in to attack it.

If a battle is going badly for it, it turns to a gaseous form and melds into the surrounding mist to escape.

## QUIRKS

When hunting, the fear liath mòr makes a high-pitched humming sound, likely in anticipation of the hunt, and it doesn't even realize it's doing it. It also doesn't try to hide its heavy footsteps, which are often heard.

## HABITAT

Fear liath mòr make their lairs in natural caves along paths in mountain passes. They hunt these paths and often make their way to the rocky shores if they spy a ship or boat, creating a thick fog obscuring the rocks, hoping the ship or boat crashes, where the crew is washed ashore and the giant can kill and eat them. They are typically solitary creatures, but they can be found in small 2-5 giants families.



## FEAR LIATH MÒR (CASTER)

Huge giant, chaotic neutral

**Armor Class** 15 (natural armor)

**Hit Points** 150 (12d12 + 72)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	9 (-1)

aving Throws Int +4, Wis +6

**Skills** Insight +6, Perception +6, Stealth +3

**Condition Immunities** charmed, frightened

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

**Languages** Common, Giant

**Challenge** 8 (3,900 XP)

**Haunting Song.** Any creature that enters or starts its turn within 15 ft. of the Fear Liath Mòr must succeed on a DC 15 Wisdom saving throw or suffer disadvantage on all rolls. At the start of the affected creature's turn they may attempt another saving throw. A successful

save results in ending the effect and making the creature immune for 24 hours.

### ACTIONS

**Multiattack.** The grey man makes two club attacks or one tendril of fog attack.

**Club.** Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) bludgeoning damage.

**Tendril of Fog.** Melee Weapon Attack: +12 to hit, reach 30 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage, and the target is *restrained*. The target must also succeed on a DC 15 Wisdom saving throw or have their mind clouded by a thick brain fog. The creature will always go last in the round, and will be unable to cast any spell or use any class ability. At the end of the affected creature's turns, it may attempt a new saving throw.

**Spellcasting, Fog Cloud (Lvl 1, 3 times per day).** The Fear Liath Mòr creates a thick cloud of fog up to 20 ft. radius out to a distance of 100 ft. This cloud obscures normal and darkvision to a maximum range of 5 ft., and lasts for 1 minute or until dispelled or the Fear Liath Mòr dismisses it.

# LORE & RUMORS

**Background** Irish folklore

DC, History	Rumor
10	If one finds themselves in the mist on the mountain trails, and you hear the constant crunching like heavy footsteps on pebbles accompanied with a low whistle sound and a chill running down your spine, you may be stalked by a fear liath mòr.
15	The fear liath mòr can create mists to form, obscuring all vision, causing ships to crash and travelers to get lost.
20	The magic of a fear liath mòr can muddle the mind, making you helpless while quickly killing you.

## INCORPORATION

- As the PCs are traveling a mountain pass or hills, a thick fog sets in, and they begin to hear a high-pitched humming sound.
- A small group of fear liath mòr is ambushing ships and boats along the coast and river delta.

# FENRIR

**FAEN-RRREAR**

**CR 30, PROF BONUS: +9**

Fenrir appears as a giant wolf of gargantuan proportions. An intelligent cunning is revealed in his eyes.

## BEHAVIOR

Fenrir is cunning and intelligent but ruthless, savage, and highly destructive with a great appetite and more tremendous ego. How his exploits are told in stories matters to Fenrir. If unbound, he attacks any and everything, swallowing creatures whole. If he is discovered still bound by Gleipnir, he tries his best to reach an agreement that results in his freedom. Once he gains that freedom, he enacts his revenge on the gods and all in his path. Freeing Fenrir very well may trigger Ragnarök.

## QUIRKS

Fenrir has an ego that matches his great size. He is prone to flattery and promises to spread the tales of his greatness. He has a great hatred of the gods, and has his reasoning blinded when it comes to that topic.

## HABITAT

Fenrir, by default, is bound to a great stone by Gleipnir in a location known only to the gods, for if he were to be released, that would kick off Ragnarök. However, if you choose to have Fenrir freed and don't want Ragnarök to be taking place, he makes his lair deep within the marshes and fens, plotting his revenge against the gods.

## LAIR ACTIONS

On initiative count 20 (losing all initiative ties), Fenrir can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat:

- A chill mist and fog envelop the entire lair, obscuring all vision until the start of the next round. Fenrir is immune to this.
- A section of marsh 10 ft. in diameter opens up anywhere in the lair, sucking down any large-sized or smaller creature in the area of effect. A successful DC 20 Strength saving throw must be made, or the creature is restrained. At the start of the victim's turns, they may attempt a new saving throw to escape.
- A blast of methane bursts forth within 100 ft. of Fenrir in a 10 ft. radius cloud. Any creature caught in this cloud must succeed on a successful DC 20 Constitution saving throw or suffer 28 (5d10) poison damage. Any flame source in this area of effect also causes an explosion, dealing an additional 28 (5d10) fire damage to any within who fails a DC 20 Dexterity saving throw. Successful saving throws result in half damage.
- Fenrir causes 2d6 dire wolves to appear out of the marshes anywhere within the lair. This can only be used twice on any given day.

## REGIONAL AFFECTS

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted below. Regional effects end gradually over 10 days when the legendary creature dies.

- Any town or village within 20 miles has been razed to the ground
- Animal life is nearly nonexistent. Fenrir and his wolf allies have hunted nearly everything to extinction.
- The sky is perpetually covered in dark storm clouds within 10 miles of the lair.

# LORE & RUMORS

**Background** Nordic mythology

THEN IS FULFILLED HLÍN'S  
SECOND SORROW,  
WHEN ÓÐINN GOES  
TO FIGHT WITH THE WOLF,  
AND BELI'S SLAYER,  
BRIGHT, AGAINST SURTR.  
THEN SHALL FRIGG'S  
SWEET FRIEND FALL.

---Poetic Edda

DC, Religion	Rumor
10	Fenrir will destroy Odin in Ragnarök [rrrag-NA-rrrook]
15	The great wolf was tricked by the gods, and is bound to a great stone with the fetter, Gleipnir [GLAEP-nir]. Tyr agreed to place his hand in the mouth of Fenrir while he was bound as a sign of trust. When the gods refused to release Fenrir, the wolf bit off the hand of Tyr.
18	If freed, Fenrir roams the realms, destroying everything in his path.
20	Fenrir is the son of the Loki and the giantess Angrboða [AN-gr BO-da], brother to Jörmungandr [YOUR-mun-GAHN-dr] and Hel.

## FENRIR (WARRIOR)

*Gargantuan monstrosity, chaotic neutral*

**Armor Class** 26 (natural armor)

**Hit Points** 1025 (50d20 + 500)

**Speed** 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	30 (+10)	18 (+4)	17 (+3)	16 (+3)

**Saving Throws** Str +19, Dex +12, Con +19, Int +13, Wis +12, Cha +12

**Skills** Athletics +19, Perception +21, Stealth +12, Survival +12

**Damage Resistances** acid, fire, lightning, necrotic

**Damage Immunities** cold; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., truesight 30 ft., passive Perception 31

**Languages** Common, Giant, Sylvan

**Challenge** 30 (155,000 XP)

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

**Break Restraints.** As an action, Fenrir can end any effect upon it that has imposed the grappled or restrained condition.

**Swallow Whole.** If Fenrir has swallowed the target whole, they are considered restrained. While swallowed, at the start of the creature's turns it will automatically suffer 55 (10d10) points of acid damage. Fenrir can swallow a total of a dozen large sized or smaller creatures at any one time.

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

### ACTIONS

**Multiattack.** Fenrir can use its Frightful Presence. It then makes three attacks, each with its bite. Alternatively, Fenrir can take its Thunderous Howl ability.

**Frightful Presence.** Each creature of Fenrir's choice that is within 120 feet of Fenrir and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Fenrir's Frightful Presence for the next 24 hours.

**Bite.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 42 (5d12 + 10) piercing damage and the target must succeed on a DC 24 Constitution saving throw or suffer bleeding. This condition will last for 1 minute or until the target takes an action to bind the wound, or until they receive magical healing. Any creature with this condition will suffer 26 (4d12) damage at the start of their turn for the duration.

**Thunderous Howl.** Fenrir emits a thunderous howl. All creatures within 100 ft. of Fenrir must succeed on a DC24 Dexterity saving throw or fall prone and become stunned until the end of their next turn.

**Spellcasting, Plane Shift (Lvl 7, 2 times per day).** If not restrained, Fenrir can planeshift to another plane of its choosing.

### LEGENDARY ACTIONS

Fenrir 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. Fenrir regains spent legendary actions at the start of its turn.

**Detect.** Fenrir makes a Wisdom (Perception) check.

**Bite Attack.** Fenrir makes a bite attack.

**Pounce (2 action).** Fenrir can leap up to its movement rate, ignoring any attacks of opportunity, landing on a target creature. That creature must succeed on a DC 24 Strength saving throw or fall prone. Fenrir then makes a bite attack as a bonus action.

**Regenerate (3 actions).** Fenrir focuses its willpower, healing up to 55 (10d10) points of damage.

## INCORPORATION

- Fenrir is bound to the stone with Gleipnir still when the PCs happen across him. He does his best to convince them to release him, promising them a place beside him at the end of the world.
- Fenrir has escaped, and Ragnarök is starting. The PCs must take a side, and get involved in the great world-ending war.
- Fenrir is loose, taking refuge in his lair deep within a marsh. The PCs must take action to prevent Ragnarök from happening.

## FETCH

### FETCH

The fetch appears as a ghostly humanoid form devoid of distinguishing features in its natural form. However, they are most commonly encountered appearing as an exact duplicate of another humanoid.

## BEHAVIOR

Fetch are patient and cunning. They study and stalk a potential target before assuming the target's form, and when they do, it is only when there are no others nearby. They go to great lengths to avoid being in the same place as the original, instead hoping to take the target's memories and seamlessly take over their identity until a better option is presented.

## HABITAT

The original lairs of the fetch are deep within thick remote woods, dark caves, or other areas where they are left mainly alone from discovery while also being nearby roads, towns, or villages. Once a fetch takes the identity of a creature, they make their lair in the home of those they had taken over.

## INCORPORATION

- One of the townsfolk that the PCs know is acting a bit strangely. They are a fetch in disguise, and the original person is imprisoned in the fetch's lair.
- A fetch is stalking one of the PCs and, when the opportunity arises, attempts to steal their identity.

CR 3, PROF BONUS: +2

## LORE & RUMORS

**Background** Irish folklore

DC, Arcana	Rumor
15	If anyone were to meet another who looks just like you, it's an omen that your death is soon to follow.
20	Fetch are doppelgangers, stalking their prey, assuming their form, and stealing their memories.



### FETCH (EXPERT)

Medium fey, any alignment

**Armor Class** 14

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

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

**Skills** Deception +6, Insight +3

**Condition Immunities** charmed

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

**Languages** Common, Sylvan, The language of the race it takes form of

**Challenge** 3 (700 XP)

**Shapechanger.** The fetch can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Incorporeal Form.** When in its true shape, the fetch can become incorporeal, moving through solid objects without prompting attacks of opportunities. If the fetch ends its turn in a solid object, it will suffer 5 (1d8) force points of damage. The fetch can remain incorporeal for up to five rounds per day.

### ACTIONS

**Multiattack.** The fetch makes two melee attacks.

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

**Memory Steal.** As an action, the fetch can reach into the mind of a target creature within 30 ft. of it. Once contact is made, the fetch will have all of the memories of the creature at its disposal. These memories will last until the fetch uses this ability again, at which point they are replaced by the new memories.

# FEY DRAGON

FAE DRAY-GUN

Diminutive in size, particularly for dragons, these reptiles only grow between one and two feet in length, head to tail. They are brightly colored and have insect-like wings ranging from bright butterflies to translucent dragonflies.

## BEHAVIOR

Fey dragons remain out of sight until they can accurately gauge the party's intentions. They often follow groups or individuals, playing pranks on them that consist of entanglement, illusions, and ghostly lights to lead them in circles. They have an intense hatred for those creatures that wreak wanton destruction to the forest.

In combat, these dragons rely on hit and run tactics, utilizing their invisibility, illusion magic, and ranged poison spray attacks to hit from a hidden distance, then meld back out of sight again.

## QUIRKS

Fey dragons love sweet foodstuffs, and can be bribed with sweets, cakes, and candies.

## HABITAT

Fey dragons live nearly anywhere there are other fey, but the vast majority live in temperate or jungle forests, deep in

CR 2, PROF BONUS: +2



remote areas far away from human settlements. Occasionally a fey dragon can be encountered as a familiar for a powerful mage, as their love of magic has occasionally resulted in the odd dragon to make a pact with said wizard.

## LAIRS

Fey dragons live in small groups of 10-20 creatures, led by a fey dragon queen (see **variant stats** section). These clans are either in underground warrens or incorporated into great old trees.

## FEY DRAGON (CASTER)

*Tiny dragon, any good*

**Armor Class** 16 (natural armor)

**Hit Points** 22 (5d4 + 10)

**Speed** 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	17 (+3)

**Saving Throws** Dex +2, Con +4, Wis +2, Cha +5

**Skills** Perception +4, Stealth +2

**Damage Resistances** psychic

**Condition Immunities** charmed

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Draconic, Sylvan

**Challenge** 2 (450 XP)

**Amphibious.** The dragon can breathe air and water.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

**Poison Spray.** *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 13 (3d6 + 3) poison damage.

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

**Spellcasting, Illusion Cantrip.** The Fey Dragon creates a visual and audible illusion up to a range of 100 ft. away, filling no more than a 5 ft. cube. This illusion will last as long as the Fey Dragon maintains concentration and can move as long as it remains in the 5 ft. cube area.

**Spellcasting, Motes of Light Cantrip.** The Fey Dragon creates several motes of multi-colored lights to appear in a 5 ft. radius up to 100 ft. away. The Fey Dragon can control these lights, moving them as a bonus action up to 20 ft. per round. This spell lasts for as long as the Fey Dragon maintains concentration.

**Spellcasting, Reveal (Lvl 2, 2 times per day).** Anything that is hidden, including invisibility or stealth, within 30 ft. of the Fey Dragon will take on an illuminating aura for up to 1 minute, or as long as the Fey Dragon maintains concentration. Attacks against these creatures would be made at advantage.

# LORE & RUMORS

CR 22, PROF BONUS: +7

**Background** No historical folklore background, but a recent creation as it appears in this manifestation.

DC, Nature	Rumor
10	Fey dragons often are accompanied by Aos Si or other fey, but prefer to stay hidden within the forest completely out of sight.
15	These creatures enjoy playing harmless pranks on others but are overall good natured.
20	Fey dragons have a love of all things magical and have access to many magical traits themselves, including turning invisible.

# INCORPORATION

- The PCs are in a fey wood and are frequently the target of pranks and illusions caused by a small group of fey dragons.
- A fey dragon approaches the PCs on behalf of a powerful wizard or druid wanting to enlist their help.



# FINNBHEARA

**FINN-BEER-UH**

The fey king appears as a strapping middle-aged fair-haired man with a flowing beard, gossamer wings, and a penchant for dressing in black clothing. He radiates an aura of authority and carries himself very seriously.

# BEHAVIOR

Finnbehead is a complex king, seemingly contradictory in his behavior with how most of us would define morality. He just as quickly heals or gifts treasure to one who helps him or shows kindness as he abducts a handsome or beautiful youth for his own pleasure.

He prefers to spend his time engaging in or watching horse races and traveling the mortal world more than he does ruling the Fey Realm. For that, he leaves those duties to his wife, Úna. He has a somber demeanor but seems disinterested in politics or the machinations of being the fey king. Often he disguises himself and travels the mortal realm looking for acts of kindness, rewarding those with ample treasure and blessing the farms of those who showed him kindness.

He is also drawn towards beautiful young humanoids and has been known to abduct them, bringing them back

to his castle, where they remain until freed. This is typically done by either gifting a magical fey ribbon that compels the wearer to obey him, or by inviting guests into the Fey Realm for a feast, where they will be trapped.

Finnbehead doesn't typically engage in combat directly but commands his allies masterfully and demonstrates tactical genius. If he is forced into direct action, he phases all over the battlefield, positioning himself in the most advantageous positions and locking down opponents with his Touch of Fey King ability and magical abilities.

# QUIRKS

Finnbehead has a tremendous fondness for horses and horse racing. Any mention of equines or topics based on equestrian skill immediately gains his attention and favor.

# HABITAT

Finnbehead primarily resides in the castle Cnoc Mheada [Knock-magha] within the fairy realm. However, he has also been known as the King of the Dead and has a residence within the underworld.

## LAIR ACTIONS (CNOG MHEAD)

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

- A cloud of swarming insects fills a 20-foot-radius sphere centered on a point Finnbheara chooses within 120 feet of him. The cloud spreads around corners and remains until Finnbheara dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. When it appears, any target in the cloud must succeed on a DC 20 Constitution saving throw, taking 14 (4d6) piercing damage on a failed save or half as much damage on a successful one. A target that ends its turn in the cloud takes 14 (4d6) piercing damage.

- A 20 ft radius aura of flashing colored lights appears within 100 ft. of Finnbheara. Any creature within this aura must succeed on a DC 20 Wisdom saving throw or be charmed until the end of their next turn. Charmed creatures are stupefied, unable to take any actions or reactions while charmed.
- Finnbheara causes a fey creature to come to his aid. A **fey** creature up to CR 4 appears anywhere within the lair.
- Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that Finnbheara can see within 120 feet of him. That area becomes difficult terrain, and each target there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A target can be freed if it or another target takes an action to succeed on a DC 15 Strength check and succeeds. The roots and vines wilt away when Finnbheara uses this lair action again or when he dies.

## FINNBHEARA (WARRIOR)

Medium fey, neutral

**Armor Class** 20 (natural armor)

**Hit Points** 494 (43d8 + 301)

**Speed** 30 ft., climb 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	25 (+7)	16 (+3)	22 (+6)	25 (+7)

**Saving Throws** Dex +12, Con +14, Wis +13, Cha +14

**Skills** Deception +14, Insight +13, Intimidation +14, Perception +13, Performance +14, Persuasion +21

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** necrotic, poison

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

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 23

**Languages** Common, Dwarvish, Elvish, Giant, Goblin, Halfling, Primordial, Sylvan, telepathy 300 ft.

**Challenge** 22 (41,000 XP)

**Keen Hearing.** Finnbheara has advantage on Wisdom (Perception) checks that rely on hearing.

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

**Finnbheara's Blessing.** Once per day, Finnbheara can either give a boon, or a bane to a localized region. He can choose a single farm, or an area as large as 100 square miles. Within this area, depending on boon or bane, will have bountiful or wilted crops, livestock will be healthy and robust or emaciated and weak. Any creature given a boon will be immune to poison and disease for the next 7 days.

**Legendary Resistance (3x per day).** Whenever Finnbheara fails a Saving Throw, he can choose to succeed instead.

**Sense Good and Evil.** Finnbheara can detect the alignment as a passive ability of any creature within 30 ft.

## ACTIONS

**Multiattack.** Finnbheara makes three weapon attacks.

**Fey Sword.** *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 31 (6d6 + 10) slashing damage, and the target must make a successful DC 22 Constitution saving throw or have its Strength score reduced by 1d4. A creature reduced to 0 Strength dies.

**Touch of the Fey King.** *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. Creature of huge sized or smaller will begin to have vines wrap around it and is considered *grappled* and *restrained* for up to 1 minute. At the start of a creature's turn grappled by the vines will suffer 17 (3d10) constricting damage. Any creature brought to zero hit points in this manner will instantly transform into a tree in the shape they were in their normal form. Nothing short of a *wish* spell can bring them back. Grappled creatures can attempt a DC 20 athletics check to break free from the vines.

**Shapechanger.** Finnbheara can polymorph into any fey or elven form, or back to his original form. His statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed.

**Spellcasting, Summon Fey (Lvl 4, 1 time per day).** Finnbheara can gate in up to 10 CR of **fey** creatures to appear within 50 ft. of him.

**Spellcasting, Banishment (Lvl 5, 3 times per day).** Finnbheara targets one creature within 50 ft. If that creature is a summoned creature or not native to the current plane it is on, it will instantly be banished to its natural plane. If the creature is native to the plane where the spell is cast, it must succeed on a DC 20 Wisdom saving throw or be sent to the ethereal plane for 1 minute.

**Spellcasting, Raise Dead (Lvl 5, 3 times per day).** Finnbheara touches any creature that has died in the last month. That creature will return to life with 1 hit point.

**Spellcasting, Heal (Lvl 7, 1 time per day).** Finnbheara touches a willing creature, which will then heal up to its maximum hit point total, and remove any poisoned or diseased condition, if applicable.

**Spellcasting, Drain Touch (Lvl 7, 1 time per day).** *Melee Spell Attack:* +14 to hit, reach 5 ft., one target. *Hit:* Target is reduced to 1 hit point and suffers a level of exhaustion.

## LEGENDARY ACTIONS

Finnbheara 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. Finnbheara regains spent legendary actions at the start of his turn.

**Detect.** Finnbheara makes a Wisdom (Perception) check.

**Phasing.** Finnbheara will disappear, reappearing instantly anywhere he wishes within 30 ft., but not within a solid object or sharing a space with another creature.

**Touch of the Fey King (2 actions).** Finnbheara can take the Touch of the Fey King action.



## LAIR ACTIONS (UNDERWORLD)

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

- Part of the ceiling collapses above one target that Finnbeheara can see within 120 feet of him. The target must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A target can take an action to succeed on a DC 10 Strength check, ending the buried state on a success.
- Necromantic tendrils appear up to 100 ft. away from Finnbeheara and strike at a target (+17 to hit) within 10 ft. of the tendril. On a successful attack, the tendril inflicts 22 (4d10) necrotic damage, and the target is stunned until the end of their next turn.
- A tremor shakes the lair in a 60-foot radius around Finnbeheara. Each target other than Finnbeheara on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.

## REGIONAL EFFECTS

The land around Cnoc Mheada is warped by the magical influence of King Finnbeheara to have the following effects. These effects dissipate gradually over 10 days if Finnbeheara is slain:

- The temperature within 6 miles of Cnoc Mheada never goes below 70 degrees F, or more than 80 degrees F.
- If a creature has an intelligence and wisdom score of 8 or fewer and starts its turn within 5 miles of Cnoc Mheada, it is distracted by the magical fey energy. The creature spends their time wandering in random directions, following the sounds, smells, and flashing fey lights around them for as long as Finnbeheara wishes or they remain within 5 miles.
- Once per day, Finnbeheara can cause the water within 1 mile of Cnoc Mheada to become healing for one hour. Any creature that drinks from this water is completely healed of all wounds, affliction, and curses.

## LORE & RUMORS

### Background Irish Folklore

DC, History	Rumor
10	Finnbeheara is the king of the fey, but leaves daily ruler-ship to his wife, Queen Úna.
15	The fairy king is mercurial, both giving blessings to those who please him, and abducting those who catch his wandering eye.
17	He is a skilled tactical commander, rarely matched in combat leadership, and has power over death itself. Another name he is known by is "King of the Dead."
20	Finnbeheara has a love or horses, in particular racing horses.

## INCORPORATION

- Finnbeheara is taking the guise of a wandering man, looking for assistance to repair his broken coach. Creatures that help may be blessed.
- A distraught parent beseeches the help of the PCs to rescue their daughter who was abducted by Finnbeheara and taken to his castle.
- A slain PC can be brought back by traveling to Finnbeheara's underworld castle and convincing him to release them.



# FIONN MAC CUMHAILL

FYUNN MC-COOL

## Background Irish folklore

A child of Cumhall (leader of the Fianna) and Muirne Muincháem, Fionn is a hero from Irish mythology, known for renowned accomplishments and not necessarily acting in the most heroic of actions. Like many heroes in mythology, his life was filled with tragedy from his conception. His father was slain before Fionn was born because his father abducted his mother after her father refused the marriage. After his father was slain, his mother was also ordered to death but survived because she was placed under the protection of the druid Bodhmall.

While generally a benevolent person, Fionn was known as an outlaw with a temper in his early years, freely plundering from anyone he felt was an enemy. After he grew older and defeated the fire-breathing man with a spear, Birga, gifted to him, the legend of Fionn was cemented in stone as a hero. He is also known as one of the greatest hunters to have ever lived.

Fionn not only has his magical spear to aid him. He also has his favored hound, Bran, that always is at his side. He was granted magical wisdom during an accident cooking a mystical salmon. Whenever Fionn puts his thumb in his



CR 8, PROF BONUS: +3

## FIONN MAC CUMHAILL (WARRIOR)

Medium humanoid, chaotic good

**Armor Class** 18 (chain mail, shield)

**Hit Points** 127 (15d8 + 60)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	16 (+3)	10 (+0)

**Skills** Athletics +8, Insight +6, Investigation +5, Perception +6, Survival +9

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Giant

**Challenge** 8 (3,900 XP)

**Magic Weapons.** Fionn mac Cumhaill's Birga attacks are magical.

**Birga's Protection.** While wielding Birga, Fionn mac Cumhaill is immune to sleep and charm effects.

**Insightful Thumb.** Fionn mac Cumhaill places his thumb in his mouth, which will grant him advantage on any insight, investigation, arcana, religion, or history check.

## ACTIONS

**Multiattack.** Fionn mac Cumhaill makes two weapon attacks.

**Birga. Melee or Ranged Weapon Attack:** +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

**Longbow. Ranged Weapon Attack:** +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Hunter's Mark.** As a bonus action, Fionn mac Cumhaill chooses a creature he can see within 60 ft. to be marked. Fionn mac Cumhaill will inflict an additional 7 (2d6) points of damage with each weapon attack he makes against a marked target. This lasts for up to 1 minute, or until Fionn mac Cumhaill loses concentration.

mouth, he gains additional insight into any problem.

Fionn met his wife, Sadhbh, while out hunting. She was originally in the form of a deer, changed so by the druid Fear Doirich because she refused to marry him. After bringing her to his home, she changed back to human form. While Fionn was away at war, Fear Doirich changed her back into a deer, and she vanished. Only years later did Fionn (with his hound Bran) find a small child who looked like his wife by the name of Oisín, who grew up to be the greatest leader of the Fianna.

# FISCHER KING

CR 4, PROF BONUS: +2

**Background** Arthurian folklore

The Fisher King is the guardian of the Holy Grail. He suffers from a permanent wound in his groin, which is his punishment for taking on a wife (an act forbidden to all Grail protectors). He awaits a knight worthy of providing to him the healing question before he gives up the Grail. Until that day, he spends his days fishing from a small boat on a lake that borders his castle, Corbenic.

In lore, only Percival was able to accomplish this task. In later tellings, Percival is joined by Galahad and Bors as the three who are able to retrieve the Grail by asking the question, "Whom does the Grail serve?"

The Fisher King's wound is caused by moral failings rather than physical failings, even if the wound manifests physically. Caused by his own spear, the king's injury is deep and festering, unable to be healed until the correct healing question is asked and the spear removed.



## THE FISHER KING (WARRIOR)

Medium humanoid, lawful neutral

**Armor Class** 20 (plate, shield)

**Hit Points** 91 (14d8 + 28)

**Speed** 20 ft.

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

**Saving Throws** Con +4, Wis +2

**Skills** Religion +2

**Senses** passive Perception 10

**Languages** Common

**Challenge** 4 (1,100 XP)

**Brave.** The Fisher King has advantage on saving throws against being frightened.

**Legendary Resistance (3/day).** If the Fisher King fails a saving throw, it can choose to succeed instead.

### ACTIONS

**Multiattack.** The Fisher King makes two spear attacks.

**Spear of the Fisher King (+2).** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack. Any creature struck by the spear will need to succeed on a DC 12 Constitution saving throw or become *poisoned* and suffer 10 (3d6) poison damage

# FLEABAG

CR 5, PROF BONUS: +3

Explorer and researcher extraordinaire, at least by their own estimation, Fleabag is a gnoll of truly unusual nature.

## BEHAVIOR

Fleabag values knowledge and prefers the finer things in life. They almost cross the line between "cultured and refined" into "arrogant and pompous." Part of this may be because they are constantly trying to prove to others that they are not a bloodthirsty monster like most gnolls.

Fleabag is a researcher above all else, with a fierce drive to travel to new places, document unknown creatures or magic, and compile them into journals.

## QUIRKS

Fleabag constantly primps and preens, keeping their fur in immaculate condition. They are never without a notepad or journal and love to break out into stories with the slightest prompting.

## FLEABAG (EXPERT)

Medium humanoid (gnoll), neutral good

**Armor Class** 15 (magical leather armor +2)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	17 (+3)	12 (+1)	9 (-1)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6, Nature +9

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

**Languages** Common, Dwarvish, Goblin, Orc, Sylvan

**Challenge** 5 (1,800 XP)

**Nimble Escape.** Fleabag can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

**Multiattack.** Fleabag makes two rapier attacks.

**Rapier.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and the target is enshrouded in magical thorny vines. If the creature willingly moves before the end of Fleabag's next turn, they will suffer 9 (2d8) physic damage and the vines disappear.

**Biting Barbs.** *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage and target's movement is reduced by 10 feet until the end of its next turn.

**Recall Lore.** Fleabag calls out a fact about one target creature they can see within 30 ft. Until the start of Fleabag's next turn, they choose one of the following:

- all allies gain advantage on attack rolls against the target
- all attacks bypass one resistance or immunity of the target
- all allies gain advantage on any saving throw the targeted creature forces them to make

# FOAWR

FAH-UR

These 13 ft tall giants are misshapen and ugly humanoids, covered in patches of thick hair and having ape-like arms. They either wear a patchwork tunic made from various hides, or wear nothing at all.

## BEHAVIOR

Dim-witted and brutish, foawr love to take sport in boulder throwing. Even greater enjoyment is had when the targets of the boulder throwing include people and ships. They don't hunt, eat, or steal from humanoids; the pure joy of tossing boulders is good enough for them.

When in combat, the foawr try to keep their distance, using their boulder throwing ability to their advantage. They typically target the closest victim first unless they are having a competition, in which case they target the furthest away first as a matter of pride.

## QUIRKS

Foawr view everything through the lens of competition, and find great humor in the embarrassing losses of others, particularly if it resulted in injury.

## HABITAT

A foawr clan makes their homes in large caves in mountainous and hilly regions, preferring to find a lair with an expansive view of the land or sea. This enables them to set up advantageous ambushes where they can engage in their competitions, much to the chagrin of the people getting hit with boulders.

Each clan is led by an alpha male or female, considered a chieftain/tess variant.

## LORE & RUMORS

**Background** Manx folklore (Isle of Man)

DC, History	Rumor
10	Foawr view tossing boulders at people and ships as some sort of competition between each other.
15	These creatures make their homes in small clans of 10-15 creatures within the mountains and coastal cliffs, where they can gain an advantage when throwing boulders.

CR 6, PROF BONUS: +3



## INCORPORATION

- While traveling, the PCs find themselves under assault by a hail of boulders.
- The PCs are challenged to a rock-throwing competition (or other suitable feats of strength) by a clan of foawr.

### FOAWR (WARRIOR)

*Huge giant, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 126 (12d12 + 48)

**Speed** 40 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	19 (+4)	5 (-3)	7 (-2)	6 (-2)

**Skills** Intimidation +1

**Senses** passive Perception 8

**Languages** Giant

**Challenge** 6 (2,300 XP)

**Alter Earth.** The foawr can spend an action to change a 15 ft radius of stone or dirt out to a 60 ft. range into soft mud, or to turn an equal area of soft mud into hard earth or stone. Any creature entering the mud will need to make a DC 15 Strength ability check or be restrained. Even those who succeed will have their movement rate reduced to 10 ft.

### ACTIONS

**Multiattack.** The giant makes two greatclub attacks.

**Greatclub.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 25 (4d10 + 5) bludgeoning damage.

# FOMORIAN

CR 3, PROF BONUS: +2

FOH-MOH-REE-EHN

These giants stand between 10 and 12 ft. in height, with sinewy bodies, cloven hooves, and bestial heads. Many fomorians have goats' heads, but other variations of beasts have also been encountered.

Legend has it that fomorians originally came from the ocean's depths as raiders and pirates, ravaging and pillaging coastal communities and conquering the land for themselves. They still prefer to adhere to their roots as a species, living primarily in coastal areas and engaging in raids of neighboring lands.

## BEHAVIOR

Fomorians are brutal and ruthless by nature, reveling in combat and inflicting pain upon others, even more so than the lust for treasure they acquire in said raids. Fomorian societies are clans of between 15-30 giants, being led by a captain who is the strongest. They firmly believe in might-makes-right, and the strongest are those most favored by their gods.

In battle, they are typically led by a leader or captain, who organizes the fomorians in a tactically sound formation, giving instruction during combat to maximize their chances of winning.

## VARIANT: GABORCHEND

These are lesser fomorians, often bullied and treated with disdain, being used for the manual labor and unpleasant tasks that fomorians would rather not do.

## QUIRKS

Fomorians, even those who live on land, have a deep love of the sea. After all, it is where their origin lies. The fastest way to calm a fomorian is to talk about the sea or the technical aspects of various sea-going vessels. Fomorians also love to adorn themselves with trophies from powerful defeated enemies.

## HABITAT

Fomorians have a home base of operations either on remote islands or along rocky, easily defended coastal areas. However, most of their time is spent venturing on raids. They most often are encountered in such a raiding party rather than in their lair.



## FORMORIAN (WARRIOR)

Large Giant, typically evil

**Armor Class** 15 (hide armor, shield)

**Hit Points** 85 (10d10 + 30)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	8 (-1)	7 (-2)	7 (-2)

**Skills** Intimidation +0, Perception +0

**Condition Immunities** frightened

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Giant

**Challenge** 3 (700 XP)

**Fear Aura.** Any creature hostile to the Formorian that starts its turn within 50 feet of the Formorian must make a DC 12 Wisdom saving throw, unless the Formorian is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Formorian's Fear Aura for the next 24 hours.

## ACTIONS

**Weapon Type.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 4) (varies by weapon type) damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

# LORE & RUMORS

**Background** Irish folklore

DC, History	Rumor
5	Animal-like ogres that attack on sight
10	Every clan of fomorians are led by a captain
15	Fomorians are excellent seafarers and ruthless raiders
20	Fomorians came from the sea, created by gods to wreak havoc upon mankind. While brutish, they aren't very intelligent and do not use complex tactics.

# INCORPORATION

- Fomorians are raiding the coast, and local town leadership is looking for help
- These giants have created a stronghold atop rocky cliffs overlooking the sea, which they use as a base of operations for raids
- A big bad has enlisted the help of fomorian mercenaries.

# FORMORIAN, GABORCHEND

## FORMORIAN, GABORCHEND (WARRIOR)

*Large Giant, typically evil*

**Armor Class** 16 (hide armor, shield)

**Hit Points** 32 (5d10 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	7 (-2)	7 (-2)

**Saving Throws** Str +4

**Skills** Intimidation +0, Survival +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Giant

**Challenge** 1 (200 XP)

**Brute.** A melee weapon deals one extra die of its damage when the gaborchend hits with it (included in the attack).

**Bray.** The gaborchend uses its action to let out a loud braying sound. Any other gaborchend or fomorians within 30 ft. of it will gain advantage on their next attack roll as long as it occurs before the start of the gaborchend's next turn. The gaborchend can do this once per day.

### ACTIONS

**Morningstar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

# FUATH

**FU-AUGH**

Fuath most often appear as female humanoids with webbed feet and hands, large claws, and green slimy skin. A yellow horse-like tail and mane are tell-tale features. They do have the ability to cast an illusion upon themselves to appear as any humanoids they have seen before, but always appear wearing green silk when doing so.

# BEHAVIOR

Malevolent and hating all other species of humanoids, fuath funnel this hatred with their great hunger into a constant desire to kill those who come near its lair or haunting. Their preferred method of attack is to ambush its prey, dragging it back into the water where it is easier to kill, then feasting on it's corpse.

They rarely leave their watery lair, unless it is to cast an illusion upon themselves to either stalk prey, or to escape from being hunted. For every hour spent outside of water, they suffer one level of exhaustion.

# QUIRKS

Fuath have a strong magical allergic reaction to iron and cold steel, and avoid it at all costs. Thus, they never ambush or attack a person who is obviously carrying such an item. The mere touch of iron or cold steel to their body causes them to suffer disadvantage on all rolls for the next hour.



## CR 2, PROF BONUS: +2

### FUATH (EXPERT)

Medium fey, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	10 (+0)	9 (-1)

**Damage Vulnerabilities** radiant; iron & steel

**Damage Resistances** cold

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan, Common, Goblin

**Challenge** 2 (450 XP)

**Amphibious.** The fuath can breathe air and water.

**Illusionary Form.** The fuath can create an illusion over themselves, appearing as any humanoid race. This is an illusion only, and physical examination would reveal the deception. The fuath can maintain this illusion for one hour per day.

#### ACTIONS

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

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

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

## HABITAT

Fuath make their lairs in underwater caves or dens dug out just below the water line of rivers and ponds. The entrance of these dens is often littered with the humanoid bones of previous victims.

## LORE & RUMORS

**Background** Scottish folklore

DC, History	Rumor
15	Fuath try to lure people near the water, where they leap forth, grabbing them, and drag them back into the depths.
20	These creatures have a strong negative reaction to iron or cold steel.

## INCORPORATION

- As the PCs are traveling through a swamp, the non-armored PCs are targeted by a fuath attack.
- Travelers and children have gone missing along the river road.
- A group of desperate goblins approaches the PCs imploring for help to eliminate a fuath that is hunting their small tribe to extinction.

## GALAHAD

GAL-UH-HAD

CR 3, PROF BONUS: +2

**Background** Arthurian folklore

The illegitimate son of Lancelot and Elaine, Galahad contradicts his conception and instead personifies the epitome of faith, goodness, and dedication. He is a member of the Round Table, has been divinely blessed, and is known for being one of the knights to find the Holy Grail.



### GALAHAD (WARRIOR)

Medium humanoid, lawful good

**Armor Class** 20 (plate, shield)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	18 (+4)

**Saving Throws** Con +4, Wis +2

**Skills** Persuasion +8, Religion +2

**Condition Immunities** charmed, poisoned

**Senses** passive Perception 10

**Languages** Common

**Challenge** 3 (700 XP)

**Brave.** Galahad has advantage on saving throws against being frightened.

**Divine Grace (1 time per day).** Galahad can turn any failed saving throw he rolled into a successful one.

**Divine Purity.** Galahad is immune to the poisoned and charmed conditions.

#### ACTIONS

**Multiattack.** Galahad makes two melee attacks.

**Flail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

# GAISHON

CR 3, PROF BONUS: +2

## GAI-SHUN

These undead can appear as any humanoid species, but all look like skeletons with a thin layer of skin pulled taut over the bones. They also all have a perpetual expression of madness and insanity.

## BEHAVIOR

Gaishon have a supernatural hatred for all living things but is not stupid. It won't sacrifice itself needlessly like most other lesser undead, but is insane and thus doesn't rely on tactics or strategy. To an outsider, the tactics may seem random and illogical. However, it does retain its intelligence and therefore can plan its attacks. This includes but is not limited to slaying townsfolk to raise as zombies and then sending those zombies into combat ahead of it.

## QUIRKS

The gaishon retains flickers of its previous life, including favorite hobbies, foods, or other things it may have favored in life. Insanity has amplified these feelings to irrational levels. Thus, a gaishon who loved music in life has an irresistible urge to seek out music and/or engage in playing music relentlessly.

## HABITAT

Gaishon are solitary undead; the only creatures that share a lair with a gaishon are rats, insects, and other lesser undead. They reside in abandoned mausoleums, crypts, caves, or other dark areas protected from the sun and unwanted visitors.

## LORE & RUMORS

**Background** British folklore

DC, Religion	Rumor
10	Gaishon should not be mistaken for skeletons or zombies, for they retain intelligence, and their madness drives them to kill all living things.
15	These undead constantly ramble dark and maddening thoughts, which may drive one who hears such ramblings mad themselves.
20	If a gaishon slays a creature, it will raise as a zombie.

## INCORPORATION

- Rumors of an insane, babbling creature within the crypts are spreading. No one has returned from investigating.
- A gaishon has been stalking the PCs, sending waves of zombies against them.
- A gaishon is the only one with knowledge of a lost secret that must be found. Getting past the insanity and desire to kill the PCs is up to the players.

### GAISHON (CASTER)

*Medium undead, neutral evil*

**Armor Class** 14 (studded leather)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

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

**Skills** Intimidation +4

**Damage Vulnerabilities** radiant

**Damage Immunities** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Condition Immunities** exhaustion, poisoned

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

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

**Sunlight Sensitivity.** While in sunlight, the gaishon has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

**Gibbering Madness.** The gaishon constantly rambles in incoherent speech embedded with dark magic. Any creature starting its turn within 10 ft. of the gaishon who can hear it must succeed on a DC 13 Wisdom Saving Throw for suffer disadvantage on all attack rolls, saving throws, and ability checks for one hour. A new saving throw can be attempted at the beginning of the affected creature's turns to end the effect. Once a successful saving throw is made, the creature is immune to this effect for 24 hours.

### ACTIONS

**Multiattack.** The gaishon makes two claw attacks. It can use its Life Drain in place of one claw attack.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

**Life Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the gaishon's control, unless the humanoid is restored to life or its body is destroyed. The gaishon can have no more than six zombies under its control at one time.



# GALTZAGORRIAK

CR 1/4, PROF BONUS: +2

GALL-TZ-AG-ORR-REE-AK

These diminutive fey stand roughly 6 inches tall and have a slight goblinoid appearance with large eyes and sinewy muscles. The most distinguishing feature about them is they always wear red pants.

## BEHAVIOR

Unpredictable and full of endless energy, galtzagorriak fey are constantly trying to fix things or work on projects or tasks. They prattle on incessantly, asking for more work to do. As long as they have work, they are pleased and continue to do the job. However, if there is nothing for them to do and they aren't given instruction, they start to cause destruction and break things just so they can fix them.

These creatures typically won't engage in combat, but they attempt to swarm the offender if forced.

## QUIRKS

Workaholic is an understatement for this creature. Until given work, they speak rapidly and non-stop, asking for the next task obsessively.



## HABITAT

These creatures typically don't have their own lairs or homes. Rather, they are almost always kept in a manner in which one would keep pets. They are often caged by their owners, being set loose when a task needs to be completed. Getting a galtzagorriak back into its cage is another challenge altogether...

## LORE & RUMORS

**Background** Basque mythology

DC, History	Rumor
15	Galtzagorriak are unpredictable but generally helpful fairies who love to assist in tasks.
20	If you don't have enough tasks to constantly keep them busy, they will begin to cause destruction just so they have something to fix.

## INCORPORATION

- Someone has let loose their galtzagorriak to accomplish their farm work, but after completing tasks, the creatures begin to destroy things, and the farmer is desperate to get them back in their cages.
- The PCs encounter these fey as part of a greater creature's lair, constantly cleaning and performing other duties (such as body disposal of unwanted visitors...)

## GALTZAGORRIAK (EXPERT)

*Tiny fey, chaotic neutral*

**Armor Class** 13

**Hit Points** 10 (4d4)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

**Skills** Stealth +5

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Common, Sylvan

**Challenge** 1/4 (50 XP)

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

### ACTIONS

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

# GANCANAGH

1

CR 1, PROF BONUS: +2

GHAN-CAN-NA

The gancanagh appears as a medium-sized, green-skinned humanoid with human or elven features in its standard form. However, it can change its shape to match any humanoid creature, even one it has not seen before. They often appear with a pipe or cigarette, although neither is ever lit. The creature does this because it believes to be more appealing to its targets.

## BEHAVIOR

Gancanagh stalks its targets, always young men or women, hiding from sight while learning all it can about the victim. When appropriate, it changes its shape to match the ideal person to whom the victim would be attracted. The gancanagh tries its best to woo and convince the victim to touch it, even if it's just a light touch. Once that happens, the victim needs to succeed on a saving throw or be cursed. At that point, the gancanagh leads the captive to a temporary lair where it has its way with them until they get bored. They then disappear into the wild, leaving the poor soul to lament about their lost great love, spiraling down into depression caused by fanaticism until the curse can be lifted.

If cornered, the creature does its best to flee and avoid combat altogether.

## QUIRKS

Despite commonly appearing with a pipe or cigarette, the gancanagh hates the smell of tobacco smoke.

## HABITAT

Their natural lairs are hidden from man in the wilds and forests surrounding towns and villages.

## LORE & RUMORS

**Background** Irish folklore

DC, History	Rumor
15	The Gancanagh is supernaturally persuasive, targeting young lads and ladies, poisoning their minds, to have its way with them before disappearing.
17	A braggart, these fey like to go to pubs, taverns, or inns where it will brag of its conquests.
20	This evil creature can gain control of your mind with a simple touch.



## GANCANAGH (CASTER)

Medium fey, chaotic evil

**Armor Class** 12

**Hit Points** 27 (6d8)

**Speed** 40 ft.

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

**Skills** Deception +7, Persuasion +7, Stealth +4

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Common, Sylvan

**Challenge** 1 (200 XP)

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

**Toxic Skin.** Any creature that makes physical skin to skin contact with a gancanagh must succeed on a DC 15 Wisdom saving throw or be cursed. A cursed creature in this way will be hopelessly enamored with the gancanagh, doing whatever the creature asks of it. The victim can attempt a new saving throw at dawn the next day. An successful saving throw makes the victim immune to this affect for 24 hours.

## ACTIONS

**Weapon Type.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) (by weapon type) damage.

**Change Shape.** The Gancanagh magically polymorphs into a small or medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment the Gancanagh is wearing or carrying isn't transformed. If the Gancanagh dies, it reverts to its true form.

**Spellcasting, Charm (Lvl 1, 3 times per day).** The Gancanagh targets one creature within 30 ft. That creature must succeed on a DC 15 Charisma saving throw or be charmed by the Gancanagh for up to 1 minute. A creature charmed by the Gancanagh will view the creature in the most favorable light and view it as a trusted friend. At the end of each of a charmed creature's turns, it may attempt another saving throw to end this condition.

# INCORPORATION

- A gancanagh is bragging at a tavern about his conquests, and something doesn't seem right to the PCs. This isn't an ordinary love affair someone is bragging about, but a level of concern exists that can't be shaken.
- The creature has targeted one of the PCs as a mark and stalks them until it reveals itself as the ideal mate to that PC (Note: ensure you get your player buy-in for this scenario).

CR 7, PROF BONUS: +3



## GARMR

GAR-MYR

Garmr appears as a hound of exceptional size, often with bloodstained fur and glowing eyes. While Garmr is an individual creature in folklore, you can consider Garmr to be a creature type rather than a unique being for purposes of the game.

## BEHAVIOR

Garmr is, at its core, a guard dog, and thus behaves as such. It fights ruthlessly and to the death if protecting an area, creature, or item it was tasked to guard. Garmr is also more intelligent than your average dog and is considered by many to be the "king of hounds." Thus, it is not unusual for Garmr to ally with other canine creatures, leading them in combat similar to what an alpha wolf would with its pack.

## HABITAT

Garmr has two typical habitats that can be encountered: in a large cave in remote mountains or guarding the gates to the Underworld.

## LORE & RUMORS

**Background** Scandinavian folklore

"Now Garmr howls wildly  
Before Gnipa Cave.  
Chains will snap  
And the wolf will run."  
--- Völuspá



DC, Religion	Rumor
15	Garmr is rumored to be the best of all hounds, with a howl so loud it shatters the Great Tree's roots.
20	Garmr guards the gates to the Underworld.

## GARMR (WARRIOR)

Large monstrosity, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 170 (20d10 + 60)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	6 (-2)	13 (+1)	6 (-2)

**Saving Throws** Str +8

**Skills** Perception +7

**Damage Immunities** necrotic

**Condition Immunities** blinded, exhaustion

**Senses** darkvision 60 ft., passive Perception 17

**Languages** understands Sylvan but can't speak it

**Challenge** 7 (2,900 XP)

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

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

## ACTIONS

**Multiattack.** The Garmr makes two bite attacks.

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

**Thundering Howl (Recharge 5-6).** The hound exhales a blast of force energy in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) thunder damage on a failed save, or half as much damage on a successful one.

# INCORPORATION

- Garmr lives in a dark cave, guarding a mountain pass from all trespassers. Unfortunately, the mountain pass is the only avenue of travel between the two regions.
- The PCs encounter Garmr while trying to enter the Underworld, and it prohibits any unapproved passage.

# GAUEKO

CR 1, PROF BONUS: +2

GUH-WAY-KO

Descriptions of the gaueko vary, as it has rarely been seen and reported. This creature is the epitome of the night and is never seen in daylight. Most witness reports describe the gaueko as a jet-black wolfdhound that often stands upright like a human. Others describe it as something more monstrous.



## BEHAVIOR

Gaueko only appear at night, roaming the area looking for any creature that has not taken shelter. They hunt in small packs of creatures to gain an advantage in combat. A gaueko never attacks a creature within a home or other shelter during the night unless attacked first. In fact, they often patrol around campsites protecting travelers from other creatures that do not take such shelter. To a gaueko, it's a matter of principle and rule adherence.

## QUIRKS

Gaueko have a rigid sense of order and following rules, and unwaveringly protect those who took shelter and attack those who do not or brag about their courage by traveling at night.

## HABITAT

Gaueko are spirits and do not have lairs as such. They do not appear during the day at all, and at night they wander the land patrolling for violators.

## LORE & RUMORS

**Background** Basque mythology

DC, History	Rumor
15	The night belongs to the gaueko, and it attacks any creature that dares travel at night. It's howl is the only warning you will get to take shelter.
17	"Gaua Gauekoarentzat, eguna egunezkoarentzat" are the only words the creature seems to speak. Consider it a warning. It means, "The night for Gaueko, the one of the night, the day for the one of the day."
20	The gaueko is not evil and protects those who take shelter at night from other night roaming creatures

## GAUEKO (WARRIOR)

Medium undead, lawful neutral

**Armor Class** 15 (natural armor)

**Hit Points** 27 (6d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	10 (+0)	14 (+2)	7 (-2)

**Skills** Perception +4

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Common

**Challenge** 1 (200 XP)

**Keen Senses.** The Gaueko has advantage on perception checks that rely on smell or hearing.

**Magic Weapons.** The Gaueko's weapon attacks are magical.

### ACTIONS

**Multi-attack.** The gaueko makes two attacks, one with a claw and one with a bite.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 2) piercing damage.

## INCORPORATION

- As night falls, the PCs hear a chilling howl in the cold night air. It's a pack of gaueko giving their warning.
- The PCs have set up camp and detected harmful creatures that attack at night. However, before that happens, a group of gaueko intercepts the creatures, and a battle ensues just outside the camp.

# GAWAIN

CR 5, PROF BONUS: +3

GUH-WAYNE

## Background Arthurian folklore

One of the Knights of the Round Table, and one of Arthur's closest friends and companions, Gawain is the half-brother of Mordred and nephew of Arthur. He is unfailingly loyal to Arthur, which has both enamored and disenfranchised him from the population. He is courageous, being known for volunteering to trade ax swings with the Green Knight. While young, he had saved his half-brother Mordred and their mother Morgause from being kidnapped by invading forces.

Gawain is also known for being a bit of a hothead with little patience in earlier portrayals. One story has him in the company of Emperor Lucius of Rome's nephew, Gaius. Gaius insults the Britons, and Gawain immediately draws his sword and beheads the man. Then he, along with his trusted cohorts, fled the Roman encampment back to British lines.

Most post-Geoffrey stories portray Gawain as courteous, noble, and kind. He is Arthur's right-hand man and most trusted knight. This remains true until the Vulgate Cycle, where Lancelot began to take more of that role.



## GAWAIN'S CHARGER (WARRIOR)

Large beast, unaligned

**Armor Class** 16 Barding  
**Hit Points** 37 (5d10 + 10)  
**Speed** 60 ft.

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

**Senses** passive Perception 11  
**Languages** —  
**Challenge** 1 (200 XP)

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

### ACTIONS

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

## GAWAIN (WARRIOR)

Medium humanoid, lawful neutral

**Armor Class** 20 (plate, shield)  
**Hit Points** 105 (14d8 + 42)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	11 (+0)	11 (+0)	16 (+3)

**Saving Throws** Con +6, Wis +3  
**Skills** Persuasion +9, Religion +3  
**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 5 (1,800 XP)

**Brave.** Gawain has advantage on saving throws against being frightened.

**Divine Grace (1 time per day).** Gawain can turn any failed saving throw into a successful one.

**Lunar Weakness.** Gawain is strongest during the day. At night time, his strength is reduced by 4 points.

### ACTIONS

**Multiattack.** Gawain makes two melee attacks.

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

**Divine Healing (3 times per day).** Gawain touches a creature, healing 13 (3d8) points of damage and curing any poisoned or diseased condition.

# GLASHTYN



CR 2, PROF BONUS: +2

## GLASH-TIN

These creatures are humanoids with the head of a horse and hooves instead of feet that happen to be facing the opposite direction. They can change their shape into any medium or small-sized humanoid, but their ears remain those of a horse.

## BEHAVIOR

Glashtyn prefer to target lonely young women, attempting to seduce them while shape changed or lure them near the water. They then abduct them and eat them after torturing them.

Variant: There are extremely rare glashtyn who are not evil but offer their services to assist on farms.

## QUIRKS

Glashtyn fear roosters, and the sound of a roosters crow causes the creature to flee back to its lair.

## HABITAT

These creatures make their lairs underwater in thick kelp or areas with other heavy aquatic vegetation, where they can remain hidden from anyone passing by.

## LORE & RUMORS

**Background** Manx folklore (Isle of Man)

DC, History	Rumor
15	These creatures attempt to lure children and beautiful young women to the water, at which point they abduct and kill them.
20	The glashtyn can be identified, even when it takes the guise of a man, by observing its ears, as it cannot change those.

## INCORPORATION

- A local young woman has been abducted by a glashtyn, and a rescue is needed before she is eaten.
- One of the female PCs is targeted by a glashtyn, who approaches in disguise, trying to find out what it can about her before approaching her when she's alone.



## GLASHTYN (WARRIOR)

*Large monstrosity, any evil*

**Armor Class** 16 (natural armor)

**Hit Points** 55 (10d10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	11 (+0)	9 (-1)	11 (+0)	7 (-2)

**Skills** Perception +2

**Damage Resistances** cold

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

**Languages** Common, Sylvan

**Challenge** 2 (450 XP)

**Keen Senses.** The glashan has advantage on perception checks that rely on smell or hearing.

**Shapechanger.** The Glashtyn can use its action to polymorph into a humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. When shapechanged, the Glashtyn will continue to have horse-like ears.

**Amphibious.** The Glashtyn can breathe air and water.

## ACTIONS

**Multi-attack.** The glashan makes two attacks, one with a weapon and one with a bite.

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

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 4) piercing damage.

# GREEN KNIGHT

CR 5, PROF BONUS: +2

## Background Arthurian folklore

The Green Knight is an enigmatic character from folklore, appearing as a huge man entirely green in appearance. He is often the antagonist, issuing challenges to knights while trying to trick them, but is also viewed as a non-evil creature who keeps his word and simply exists to test the virtuosity of the knights.

He is most famous for his contest with Sir Gawain, offering to trade swings of his great axe. Gawain beheaded the Green Knight, who simply walked over to his head and replaced it upon his neck as if nothing had happened.

In the year that followed, Gawain stayed three nights at a lord's castle, promising the lord to give him whatever he got during the day, and the lord would give Gawain whatever he caught during the day. Shenanigans ensued, with the lady making seductive advances upon Gawain. The young knight refused but did accept a green sash, which he held secret from the lord.



## GREEN KNIGHT (WARRIOR)

Medium humanoid, lawful neutral

**Armor Class** 18 (plate)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft. .

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

**Saving Throws** Con +6, Wis +3

**Skills** Persuasion +9, Religion +3

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

**Condition Immunities** charmed, poisoned

**Senses** passive Perception 10

**Languages** Common

**Challenge** 5 (1,800 XP)

**Brave.** The Green Knight has advantage on saving throws against being frightened.

**Regeneration.** While the Green Knight is immune to non-magical attacks, his body appears to be affected physically by them, but he can simply re-attach the limb as an action with no noticeable permanent harm having been done.

**Brutal Critical.** If the Green Knight scores a critical hit, an additional damage dice is rolled and added to the total.

## ACTIONS

**Multiattack.** Green Knight makes two melee attacks.

**Greataxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

**Illusionary Appearance.** The Green Knight can cause an illusionary appearance to make him appear as a normal man. This lasts for as long as the Green Knight wishes, or spends a bonus action to revert to his form.

The Green Knight returned to take his swing at Gawain but only caused a slight wound upon Gawain's neck for lying about the sash, and revealed himself to be the lord of the castle under a magical guise. The Green Knight is said to have been coerced into performing these challenges to Arthur's court by Morgan le Fay, in hopes of scaring Guinevere to death.

# GRETEL AND HANSEL

## Background Brothers Grimm Fairy Tales

Gretel and Hansel are siblings roughly 8-11 years of age. Gretel and her brother were abandoned in the woods by their parents to starve, as there was not enough food to feed the entire family. Their stepmother convinced their father to abandon them. However, Hansel's quick thinking and overhearing of the conversation gave him a warning, and he left a trail of pebbles to find their way back home. They were abandoned again, this time Hansel using breadcrumbs. However, the birds ate the breadcrumbs, and the siblings wandered the forest lost.

Eventually, they came upon a house made of gingerbread and candies. They began to consume the roof of this house when an old woman emerged and lured them into the cottage, where she captured them. She kept Hansel in a cage and forced Gretel into slavery. The children continued to trick the old woman, who was planning on eating them. However, Gretel and her quick thinking persuaded the witch to get close to the oven herself, where Gretel pushed her in and locked inside, killing her.

### VARIANT: TEENAGE VERSIONS

Additional stat blocks are included for teenage/young adult versions of Gretel and Hansel, in a logical life path considering their experiences as children.

## GRETEL, VARIANT (EXPERT)

Medium humanoid, any good

**Armor Class** 15 (studded leather)

**Hit Points** 45 (10d8)

**Speed** 30 ft.

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

**Skills** Insight +4, Perception +4, Persuasion +5, Stealth +5

**Senses** passive Perception 14

**Languages** Common

**Challenge** 2 (450 XP)

**Endurance (1 time per day).** If Gretel is forced to take a level of exhaustion, she can ignore this.

**Witchslayer.** Against any **fey** creature, Gretel adds 10 (3d6) points of damage to each attack. Gretel also has advantage on any saving throw she is forced to make from a **fey** creature.

### ACTIONS

**Multiattack.** Gretel makes two attacks.

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

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

## GRETEL (EXPERT)

Small humanoid, any good

**Armor Class** 10

**Hit Points** 3 (1d6)

**Speed** 30 ft.

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

**Skills** Insight +4, Persuasion +5

**Senses** passive Perception 12

**Languages** Common

**Challenge** 0 (10 XP)

**Endurance (1 time per day).** If Gretel is forced to take a level of exhaustion, she can ignore this.

### ACTIONS

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

## HANSEL (EXPERT)

Small humanoid, any good

**Armor Class** 10

**Hit Points** 3 (1d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	10 (+0)	9 (-1)	12 (+1)	10 (+0)

**Skills** Insight +3, Stealth +2

**Senses** passive Perception 11

**Languages** Common

**Challenge** 0 (10 XP)

**Legendary Resistance (1/day).** If Hansel fails a saving throw, he can choose to succeed instead.

### ACTIONS

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





## HANSEL, VARIANT (EXPERT)

Medium humanoid, any good

**Armor Class** 13 (chain shirt)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

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

**Skills** Athletics +4, Insight +3, Stealth +2

**Senses** passive Perception 11

**Languages** Common

**Challenge** 2 (450 XP)

**Legendary Resistance (1/day).** If Hansel fails a saving throw, he can choose to succeed instead.

**Witchslayer.** Against any **fey** creature, Hansel adds 10 (3d6) points of damage to each attack, and has advantage on all survival checks made when tracking a **fey** creature.

### ACTIONS

**Multiattack.** Hansel makes two attacks.

**Fire Beam.** Ranged Spell Attack: +2 to hit, range 60 ft., one target. Hit: 5 (1d10) fire damage.

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

## GRINDYLOW



### GRIN-DEE-LOW

These diminutive humanoid creatures have scaly green skins, sharp claws and teeth, long wiry arms, and tentacles instead of legs.

## BEHAVIOR

A grindylow's preferred prey are children who get close to the water's edge. The grindylow often lures children by placing shiny objects near the water and remain hidden until a child approaches closely. At that point, the creature launches at the victim, grappling it with its tentacles and dragging it underwater, where it kills the poor victim.

When fighting in combat underwater, they rush in an attempt to overwhelm the targets.

Variant: Clans of grindylow have leader variants as described earlier in this book.

## QUIRKS

Grindylow act in a frenzy similar to those of sharks when fresh blood is spilled in the water.

CR 1/4, PROF BONUS: +2



## GRINDYLOW (EXPERT)

Small humanoid, typically evil

**Armor Class** 14 (natural armor)

**Hit Points** 7 (2d6)

**Speed** 10 ft., swim 35 ft.

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

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

**Aquatic Ambusher.** If the grindylow is submerged or partially submerged in water, it will gain advantage on stealth checks.

**Amphibious.** The grindylow can breathe both underwater and on land.

**Grapple.** The grindylow has advantage on grapple checks when using its tentacles.

### ACTIONS

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

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

## HABITAT

Grindyflow make crude underwater huts out of kelp and sticks within the deepest parts of a pond or lake. The size of the body of water determines clan size. A large pond may only be home to a few, while a large lake may house a clan of more than a hundred creatures.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the grindyflow leader takes an underwater lair action to cause one of the following effects; The leader can't use the same effect two rounds in a row.

- A burst of bubbles forms underwater in a 10 ft. radius out to a range of 100 ft. away from the grindyflow leader. Any creature within this radius has its movement reduced to zero until the end of their next turn.
- The leader calls a swarm of quippers (see Monster Entry from core rules) to appear anywhere within the lair. Once this is used, it cannot be used again for 24 hours.
- A 20 ft radius area anywhere within the lair boundaries becomes inky black, obscuring all vision until the start of the next round.
- The leader targets a medium-sized or smaller creature within 50 ft. of it. Kelp or other aquatic vines reach up to grasp the target, who must succeed on a DC 11 Athletics check or become grappled until the end of their next turn.

## LORE & RUMORS

**Background** British folklore

DC, Nature	Rumor
10	These are a race of fey creatures, living in clans in the middle of deep lakes and ponds, utilizing weapons and armor it happens to steal from victims.
15	Grindyflow lie hidden under the water of ponds, ambushing children who come near.
20	Originally a race of fey goblins eons ago, these creatures were magically altered to have their legs replaced by tentacles and given gills by Cailleach as a way to increase her spy network under the waters of the mortal realm. They have since spread like rabbits.

## INCORPORATION

- Children have gone missing, last spotted heading towards the lakeshore.
- The PCs see valuable objects just under the water along the shore, which is an ambush by the Grindyflow.
- A water troll or other monster is ravaging locals, and only a clan of Grindyflow knows its lair's location.



### GRINDYFLOW LEADER (WARRIOR)

*Small humanoid, typically evil*

**Armor Class** 14 (natural armor)

**Hit Points** 27 (6d6 + 6)

**Speed** 10 ft., swim 35 ft.

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

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Aquatic Ambusher.** If the grindyflow is submerged or partially submerged in water, it will gain advantage on stealth checks.

**Amphibious.** The grindyflow can breathe both underwater and on land.

**Grapple.** The grindyflow has advantage on grapple checks when using its tentacles.

**Go For the Throat.** If an ally within 30 ft. of the Grindyflow Leader successfully brings an enemy to 0 HP, the Grindyflow Leader with this ability can issue a battle cry as a reaction, allowing that ally to move up to its movement rate and perform another attack as a bonus action.

### ACTIONS

**Multiattack.** The Grindyflow Leader makes two attacks.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

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

# GUIVRE

CR 15, PROF BONUS: +5

GEEV-UH

The guivre has a long serpentine body and a pair of wickedly sharp horns protruding from a dragon's head. A sickly aura of toxins radiates from its breath.

## BEHAVIOR

These serpentine creatures are single-minded when hunting and attacking, as they attack nearly anything it sees unless it is obviously outmatched. It focuses on a target and charges in battle, then relies on its mundane attacks and poisonous breath to defeat enemies.

## QUIRKS

If the guivre sees a naked humanoid, it is confused and is considered surprised during the first round of combat.

## HABITAT

These creatures make their lairs within shallow bodies of water and other moist and damp areas, such as marshes and swamps. They often enlist the service of other less powerful creatures in the area to act as enslaved people or servants.



## GUIVRE, ADULT (WARRIOR)

Huge dragon, any evil

**Armor Class** 19 (natural armor)

**Hit Points** 287 (25d12 + 125)

**Speed** 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	8 (-1)	15 (+2)	17 (+3)

**Saving Throws** Dex +6, Con +10, Wis +7, Cha +8

**Skills** Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 15 (13,000 XP)

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

**Toxic Cloud.** Any creature entering for the first time, or starting their turn within 10 ft. of the guivre, will be exposed to a persistent toxic cloud, and will need to succeed on a DC 15 Constitution saving throw or become poisoned. At the end of the creature's turns, they may attempt another saving throw to end this condition. After a successful save is made, the creature is immune to this effect for 24 hours.

**Wilted Breath.** The breath of the guivre will wilt and kill any mundane plant life within 10 ft. of it. This includes plants like grass, bushes, flowers, etc, but excludes large trees or sentient plant creatures.

## ACTIONS

**Multiattack.** The guivre can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws, or if applicable, makes one charge and impale attack.

**Bite.** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

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

**Frightful Presence.** Each creature of the guivre's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Impale.** Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 24 (4d8 + 6) piercing damage. If the guivre has at least 20 ft. to move in a straight line before making this attack, the target must also make a DC 15 Strength saving throw or be knocked prone. The guivre can then make a bonus bite attack on any prone targets within reach.

**Poison Breath (Recharge 5-6).** The guivre exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

# LORE & RUMORS

**Background** French folklore

DC, Nature	Rumor
10	The guivre is a ruthless beast, attacking all creatures it sees without reason.
15	The breath of a guivre is toxic, and kills any living thing, even plants, that is exposed to it.
20	The guivre is not used to seeing humanoids naked, and does not know how to react.

## GUIVRE, ANCIENT CR 22, PROF BONUS: +7

# INCORPORATION

- An adult guivre has taken up residence in a nearby lake, preying on townsfolk and fishermen.
- An ancient guivre has established a large lair deep within the swamp, and has more than a dozen trolls and a young black dragon sworn to its service. Its goal is to establish ruler-ship over the entire marsh.



### GUIVRE, ANCIENT (WARRIOR)

*Gargantuan dragon, any evil*

**Armor Class** 21 (natural armor)

**Hit Points** 455 (26d20 + 182)

**Speed** 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+7)	12 (+1)	25 (+7)	10 (+0)	17(+3)	19 (+4)

**Saving Throws** Dex +8, Con +14, Wis +10, Cha +11

**Skills** Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 27

**Languages** Common, Draconic

**Challenge** 22 (41,000 XP)

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

**Toxic Cloud.** Any creature entering for the first time, or starting their turn within 10 ft. of the guivre, will be exposed to a persistent toxic cloud, and will need to succeed on a DC 20 Constitution saving throw or become poisoned. At the end of the creature's turns, they may attempt another saving throw to end this condition. After a successful save is made, the creature is immune to this effect for 24 hours.

**Wilting Breath.** The toxic breath of the guivre will instantly wilt and kill any nonmagical plant within 10 ft. of it. Magical plants or sentient plant creatures will have to make a DC 18 Constitution saving throw at the start of each of their turns if they are within 10 ft. of the guivre, or suffer 37 (5d10+10) points of poison damage.

### ACTIONS

**Multiattack.** The guivre can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws, or it makes one impale attack.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

**Frightful Presence.** Each creature of the guivre's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Impale.** *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage. If the guivre has had at least 20 ft. to move in a straight line before making this attack, the target will also need to make a DC 20 Strength saving throw or be knocked prone. The guivre can then make one bonus bite attack to any prone creature within reach.

**Poison Breath (Recharge 5-6).** The guivre exhales poisonous gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw or take 77 (22d6) poison damage. A successful save results in half damage.

### LEGENDARY ACTIONS

The guivre 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 dragon regains spent legendary actions at the start of its turn.

**Detect.** The guivre makes a Wisdom (Perception) check.

**Bite.** The guivre can make one bite attack.

**Toxic Mist.** The guivre creates a toxic mist cloud in a 30 ft. radius of its body. Any creature within this mist will suffer disadvantage on all Constitution saving throws until the end of the guivre's next turn.

**Charge (2 actions).** The guivre can move up to its movement rate and perform one impale attack.

# GULLINBURSTI

CR 5, PROF BONUS: +3

GOOL-LIN-BURST-EE

This creature is a large boar that appears to be made from finely crafted gold wire. Its bristles constantly radiate a 10 ft radius dim glow.

## BEHAVIOR

Gullinbursti is loyal to its master and fights to the death if commanded to do so or if its master is threatened. Outside of combat, this great boar is relatively passive and well-trained.

## HABITAT

While the original Gullinbursti was a great golden boar gifted to the god Freyr, these variants are a more mundane version with just a touch of magical inspiration from the original. Thus they can appear and be encountered more often than by Freyr. However, they are still highly sought after, and most of them belong to wealthy or powerful individuals.

Gullinbursti are highly solitary in their natural habitat, living deep in uninhabited woodlands where it avoids most humanoids.

## LORE & RUMORS

**Background** Nordic mythology

*Eitri laid a pigskin in the forge and told Brokkr to blow, and not stop before he took it out of the forge again. But when he left the workshop for a moment, a fly landed on Brokkr's hand and bit him, but Brokkr ignored the fly and kept on working until Eitri came back, and took out the finished boar with its bristles of gold. The fly was Loki, who tried to sabotage the boar so he could win the bet.—Skáldskaparmál*

DC, Religion	Rumor
15	Any light shown upon Gullinbursti will be reflected tenfold, blinding any who look at it.
20	The mythical dwarves Sindri and Brokkr crafted Gullinbursti as a gift to the gods.

## INCORPORATION

- An antagonist uses Gullinbursti as a mount.
- The PCs are tasked with capturing a Gullinbursti and bringing it back to a potential buyer.
- One of the PCs is gifted a Gullinbursti by a celestial as a reward for a great deed.



## GULLINBURSTI (WARRIOR)

Large celestial, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 105 (10d10 + 50)

**Speed** 45 ft..

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	4 (-3)	10 (+0)	8 (-1)

**Saving Throws** Str +7

**Skills** Athletics +7

**Condition Immunities** frightened

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10

**Languages** understands Sylvan

**Challenge** 5 (1,800 XP)

**Illuminating Bristles.** The golden bristles of the gullinbursti radiate a dim golden glow out to a 10 ft. radius. Any bright light directed at the boar (such as from a lantern, light spell, etc.) will be reflected. Any creature within 30 ft. of the gullinbursti when this happens must succeed on a DC 13 Dexterity saving throw or be blinded until the end of their next turn.

**Charge.** The gullinbursti can take a bonus action to move up to its movement rate.

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

### ACTIONS

**Gore.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 30 (4d12 + 4) piercing damage.

**Trample.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 23 (3d12 + 4) bludgeoning damage and if gullinbursti has moved at least 20 ft. in a straight line before attacking, the target must succeed on a DC 15 Strength saving throw or be knocked prone. The gullinbursti can then take a bonus action to gore the prone target.

# GULON

GOO-LAHN

This strange creature has the head and forelegs of a lion or other feline, the body and hindquarters of a hyena, and the tail of a fox. Long brown shaggy fur covers its body.

## BEHAVIOR

Excellent hunters, a gulon tracks down and attack nearly any creature it considers edible. Outside of undead is almost every large-sized or smaller creature. Rarely it attack a group of creatures, preferring to attack a lone target.

When it does attack, it lets out a fierce roar and then charges, not stopping until either it or the prey dies. When the victim is slain, the gulon must succeed on a DC 12 Wisdom saving throw, or it ignores anyone attacking it and start feeding on the corpse. It can attempt this check at the start of each of its turns as long as it is being attacked.

## QUIRKS

After gorging, the gulon seeks out two trees to squeeze between, forcing the food through its body. The gulon returns to the corpse of its slain prey to repeat the gorging process over again.

## HABITAT

Gulon live in caves or burrows in any forested region. They are solitary creatures unless mating.

## LORE & RUMORS

**Background** Scandinavian folklore

DC, Nature	Rumor
12	These creatures are vicious, attacking prey much larger than themselves.
15	A gulon gorges until it nearly doubles in size.
18	A pile of rotting, undigested excrement between two trees signifies a gulon in the area.

## INCORPORATION

- The party is stalked by a gulon and attacked just before sunset while traveling.
- A dungeon/keep master has captured and is using gulons as guards.
- A local farmer is having their livestock being eradicated at an alarming level that is unnatural. Nothing is left except pieces of bones and piles of rotted excrement.

CR 2, PROF BONUS: +2



### GULON (WARRIOR)

Medium monstrosity, unaligned

**Armor Class** 13

**Hit Points** 52 (7d8 + 21)

**Speed** 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

**Skills** Perception +5, Stealth +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** —

**Challenge** 2 (450 XP)

**Keen Senses.** The gulon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Bloodied Fury.** If reduced to fewer than half of its maximum hit points, the Gulon will enter a blood rage, gaining resistance to all non-magical attacks and inflicting an additional 1d4 points of damage to each attack.

### ACTIONS

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

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

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

**Frightful Roar (recharge: 5-6).** The gulon emits a loud fearsome roar. Any creature within 30 ft. who can hear the gulon must succeed on a DC 14 Wisdom saving throw or be frightened until the end of their next turn.

# GUY OF WARWICK

CR 6, PROF BONUS: +3

**Background** British and French folklore. Also known as Gui de Warewic.

Born to a lower social status yet falling in love with a woman of high standing (the lady Felice), Guy of Warrick is a renowned hero who had to prove himself in battle and achieve knighthood before he was allowed to marry. In these adventures and trials of bravery, he is known for slaying dragons, giants, and giant boars. One such battle is when he defeated the giant Colbran to save the kingdom for King Athelstan.

After completing the quests and marrying, Guy has great remorse for his violent past. Eventually, he retired to live as a hermit after fulfilling a pilgrimage.

## BEHAVIOR

If Guy is encountered after his pilgrimage, he will have a disdain for combat and only engage in such violence if absolutely necessary. Otherwise, he does his best to avoid it.



## GUY OF WARWICK (WARRIOR)

Medium humanoid, neutral good

**Armor Class** 19 (chain mail +2)

**Hit Points** 127 (15d8 + 60)

**Speed** 30 ft.

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

**Saving Throws** Str +7, Con +7

**Skills** Animal Handling +4, Athletics +7, Intimidation +5, Survival +4

**Senses** passive Perception 11

**Languages** Common

**Challenge** 6 (2,300 XP)

**Magic Weapons.** Guy of Warwick's weapon attacks are made with magical weapons.

**Heroic Bravery.** Guy of Warwick makes all saving throws to resist fear or charm effects with advantage.

**Monster Slayer.** Against monstrosities, dragons, and giants, Guy of Warwick rolls one additional damage die when landing weapon attacks.

## ACTIONS

**Multiaction.** Guy of Warwick makes two weapon attacks.

**Heavy Crossbow of Speed.** Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage. This weapon ignores the loading feature.

**Greatsword +2.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

## REACTIONS

**Parry.** Guy of Warwick can spend a reaction to improve his AC by 3 points against the triggering attack.

## LEGENDARY ACTIONS

Guy of Warwick 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. Guy of Warwick regains spent legendary actions at the start of his turn.

**Deft Movement.** Guy of Warwick can move up to half of his movement rate without provoking an attack of opportunity.

**Greatsword Attack.** Guy of Warwick makes one longsword attack **Battle Resolve (2 actions)**. Guy of Warwick can motivate himself, gaining 13 (3d8) temporary hit points.

# GYTRASH

GI-TRASH

The gytrash appears most often as a large black dog, horse, crane, or mule, always jet black with glowing orange eyes, like burning coals or embers. While not being able to fly per se, it does hover slightly above the ground, allowing it to move over any surface. The most identifying trait of a gytrash is the horrible stench of death that surrounds it.

## BEHAVIOR

Gytrash can be encountered solely, which is most often the case, or occasionally in small packs of roughly a half dozen undead. To hunt prey, they patrol the night on the outskirts of settlements or in graveyards where their smell can better be camouflaged.

## HABITAT

These creatures make their lairs within graveyards, dark forests or swamps, remote caves, or even abandoned sewers of cities. Some of them are summoned by powerful undead to act as servants.

## INCORPORATION

- PCs traveling through a rancid swamp start to smell something even worse than the sulfuric stench of the swamp as they are being stalked by a pack of gytrash.
- A fleeing wagon of travelers is fast approaching the PCs on the road, being chased by a gytrash.



CR 2, PROF BONUS: +2



## LORE & RUMORS

Background British folklore

DC, Religion	Rumor
10	These are undead creatures, seeking out all life to destroy.
15	A sickly stench of death follows this ghostly creature that drains the life right out of you.
20	Keep a dog or other such creature with you, as it can give plenty of warning that a gytrash is approaching. If you can, keep in the sunlight as it avoids it at all costs.

## GYTRASH (WARRIOR)

Medium undead, typically evil

**Armor Class** 12

**Hit Points** 36 (8d8)

**Speed** 40 ft.

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

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** necrotic, poison

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

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 2 (450 XP)

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

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

**Unholy Aura.** The gytrash radiates a permanent stink of death in a 10 ft. radius. Creatures with an enhanced sense of smell can detect the gytrash if it comes within 100 ft. of them. Any creature starting its turn within 10 ft. of the gytrash, or entering this radius for the first time must succeed on a DC 12 Constitution saving throw or be overcome with necrotic energy. This energy will drain 1d4 hp from the creature and immediately transfer it to the gytrash. Creatures immune to necrotic energy are immune to this ability.

## ACTIONS

**Life Drain.** Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: 13 (4d6) necrotic damage. The target must succeed on a DC 12 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.



# HÆGTESSE

CR 3, PROF BONUS: +2

HA-ECHE-TESS-AH

These creatures appear as humanoid hags with feline features and bat-like wings sprouting from a sinewy body. Their hands end in paws and retractable claws much like a cat's, and their eyes reflect any light shone at them in the darkness.

## BEHAVIOR

Hægtesse behave in a very similar manner as felines in that when not actively hunting, they take naps frequently. Their body language is similar to cats, mewing softly whenever something attracts their attention and stretching out at full length when sharpening their claws on tree bark or other wooden structures.

When hunting or attacking, they tease and play with their prey, stoking and reveling in the victim's fear. When enraged, which is very easily achieved by this malevolent creature, they rush in and attack with frenzy and high-pitched squeals.

## QUIRKS

These creatures have strong feline tendencies, including bathing themselves with their tongues and showing a firm disinterest in anyone around them.

## HABITAT

In their natural habitat, these are solitary creatures that live in forests and marshes. However, they are often employed in the service of powerful fey or fiends, residing in their masters' lairs.

## LORE & RUMORS

**Background** Germanic folklore

DC, History	Rumor
15	Hægtesse prowl the night, as darkness does not hinder them in the slightest.
17	Only magical weapons can fully harm a hægtesse.
20	Hægtesse hunt in packs, swarming over a target to shred them with claws. If you hear a sickly mewing sound in the darkness, seek shelter, as you are most likely being hunted by one of these creatures.
25	Cailleach often uses these creatures to hunt down anyone who has slighted her.



## HÆGTESSE (EXPERT)

Medium fey, any evil

**Armor Class** 15 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 35 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+1)	9 (-1)	11 (+0)	11 (+0)

**Saving Throws** Str +4, Dex +5, Con +4

**Skills** Perception +4, Stealth +5

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** understands Sylvan, telepathy 120 ft.

**Challenge** 3 (700 XP)

**Devil's Sight.** Magical darkness doesn't impede the hægtesse's darkvision.

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

**Pack Tactics.** The hægtesse has advantage on attack rolls as long as there is an ally within 5 ft. of the hægtesse's target, and that ally is not incapacitated.

**Keen Senses.** The hægtesse makes any perception check that relies on hearing with advantage.

## ACTIONS

**Multiattack.** The hægtesse makes two attacks, both with her claws.

**Claw. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 8 (1d10 + 3) slashing damage and the target must succeed on a DC 15 Constitution saving throw or suffer 6 (1d10) bleeding damage at the start of their next turn.

# INCORPORATION

- A powerful creature has sent a pack of hægtesse to hunt down and kill the PCs for whatever reason (retrieve an item, revenge, etc.).
- The PCs are stalked by a hægtesse while traveling a dark remote road.

## HAFGUFA

HAF-GOO-FA

This monstrous creature is so large that it is often mistaken for rocky islands when its nose and back crest about the ocean level. Its head alone is more than 200 feet long, with a body nearly a full kilometer long. If one were to view the creature in its entirety, it would look like a whale with a turtle's shell. Because the creature spends years sleeping just under the water's surface, its shell is covered with vegetation and crustaceans so thick it gives the impression of rocky outcroppings.

## BEHAVIOR

Hafgufa, by and large, is indifferent to the activity of mankind unless he is directly impacted himself. He prefers to slumber just below the ocean's surface, for decades if possible. If disturbed, he defends himself, treating the attackers with annoyance like we treat a wasp. If Hafgufa is losing a battle for any reason, he retreats deep within the ocean, where he plots revenge against all humanoid creatures for daring to hurt them. The result is destruction to any and all ships in its path around the globe.

## QUIRKS

Living Island. Hafgufa often rests on the surface of the sea, motionless for years. This results in its exposed humps protruding from the water to appear as islands. Any creature approaching thinks that they are approaching land masses, rather than a living creature unless they are underwater or otherwise have a way to view the creature from below the surface.

**Summon Creatures.** When Hafgufa is first encountered, it has been resting for years, and plant life and creatures have made its exposed bodies their homes. Because of this, if Hafgufa is disturbed (or so wishes), it can command these creatures to do its bidding. The amount and type of creature varies based on the scenario where Hafgufa is encountered.

# HABITAT

Hafgufa is his own habitat, by all accounts. He travels the world's oceans, covering thousands of miles as the currents take him, most of that asleep. Because of this, his body has formed its own habitat, which depends on what region he has frequented. Thus, if he stays in tropical seas, his back will be home to tropical vegetation and animal life.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Hafgufa takes an underwater lair action to cause one of the following effects; Hafgufa can't use the same effect two rounds in a row.

- A 10 ft. tall by 30 ft. wave crashes against himself or any vessels within 100 ft. of him. All small boats are capsized, and any creature will need to succeed on a DC 20 Dexterity saving throw or be knocked prone.
- Hafgufa summons any aquatic creature in the area, up to a CR4, to aid it.
- Hafgufa exhales a huge geyser of water, drenching anything within 50 ft. of its head. Any flame source is extinguished, and any flying creature caught must succeed on a DC 20 Dexterity saving throw or fall to the surface.
- Kelp vines in a 30 ft. radius up to a mile away from Hafgufa entangle any huge sized or smaller vessel or creature within the area, reducing the movement rate to zero until the end of their next turn.

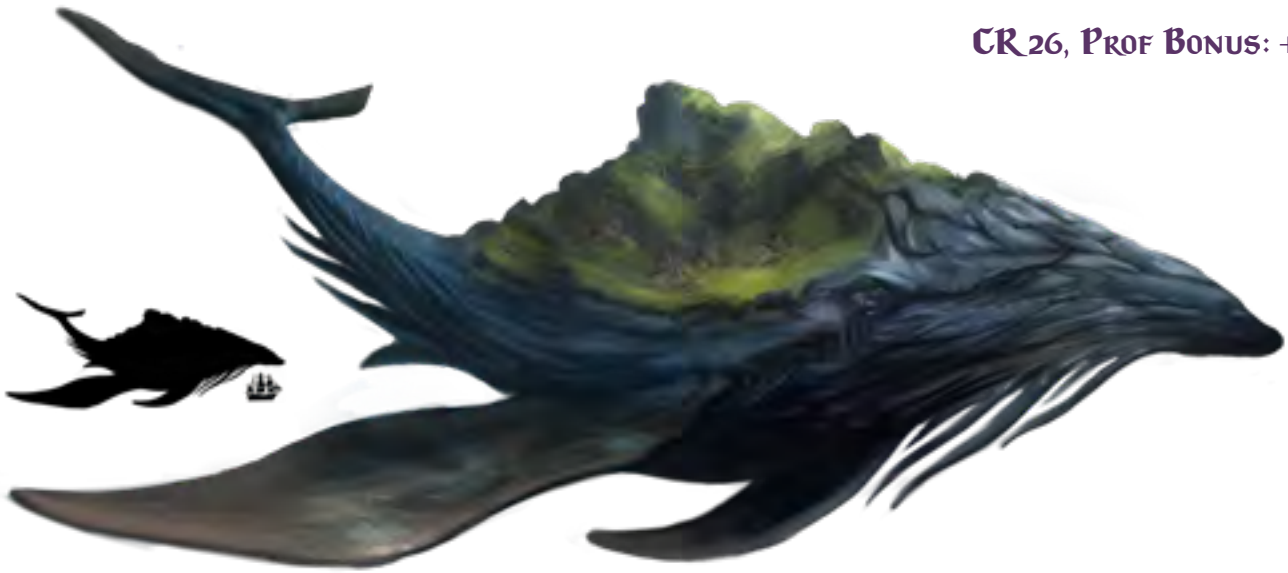
# LORE & RUMORS

**Background** Icelandic folklore

DC, Nature	Rumor
15	If you hear of an island that is no longer there when you return, then it might have been Hafgufa.
18	If disturbed, Hafgufa lures ships to its back, tricking the crew into thinking it's land, then suddenly submerge, drowning the crew.
20	Hafgufa can call upon sea life or the animals which make its back their home to aid it.

# INCORPORATION

- A rare artifact needs to be retrieved, which happens to be located in a cave on Hafgufa's back.
- Ships are disappearing along the shipping lanes. A survivor says that a mountain rose out of the ocean to shatter the ship they were on to splinters.
- The PCs find themselves shipwrecked on a remote island which is actually a sleeping Hafgufa.



## HAFGUFU (WARRIOR)

Gargantuan monstrosity, neutral

**Armor Class** 21 (natural armor)

**Hit Points** 717 (35d20 + 350)

**Speed** 20 ft., swim 60 ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	22 (+6)	18 (+4)	20 (+5)

**Saving Throws** Str +18, Dex +8, Con +18, Int +14, Wis +12

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, frightened, grappled, paralyzed, prone, restrained, stunned

**Senses** truesight 120 ft., passive Perception 14

**Languages** understands Primordial but can't speak, telepathy 120 ft.

**Challenge** 26 (90,000 XP)

**Amphibious.** Hafgufa can breathe air and water.

**Freedom of Movement.** Hafgufa ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained.

**Siege Monster.** Hafgufa deals triple damage to objects and structures.

### ACTIONS

**Multiattack.** Hafgufa makes two bite attacks, or can make one fling attack and one bite attack.

**Bite.** *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 42 (5d12 + 10) slashing damage. If the target is a huge or smaller creature, that creature is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Hafgufa, and it takes 42 (12d6) acid damage at the start of each of Hafgufa's turns. If Hafgufa takes 50 damage or more on a single turn from a creature inside it, Hafgufa must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Hafgufa. If Hafgufa dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

**Fling.** *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 23 (5d8 + 10) bludgeoning damage and the creature is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

**Ram.** *Melee Weapon Attack:* +18 to hit, reach 10 ft. radius., one target. *Hit:* 65 (10d10 + 10) bludgeoning damage. Hafgufa must have at least 30 feet in a straight line to build up speed to attempt this action. Any creature struck by this attack must succeed on a DC 25 Strength saving throw or be knocked prone.

**Whirlpool.** Hafgufa spends its action swimming in a giant circle. At the start of its next turn, and for every round thereafter that Hafgufa maintains the swim, any object the size of a galleon or smaller within a 100 ft. radius will get caught in a whirlpool. Galleon sized objects will be sucked underwater in 6 rounds. Large boats in 4, small boats in 2, and large sized or smaller creatures in 1. Anything caught in the whirlpool cannot escape unless Hafgufa ceases to swim.

### LEGENDARY ACTIONS

Hafgufa 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. Hafgufa regains spent legendary actions at the start of its turn.

**Fling.** Hafgufa uses its Fling action.

**Submerge.** Hafgufa descends 30 ft. underwater

**Fauna Assistance.** Hafgufa calls upon a creature(s) residing on it or in the ocean near it (whichever is most convenient) to aid it in battle. An area 20 ft. in radius targeted by Hafgufa within 100 ft. of it will be bombarded by these allies. Any creature within the area of effect must succeed on a DC 25 Dexterity saving throw or be blinded and have their movement reduced to zero until the end of their next turn.

**Splash (2 Actions).** Hafgufa rises up and slams itself down into the water. All creatures within 60 ft. of it must succeed on a DC 25 Dexterity saving throw or be knocked prone and will be pushed 50 ft. backwards as the wave of water cascades over them.

# HEIÐRÚN

HAIL-UH-ROON

Heiðrún appears as a normal white mountain goat.

## BEHAVIOR

Heiðrún spends its existence much like any other mountain goat; however, it prefers to feed on the foliage of magical plants. If possible, it avoids combat instead of attempting to escape through hazardous rocky cliffs and ledges.

## HABITAT

Because it feeds almost exclusively on magical vegetation, Heiðrún is seldom encountered in mundane habitats. It lives high in the mountains, only where the magical tree grows.

## LORE & RUMORS

**Background** Nordic folklore

DC, Religion	Rumor
15	This creature feeds upon the tree Læraðr's [LA-rawld] foliage.
20	Rather than milk, this goat produces mead.

## INCORPORATION

- A jarl has entrusted the PCs in a quest to retrieve Heiðrún for his own mead hall, thinking it will make him the most respected of all jarls.
- Heiðrún has been captured by a frost giant clan, and the PCs are given a quest by one of their deities to free the creature.

CR 1/2, PROF BONUS: +2



### HEIÐRÚN (WARRIOR)

*Large monstrosity, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 19 (3d10 + 3)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+1)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Senses** passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

**Charge.** If the Heiðrún moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Sure-Footed.** The Heiðrún has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

**Mead.** What makes the Heiðrún highly sought after is its magical ability to produce mead, rather than milk.

### ACTIONS

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

# HELHEST

CR 4, PROF BONUS: +2

HELL-HEST

The helhest is a three-legged horse, almost always ebony black, associated with death. It is often ridden by powerful undead or necromancers in their quest to bring about demise.

## BEHAVIOR

This creature behaves as any well-trained warhorse, obeying its rider's commands without question. A helhest without a rider is intelligent and can make appropriate decisions in reacting to threats or potential threats. They consider themselves above most mortals and anger quickly.

## HABITAT

Helhest naturally reside in the Underworld, but occasionally have managed to make their lairs within the prime material plane. These lairs are almost always in dark, foreboding woods or forsaken graveyards.

## LORE & RUMORS

**Background** Nordic mythology

DC, Religion	Rumor
10	The helhest is the mount of Hel, queen of the Underworld.
15	These creatures have a frightening aura about them, causing one to flee in panic.
20	The helhest can teleport into the ethereal plane as desired.

## INCORPORATION

- A powerful undead roaming the region has a helhest as a mount.
- A necromancer PC is on a quest to capture and obtain a helhest for their personal mount.



### HELHEST (WARRIOR)

*Large undead, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 60 ft.

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

**Saving Throws** Str +6, Con +5

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** passive Perception 11

**Languages** understands Common and Sylvan but can't speak

**Challenge** 4 (1,100 XP)

**Frightening Aura.** The helhest radiates an aura of deathly fear in a 20 ft radius. Any creature entering this aura, or starting its turn for the first time in it, must succeed on a DC 15 Wisdom saving throw or be frightened until the end of their next turn.

### ACTIONS

**Multi-attack.** The helhest makes two hoof attacks.

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) necrotic damage.

**Ethereal Stride.** The helhest and its rider magically enter the Ethereal Plane from the Material Plane, or vice versa.

# HERENSUGE

CR 9, PROF BONUS: +4

HEH-REN-SOO-GAY

This giant serpentine creature has seven heads, but it shouldn't be mistaken for a hydra, as they have some significant differences. It has two shorter forelegs and two large hind legs similar to a dragon, but each head and neck is of a different size, ranging from small to large. Its scales range in color from rusty brown to emerald green, with patterns akin to a snake.

## BEHAVIOR

Dim-witted savage beasts, herensuges are driven by base, primal needs of hunger. Their favorite meal is tender humanoids, but they eat just about any unfortunate creature to cross their path. Fortunately, they are lazy, spending much of their time basking in the sun. They do not use tactics or thinking in combat but charge into battle to shred opponents with their various heads.

If a proper sacrifice is left for it every month, the creature's appetite is sated, and it does not go out hunting. This sacrifice must be a younger tender humanoid.

## QUIRKS

Herensuges have a strong desire for young tender humanoid flesh and targets the PC that best fits that description.

## HABITAT

These serpents can be found almost anywhere in warm climates, preferring to make their lairs

within large caves with a basking area. They are wholly solitary and do not breed or lay eggs. Instead, the creature continuously grows heads, but never more than seven at a time, each at a different stage of development. When one head matures, it drops off the body of the herensuge and forms its own unique creature, scurrying off into the wilds where it begins to grow in size and number of heads. When one head drops off, a new younger head begins to form, and all of the others advance in age by one category.

## LORE & RUMORS

Background Basque mythology

DC, Nature	Rumor
10	These monstrous creatures love to eat humanoid flesh, and raze countrysides until its savage appetite is sated.
15	Herensuge refrain from terrorizing the land if it is given a humanoid sacrifice every new moon.
20	When a head of a herensuge matures, it drops to the ground, forming another of the terrible creatures.

## INCORPORATION

- The PCs happen upon a region where the local duke/duchess/baron has a lottery system in place where every month, a new maiden is selected to be sacrificed to a herensuge. The lottery is rigged, and the rich do not have their children included.
  - A young herensuge has decided to make its home in a new region occupied by the party. It has slowly grown in size as it feasted on local wildlife but now is menacing the local population.



## HERENSUGE (WARRIOR)

*Huge monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 207 (18d12 + 90)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

**Skills** Perception +8

**Senses** darkvision 60 ft., passive Perception 18

**Languages** —

**Challenge** 9 (5,000 XP)

**Multiple Heads.** The herensuge has seven heads. While it has more than one head, the herensuge has advantage on saving throws against being *blinded*, *charmed*, *deafened*, *frightened*, *stunned*, and knocked unconscious. Each of the herensuge's heads is at a different stage of development, ranging from newly formed to nearly mature. The youngest head will have 7 (1d12) hit points, the next oldest 14 (2d12) hit points, and so on up to the largest and final head has 49 (7d12) hit points. A head is slain when it suffers enough points of damage equal to or greater than its hit point total for that head. Any head that is not slain at the start of the herensuge's turn will regenerate 2 hit points for every d12 of hit points the head had, up to its maximum total. If

the body is slain, all of the heads will fall off becoming individual smaller single-headed herensuges with a hit point total equal to the head hit point total at the time the body died.

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

**Wakeful.** While the herensuge sleeps, at least one of its heads is awake.

**Screeching Flight.** While in flight, the herensuge's heads emit loud shrieking noises. Any creature entering for the first time or starting their turn within 100 ft. of the herensuge that can hear it while it is screeching must succeed on a DC 15 Wisdom saving throw or be *frightened* until the end of their next turn. A successful save results in the creature being immune to this ability for 24 hours.

### ACTIONS

**Multiattack.** The herensuge makes as many bite attacks as it has heads.

**Bite (1d12-3d12 hp heads).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

**Bite (4d12 hp or higher heads).** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

## HERNE THE HUNTER

HERN

CR 12, PROF BONUS: +4

Herne the Hunter appears as a muscular man clad in a white elk hide with two enormous horns or antlers protruding from his head. He typically rides a great horse and wields a length of chain that he swings about while on the hunt.

### BEHAVIOR

As a spirit, Herne's motivations are singular and focused. He manifests atop his ghostly horse (a **phantom steed**) every full moon to engage in his hunt. He roams the wood and countryside as if chasing some invisible quarry. Any creature he spots while on this hunt is considered in Herne's eyes to be prey.

### QUIRKS

Any cow or goat within 100 meters of Herne has its milk turn to blood for an entire cycle of the moon.

### HABITAT

Herne is a spirit, residing on the ethereal plane. During the nights of the full moon, he manifests on the prime material plane and engages in his hunt. He is spiritually tied to a great oak, where he manifests during said full moon stages at nightfall.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), if Herne is within 100 ft. of his oak, he takes a lair action to cause one of the following effects; Herne can't use the same effect two rounds in a row.

- A thick root bursts from the ground within 100 ft. of the tree, grappling a large-sized or smaller creature until the start of the next round.
- The ground opens up below Herne, swallowing him. Instantly he reappears in any space within 50 ft. as the ground regurgitates him back up.
- A thick fog covers an area 10 ft. radius within 100 ft. of the tree. All vision is considered obscured in this radius. The fog dissipates at the start of the next round.
- A branch from the oak tree attacks a target within 20 ft. of the tree. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 10 (1d12+4) bludgeoning damage.

### LORE & RUMORS

*There is an old tale goes, that Herne the Hunter  
Doth all the winter-time, at still midnight  
Walk round about an oak, with great ragg'd horns;  
And there he blasts the tree, and takes the cattle,  
And makes milch-kine yield blood, and shakes a chain  
In a most hideous and dreadful manner.  
You have heard of such a spirit, and well you know  
The superstitious idle-headed eld  
Receiv'd, and did deliver to our age  
This tale of Herne the Hunter for a truth.  
— William Shakespeare, *The Merry Wives of Windsor*,  
Act 4, scene 4*

**Background** The name Herne is relatively recent for what he represents, that being the leader of the Wild Hunt. Because the Wild Hunt exists in many European cultures, for simplicity, Herne is representative of them all into a single source. If you want to break them down and keep to the original lore, feel free to change the name from Herne to one of the following (all who have been said to lead the hunt): Odin/Wotan, Guro Rysserova, Theodoric the Great, the Danish king Valdemar Atterdag, Gwyn ap Nudd from Welsh mythology, or several other notable figures.

DC, History	Rumor
10	The sound of rattling chains alerts you that Herne the Hunter is on the hunt.
15	Herne can cause cows to produce blood, rather than milk.
20	Herne died long ago, hanging from a great oak tree, and his spirit hunts the wood every full moon.

## INCORPORATION

- While camping in the wood at night, suddenly the party hears a loud sound of chains rattling in the darkness, followed by the sound of a horn and loud barking.
- Every full moon, Herne appears and has slain a member of a hamlet. The PCs are asked to investigate.



### HERNE THE HUNTER (WARRIOR)

*Medium undead, chaotic neutral*

**Armor Class** 17 (magical hide armor+3)

**Hit Points** 105 (14d8 + 42)

**Speed** 40 ft.

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

**Saving Throws** Str +8, Dex +7, Wis +7

**Skills** Animal Handling +11, Athletics +8, Perception +7, Survival +11

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

**Condition Immunities** charmed, frightened

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Common, Elvish, Giant, Sylvan

**Challenge** 12 (8,400 XP)

**Legendary Resistance (3/day).** If Herne fails a saving throw, he can choose to succeed instead.

**Keen Senses.** Herne has advantage on Perception (Wisdom) checks that rely on smell or hearing.

**Beast Bond.** Herne can speak with all animals.

**Ethereal Stride.** Herne can spend an action moving into the Ethereal plane or back to the Prime Material plane.

**Hide Armor.** Herne's hide armor is crafted from a legendary white elk, and confers several bonuses. First is that it adds a +3 bonus to AC and all saving throw rolls. Secondly, it grants resistance to cold based attacks and effects. Thirdly, as a reaction, it can deflect any single attack (see below). This can be done three times per day.

#### ACTIONS

**Multiattack.** Herne makes two ranged attacks or two melee attacks.

**Chains.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If Herne chooses upon landing a successful attack, the target will be considered grappled and restrained as the chains wrap around them. A DC 20 Strength check is required to break free. If a target is grappled, then Herne cannot use the chains to attack another target.

**Great Axe.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

**Long Bow.** *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

#### REACTIONS

**Deflect Blow (3x per day).** Herne can turn any physical or spell attack that hits him into a miss.

#### LEGENDARY ACTIONS

Herne 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. Herne regains spent legendary actions at the start of his turn.

**Melee Attack.** Herne makes a melee attack.

**Detect.** Herne uses his supernatural senses to detect all hidden and invisible creatures within 60 ft.

**Bay of the Hounds (2 actions).** Herne lets out a loud baying. All creatures within 90 feet who can hear Herne must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. Herne's allies are unaffected. Canine creatures (dogs, wolves, etc) will automatically fail the saving throw and will also be considered charmed, unable to attack Herne or his allies until they are directly harmed by Herne, or he ends the effect.

A successful saving throw results in the creature being immune to this effect until the next full moon.



## THE WILD HUNT

THE HUNT IS SAID TO OCCUR ONLY AT NIGHT. MANY CULTURES THAT RECOGNIZE THE HUNT HAVE THEIR OWN VARIATIONS, SUCH AS ODIN RIDING HIS EIGHT-LEGGED HORSE SLEIPNIR IN NORDIC LORE OR A DEVIL LEADING A TROOP OF EVIL FEY. OTHER CULTURES REPRESENT MEMBERS OF THE HUNT AS BEING THOSE SOULS OF THE DEAD OR A PACK OF RED-EARED WHITE OR BLACK HOUNDS.

A CENTRAL THEME RESONATES REGARDLESS OF THE PARTICULAR CULTURE OR REGION'S LORE INTO THE WILD HUNT. ALL LEGENDS OF THE WILD HUNT (DOGS BARKING AND HORNS SOUNDING) IS THOUGHT TO BE A HARBINGER OF DOOM OR CATASTROPHE.

FOR PURPOSES WHEN HE IS ON A HUNT, HERNE IS ACCOMPANIED BY SIX YETH HOUNDS (IF YOU USE ODIN TO LEAD THE HUNT, THEN THE GHOSTLY SOULS OF FALLEN WARRIORS ACCOMPANY HIM INSTEAD OF THE HOUNDS. IF GWYN AP NUDD IS LEADING THE HUNT, THE HOUNDS ARE HELL HOUNDS INSTEAD. AND SO ON, DEPENDING ON YOUR PERSONAL PREFERENCES.



# HOBERDIDANCE



CR 1/4, PROF BONUS: +2

## HO-BUR-DEH-DANCE

The hoberdidance is a small 1ft tall fiendish humanoid imp with reddish skin.

## BEHAVIOR

Hoberdidances are cruel to their very core, taking great pleasure in insulting and mocking mortal beings. These creatures attempt to take over a target's mind and then control that target to do embarrassing and idiotic behavior in public.

## QUIRKS

These fiends love the taste of warm fresh milk and can be swayed to behave if bribed.

## HABITAT

Hoberdidance primarily live in any place near communities of people where it can possess and taunt. They live in old animal burrows, sewers, attics, or other dark places.

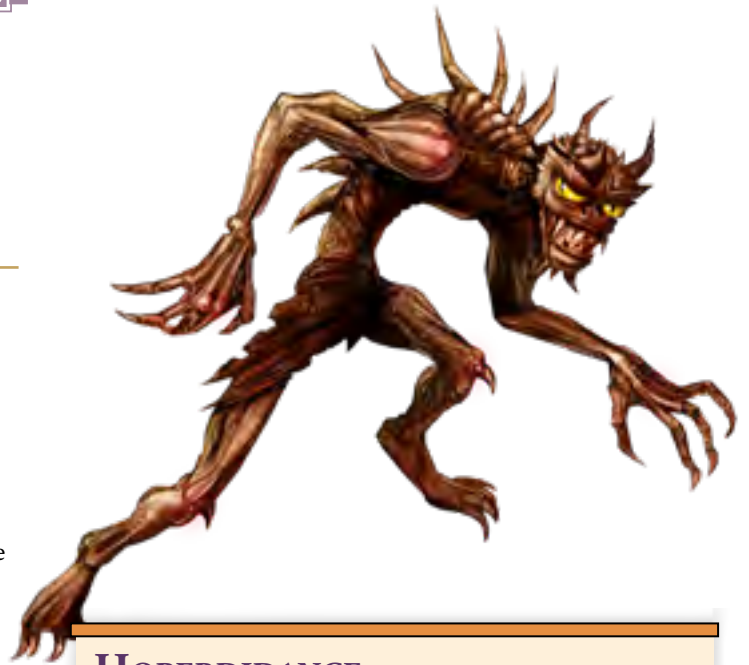
## LORE & RUMORS

**Background** British folklore

DC, Arcana	Rumor
10	This fiendish creature takes great joy in insulting others.
15	Hoberdidance are subordinate devils, taking over the mind of its victims for its own twisted entertainment.
20	These creatures are resistant to magic and can become invisible.

## INCORPORATION

- A town is besieged by a hoberdidance, and the townsfolk are desperate to exterminate the creature.
- A well-respected person acts extremely odd, acting with madness in public, resulting in extreme embarrassment for them and their family.



## HOBERDIDANCE (EXPERT)

*Tiny fiend, chaotic evil*

**Armor Class** 13

**Hit Points** 10 (3d4 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+1)	12 (+1)	14 (+2)

**Skills** Deception +4, Insight +3, Persuasion +4, Stealth +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common, Sylvan

**Challenge** 1 (200 XP)

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

**Possession.** As an action, the hoberdidance targets one creature up to 50 ft. away. The target must succeed on a DC 13 Intelligence saving throw. Failure results in the hoberdidance's body becoming ghostly, entering the ethereal plane while its mind flows to that of the target. The hoberdidance will effectively control the actions of the target. At the start of the victim's turns, they may attempt another saving throw to force the hoberdidance out. A successful save results in being immune to this ability for 24 hours. Creatures with an intelligence score of 6 or less are also immune. The hoberdidance can spend a bonus action to end this effect and return to their body, which will then also return from the ethereal plane.

### ACTIONS

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

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

# HOBGOBLIN

CR 1/4, PROF BONUS: +2

HOB-GOB-LYN

These diminutive fey appear as 1-2 ft. tall, lanky humanoids with gnarled and hairy features. They prefer to take on the attire of the those of the home it has adopted.

## BEHAVIOR

In general, hobgoblins are good-natured beings, more than willing to help with various chores around the home at night while the people sleep. Unlike brownies, they have a greater fondness for pranks, and many homeowners feel that is the price to pay in exchange for the help they receive in turn. Like most fey, they love to have food left out for them at night, and if done, they are exceptionally efficient in their help.

However, if mistreated, they engage in annoying and destructive pranks, destroying items and creating large messes. They are more than capable of defending themselves if necessary, preferring hit and run tactics in combat.

## QUIRKS

Honey and milk are like a drug to hobgoblins, and they agree to nearly any task for that reward. They also have a strong compulsion to always wear clothing of the same color. Each hobgoblin has its own preference of color, and never deviate from that.

## HABITAT

Outside of the Fey Realm, hobgoblins live in hidden and dark areas of farms and homes. Typically they are solitary creatures in this manner, but every hobgoblin in a town or area knows and frequently speaks with the other hobgoblins.

## LORE & RUMORS

**Background** British folklore

DC, History	Rumor
10	Hobgoblins often perform basic chores at night around the homestead if treated well.
15	These creatures love to play pranks on people.
20	If a hobgoblin is insulted or otherwise maltreated, their antics become more dangerous and destructive.

## INCORPORATION

- The PCs come upon a hobgoblin trapped by a monster/creature/trap. Upon being saved, it pledges its assistance to them.
- There is a deep mystery of missing people/items in town, and it is rumored that a hobgoblin knows what's happening. The PCs must find the hobgoblin and convince it to help them.
- While wandering the Fey Realm, the PCs see groups of hobgoblins shadow them.



## HOBGOBLIN (EXPERT)

*Tiny fey, typically good*

**Armor Class** 15 (leather armor)

**Hit Points** 5 (2d4)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

**Skills** Perception +3, Stealth +8

**Condition Immunities** charmed

**Senses** passive Perception 13

**Languages** Common, Elvish, Sylvan

**Challenge** 1/4 (50 XP)

**Full Belly.** If the hobgoblin eats a full meal, for the next hour they will roll all d20 rolls with advantage.

**Trip.** The hobgoblin can attempt to trip a creature within 5 ft. of it. That creature must succeed on a DC 11 Dexterity saving throw or fall prone and have their movement reduced to 0. This ability can be either an action, or as a reaction to being attacked.

## ACTIONS

**Needle Sword.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 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.

**Spellcasting, Invisibility (Lvl 2, 3 times per day).** The hobgoblin magically turns invisible until it attacks or casts a spell, or until its concentration ends. Any equipment the hobgoblin wears or carries is invisible with it.

# HRÆSVELGR

HRAYS-VEL-GRR

Hræsvelgr takes the appearance of an eagle of giant size.

## BEHAVIOR

Hræsvelgr generally pays no heed to mortals or their activities. It only concerns itself with creatures that could threaten it or do something for it. This creature is very aloof but is intelligent, and while it can't speak, it understands all languages and can think things through. In battle, it swoops down, grasping enemies in its talons, then flies high in the air to drop them.

## QUIRKS

Hræsvelgr is arrogant and prone to letting its guard down when flattered or creatures prostrating before it. It also does a minor hiccup every minute or so, which often throws people off a bit.

CR 20, PROF BONUS: +6

## HABITAT

Rumors say that Hræsvelgr lives on the edge of the world, creating the winds with sweeps of its wings. However, they actually live on the highest mountains out of sight or access to people, so thus such rumors are created. They are solitary unless mating, and view evil dragons as their sworn enemy.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Hræsvelgr takes an underwater lair action to cause one of the following effects; Hræsvelgr can't use the same effect two rounds in a row.

- A rock slide along one steep side of the mountain takes place, and boulders fall from high above. This rock slide covers a 10 ft. radius area anywhere in the lair that is next to a steep part of the mountain. Any creature in this area must succeed on a DC 18 Dexterity saving throw or suffer 17 (3d10) bludgeoning damage, become prone, and move 20 ft. down the mountain. A successful saving throw results in half damage but resists being prone or moved.

## HRÆSVELGR (WARRIOR)

Gargantuan monstrosity, neutral

**Armor Class** 19 (natural armor)

**Hit Points** 465 (30d20 + 150)

**Speed** 30 ft., fly 150 ft.

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

**Saving Throws** Str +16, Dex +7, Con +11, Wis +6, Cha +6

**Skills** Perception +6

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

**Damage Immunities** thunder

**Senses** passive Perception 16

**Languages** understands All

**Challenge** 20 (25,000 XP)

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

**Reckless.** At the start of its turn, Hræsvelgr can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

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

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

## ACTIONS

**Multi-attack.** Hræsvelgr makes three attacks: one with its beak and two with its talons.

**Frightful Presence.** Each creature of Hræsvelgr's choice that is within 120 feet of Hræsvelgr and aware of it must succeed

on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Hræsvelgr's Frightful Presence for the next 24 hours.

**Beak. Melee Weapon Attack:** +16 to hit, reach 20 ft., one target.  
**Hit:** 55 (7d12 + 10) slashing damage.

**Talons. Melee Weapon Attack:** +16 to hit, reach 15 ft., one target.  
**Hit:** 42 (5d12 + 10) piercing damage, and the target is grappled. Until this grapple ends, the target is restrained, and Hræsvelgr can't use that set of talons on another target.

## LEGENDARY ACTIONS

Hræsvelgr 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. Hræsvelgr regains spent legendary actions at the start of its turn.

**Beak.** Hræsvelgr makes a beak attack.

**Screech.** Hræsvelgr let's out a piercing shrill screech. All creatures within 30 ft. of Hræsvelgr must succeed on a DC 19 Constitution saving throw or be deafened until the end of their next turn.

**Wing Attack (Costs 2 Actions).** Hræsvelgr beats its wings. Each creature within 30 ft. of Hræsvelgr must succeed on a DC 19 Dexterity saving throw or take 37 (5d10 + 10) bludgeoning damage and be knocked prone. Hræsvelgr can then fly up to half its flying speed.

**Wing Buffet (Costs 2 actions).** Hræsvelgr beats its wings, creating a powerful gust of wind. All huge or smaller creatures within a 100 ft. cone of Hræsvelgr must make a DC 19 Strength saving throw or be knocked backwards 20 ft. and fall prone, as well as suffering 16 (2d10+5) bludgeoning damage.



- A powerful gust of wind strikes a huge sized or smaller target anywhere within the lair. The target must succeed on a DC 18 Dexterity saving throw or be pushed up to 30 ft. in any direction.
- An icy chill grips a target anywhere within the lair. The target creature must succeed on a DC 18 Constitution saving throw or will suffer disadvantage on all d20 rolls until the end of their next turn.

## REGIONAL EFFECTS

The region within 20 miles of a Hræsvelgr's lair has the following impacts, which begin to fade in 1d10 days after the creature's death:

- Strong winds buffet the landscape.
- Avian creatures patrol the skies in servitude of the Hræsvelgr.
- The temperature is dropped by 10 degrees of normal at all times.

## LORE & RUMORS

**Background** Nordic mythology. In the original lore, Hræsvelgr is a unique giant who took the form of a giant eagle to create the winds. For purposes of this stat block, his namesake is used for a type of creature and not the giant himself. Due to the similarities to the giant, people have given these creatures his name under the false assumption they are one in the same.

*He is called Hræsvelgr,  
who sits at heaven's end,  
a giant, in the shape of an eagle;  
from his wings  
they say the wind comes over all people.  
—Vafþrúðnismál, 37*

DC, Religion	Rumor
15	Hræsvelgr beats his wings, which is what causes the winds to blow.
20	This creature is actually a giant who has taken the form of an eagle.

## INCORPORATION

- An encroaching red dragon attempting to take over the region is met with the current resident, Hræsvelgr. The airborne battles are hard to ignore as the two combatants constantly fight, retreat, and fight again.
- A local tribe worships Hræsvelgr, and provides animal sacrifices to it. These people all have wings growing from their backs allowing them basic flight. How they react to the PCs can be problematic for the PCs if they do not give a good impression.

# INDRIK

EN-DRYKE

This stout and muscular creature has the body of a bull, the head of a horse, the legs of a stag, and a single long horn coming from its forehead. This latter feature has caused many to confuse it with a unicorn.

## BEHAVIOR

Indriks are incredibly reclusive and wary of humanoids, but are not evil creatures. In fact, they tend to be benevolent and prefer to be left alone and avoid fighting. While they can defend themselves, they prefer to avoid combat and other creatures.

## QUIRKS

Indriks are attracted to bright colors, particularly the color red.

## HABITAT

High, remote, lonely mountains are where these creatures make their lairs. They are solitary, not only avoiding each other, but all other creatures as well.

## LORE & RUMORS

**Background** Russian folklore

DC, Nature	Rumor
12	The ground seems to tremble when the indrik walks.
15	Many consider this creature the king of all beasts, and view it with reverence.
18	The indrik live high in the mountains where no other creature lives.
20	Indrik can cause water to form when it walks, which some folks believe is why mountain springs exist.

## INCORPORATION

- A mysterious trail of puddles leads to a mountain crevasse where an indrik makes its lair.
- A desert nation is in dire need of water, and an envoy representing them has traveled far in hopes of capturing an indrik.

CR 4, PROF BONUS: +2



## INDRIK (WARRIOR)

*Large monstrosity, any good*

**Armor Class** 16 (natural armor)

**Hit Points** 82 (11d10 + 22)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+1)	17 (+3)	16 (+3)

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** understands Sylvan

**Challenge** 4 (1,100 XP)

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

**Magic Weapons.** The indrik's horn attacks are magical.

### ACTIONS

**Multiattack.** The indrik makes two attacks: one with its hooves and one with its horn.

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

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

**Create Water.** The indrik creates up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

**Step of the Springs.** Every step that the indrik takes, a small puddle lies in its wake. The indrik chooses an area of water that it can see within range and that fits within a 5-foot cube. The indrik can manipulate it in one of the following ways:

- Instantaneously move or otherwise change the flow of the water as directed, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- Cause the water to form into simple shapes and animate at the indrik's direction. This change lasts for 1 hour.
- Change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- Freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

# ÍRUSÁN

CR 6, PROF BONUS: +3

## BEHAVIOR

### EE-ROO-SAUN

The Írusán has often been called the king of the cats, and for a good reason. While appearing as a house or wild cat in proportions, it is the size of a large cow or ox and is quite intelligent. They tend to have longer hair and fur than a typical shorthair domestic cat, almost lion-like in appearance, similar to a giant Maine Coon breed.



Írusán are highly prideful and conceited and think they are much more intelligent than they genuinely are. They view themselves as the most important of all creatures, and present themselves as regally as a monarch would. They often have several domestic or wild felines near it or its lair, acting as messengers in much the same way a thieves' guild master would employ their spies.

In combat, the Írusán leads off with its fearful roar ability, then pounces upon the strongest-looking enemy while its feline allies attack from all angles. One of its favorite tactics is to pounce from a hidden elevated position.

## ÍRUSÁN (WARRIOR)

Large monstrosity, any chaotic

**Armor Class** 16 (natural armor)

**Hit Points** 137 (18d10 + 36)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	14 (+2)	12 (+1)	9 (-1)	10 (+0)

**Saving Throws** Str +8, Dex +7

**Skills** Perception +7, Stealth +10

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Sylvan

**Challenge** 6 (2,300 XP)

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

**Pounce.** If the Írusán moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Írusán can make one bite attack against it as a bonus action.

### ACTIONS

**Multi-attack.** The Írusán makes two attacks: one claw and one bite.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

**Fearful Roar.** Írusán emits a loud roar. Any creature who can hear it within 30 ft. of Írusán must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. At the end of each affected creature's turns, they may attempt another saving throw to end the condition. A successful saving throw results in immunity to this roar for 24 hours.

### LEGENDARY ACTIONS

The Írusán 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 Írusán regains spent legendary actions at the start of its turn.

**Detect.** Írusán can detect all hidden and invisible creatures within 10 ft. of it.

**Rear Claws.** Írusán can attack a creature directly behind it using its rear claws (use claw attack action above).

**Claw attack.** Írusán makes one claw attack.

**Pounce (2 actions).** Írusán moved up to its movement rate and performs the pounce action, not provoking attacks of opportunity.

## QUIRKS

Írusán have a strong fondness for milk only rivaled by their need to be complimented and praised. Creatures who prostrate before an Írusán or otherwise go to great lengths to compliment the creature often find themselves on its good side. Otherwise, they act like they have no interest in whatever anyone says to them.

## HABITAT

Írusán typically make their lairs in large caves or caverns several miles away from concentrated humanoid settlements. These lairs are meticulously clean and well maintained, even so far as to have bedding material and other objects it has had its allies bring back to it.

Within this lair are always 2d4 random felines, mostly domesticated cats, but occasionally a smaller wild cat such as a bobcat might be present. Írusán uses these creatures as messengers and spies to keep abreast of what's going on in the region.

## LORE & RUMORS

**Background** Irish folklore

DC, Nature	Rumor
10	The king of all cats, the Írusán, prowls the countryside from its cavernous lair.
15	These creatures are intelligent, and extremely prideful. There is a story of a farmer who insulted the ability of his cats to keep mice at bay, and when Írusán found out, it kidnapped the farmer, who was never to be seen again.
20	An Írusán often has a network of feline spies that report back to it from every farm and household, so it knows all.

## INCORPORATION

- Something the PCs have done has offended the Írusán, and it has sent feline allies to harass them.
- A trope of wolves/werewolves have taken residence and the Írusán calls for an audience with the PCs to form an ally-ship against these creatures.



# JACK THE GIANT KILLER

**Background** British folklore

Jack was born as a small farmer but has tremendous bravery and wit, having lured a giant to its death in a pit trap. From that point on in his life, he was dubbed the "Giant Killer" and has engaged in many adventures resulting in much giant slaying. His reputation allowed him to become part of King Arthur's court, and on one occasion, he spared a three-headed giant and was rewarded with the following items (accounted for in his stat block):

- Magic **longsword +2** and never needs sharpening
- A **cap of knowledge** (grants advantage on all intelligence-based skills)
- **Cloak of invisibility** (grants advantage on all stealth checks)
- **Shoes of swiftness** (grants an additional 15 ft. to movement).

## JACK THE GIANT KILLER (WARRIOR)

*Medium humanoid, chaotic good*

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 112 (15d8 + 45)

**Speed** 45 ft.

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

**Saving Throws** Str +6, Con +6, Wis +7

**Skills** Animal Handling +7, Athletics +6, Deception +8, Persuasion +8, Survival +7

**Senses** passive Perception 14

**Languages** Common, Giant

**Challenge** 7 (2,900 XP)

**Magic Weapons.** Jack the Giant Killer's weapon attacks are made with magical weapons.

**Giant Slayer.** Against giants, Jack the Giant Killer rolls two additional damage die when landing weapon attacks, and scores a critical hit on a natural attack roll of 19 or 20.

**Giant Lore.** Jack the Giant Killer is exceptionally skilled at tracking and recalling lore about any giant creature. Any survival or history check regarding giants would be made at advantage, and Jack the Giant Killer would be aware of any vulnerabilities or resistances of all giants he meets.

**Diminutive Defense.** Jack the Giant Killer is so skilled at fighting creatures larger than himself, that any creature engaged in melee combat with Jack the Giant Killer that is huge sized or larger will suffer disadvantage on all attack rolls against Jack.

## ACTIONS

**Multiattack.** Jack the Giant Killer makes two melee attacks.

**Longsword +2.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands. Against any **giant**, this damage becomes 18 (3d8 + 5) and 21 (3d10 + 5) respectively.



# JACULUS

JAEH-KU-LUS

The jaculus is a small serpentine creature with green to brown scales, a pair of hind legs but no forelegs, and large feathery wings.

## BEHAVIOR

These unintelligent creatures prefer to remain hidden in trees and brush, waiting for a potential prey item to come close, where it shoots out of its hiding space, hoping to kill the creature in one hit. If it is unsuccessful, it attempts to flee by flying off.

## HABITAT

Jaculi make their lairs hidden in thick underbrush or high in trees, making nests out of collected sticks.

## LORE & RUMORS

**Background** Roman folklore

DC, Nature	Rumor
15	A jaculus will often strike with blinding speed from ambush.
20	Not a true dragon, the jaculus was created by a mad wizard's experiment that got loose in the wild.

## INCORPORATION

- While traveling through a jungle or thick forest, the PCs are attacked by a group of jaculi.
- A collector has hired the PCs to retrieve eggs from a jaculus nest.

## TREASURE

The lymph glands of the jaculus are sought after for components for potions of flying, and their venom sacs are highly desired by assassins. Each sac, of which there are two, holds 2 doses that can be applied to a weapon. Upon a successful attack, the poison would impart 3d6 additional poison damage.

CR 1/2, PROF BONUS: +2



### JACULUS (EXPERT)

*Small monstrosity, unaligned*

**Armor Class** 14

**Hit Points** 18 (4d6 + 4)

**Speed** 30 ft., fly 40 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
8 (-1)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

**Skills** Perception +2, Stealth +8

**Senses** blindsight 10 ft., passive Perception 12

**Languages** —

**Challenge** 1/2 (100 XP)

**Surprise Attack.** If the Jaculus surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

**Winged Agility.** The Jaculus's flight movement does not provoke attacks of opportunity.

**Daring Escape.** If the Jaculus starts its turn with fewer than half of its hit point maximum total, it will attempt to escape, increasing its movement rate by 10 ft. until the end of its next turn.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

# JENTIL

CR 10, PROF BONUS: +4

## CHEAN-TIL

These huge 30 ft. tall giants are covered in thick knotted hair with long lanky arms that reach their knees.



## BEHAVIOR

Jentilak are typically more friendly than most giant species, having a long history of living next to human settlements and working with their more diminutive neighbors. Their clan behavior is as varied as any human settlement, but most prefer to keep to themselves rather than engage in colonialism or warfare.

In battle, the jentilak prefer to hurl stones great distances before engaging in melee combat.

## QUIRKS

The thick hair of a jentilak gives them protection from cold-based attacks and effects. They enjoy blacksmithing, but their favorite activity is to hurl boulders from one hill to another, seeing who is the most accurate and who can throw the farthest.

## HABITAT

Jentilak only make their homes along coastal areas, refusing to move inland. They live in small communities of 3d6 giants, with an alpha male or female leading the clan (use chieftain/chieftess variant stats).

## LORE & RUMORS

**Background** Basque mythology

DC, History	Rumor
10	The jentilak (plural form) are so large, they can walk into the ocean where they have contests to see who can throw boulders the farthest.
12	The sound of boulders crashing as thunder is often a sign of a jentilak competition.
15	Jentilak were the first to learn metallurgy and teach it to mankind. They were also the ones responsible for creating stone monoliths.
20	When a star streaked across the sky, it was an omen that drove all jentilak into the sea. Only a few jentilak remain, and they all live near the ocean.

## JENTIL (WARRIOR)

Gargantuan giant, any alignment

**Armor Class** 15 (natural armor)

**Hit Points** 279 (18d20 + 90)

**Speed** 40 ft. swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	21 (+5)	11 (+0)	10 (+0)	12 (+1)

**Saving Throws** Str +14, Con +9

**Skills** Athletics +14

**Damage Resistances** bludgeoning

**Damage Immunities** cold

**Senses** passive Perception 10

**Languages** Giant

**Challenge** 10 (5,900 XP)

## ACTIONS

**Multiattack.** The jentilak makes two great axe attacks or one rock attack.

**Great Axe.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) slashing damage.

**Rock.** *Ranged Weapon Attack:* 5 ft. radius area target, range: 400 ft. Succeed on a DC 18 Dexterity saving throw or suffer 32 (4d10 + 10) bludgeoning damage. Save for half damage.

## INCORPORATION

- The PC's ship is damaged and must be moored. The land is offshore of a clan of jentilak, who come out to investigate.
- The PCs are quested to have an item forged by the original smiths—the jentilak.
- A great treasure is hidden within an ancient monolith the jentilak built and still protects.

# JÖRMUNGANDR

CR 1/2, PROF BONUS: +2

YO~~URR~~-MAHN-GAN-DRR

Legend describes the great serpent Jörmungandr as so large that it has circled the earth and can bite its own tail. Such a creature would be impossible to incorporate into a game, so it has been reduced to a “mere” kilometer or so long---still quite formidable! And quite possibly still the most enormous creature to be encountered.

## BEHAVIOR

A creature this large doesn't typically take note of the acts of mortals, and spends its life in slumber in the deepest seas. It is brilliant, and if a being is powerful enough, it may engage in parlay with the titanic serpent. Otherwise, Jörmungandr is content to just destroy the interruption as one might kill an ant.

In combat, Jörmungandr typically leads with a spray of its venom, then follow that up with constricting and then swallowing opponents.

## QUIRKS

Jörmungandr can't seem to resist the taste of oxen. Legend has it that the head of an ox is what Thor used to catch the great serpent at the end of his line.

## HABITAT

Jörmungandr resides only in the deepest parts of the sea and ocean.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Jörmungandr takes an underwater lair action to cause one of the following effects; Jörmungandr can't use the same effect two rounds in a row.

- A crashing current (underwater) or wave (surface) of water instantly forms within 100 ft. of Jörmungandr, 50 ft. long by 15 ft. high and 5 ft. wide. This current moves in a direction as desired by Jörmungandr up to 100 ft. before subsiding. Any creature caught in the current must succeed on a DC 20 Strength saving throw or be swept along with the wave for the remainder of its path, also suffering 27 (5d10) bludgeoning damage and falling prone. A successful save still moves the creature back 10 ft., but they do not suffer damage or fall prone.
- Jörmungandr creates a void 5 ft. in radius out to a distance of 50 ft. away from him. The area within this void takes on the aspects of space, removing all oxygen and heat. Any creature caught in this void suffers 27 (5d10) cold damage and be stunned until the end of their next turn, when the void fades.



- Jörmungandr chooses up to four creatures within 100 ft. of him. Water suddenly swirls up, enveloping them. These creatures are considered restrained until the end of their next turn unless they have a way to escape the grasping water (such as misty step, teleport, etc).
- Jörmungandr summons up to 3 CR of aquatic creatures to arrive anywhere in the lair.

## REGIONAL EFFECTS

The region within 20 miles of a Jörmungandr's lair has the following impacts, which begin to fade in 1d10 days after the creature's death:

- The ocean waters are 10 degrees colder than normal.
- Within five miles of his lair, the ocean bottom is littered with ship wreckages, the bones of men, and a lack of sea vegetation.
- Within 1 mile of his lair, ghostly apparitions appear in the water of those warriors long dead who perished at sea.

# LORE & RUMORS

**Background** Nordic mythology

DC, Religion	Rumor
10	Jörmungandr is the offspring of Loki, thrown into the sea as a baby where it has grown to epic size.
15	Jörmungandr is the arch enemy of Thor, and when Ragnarök comes, will battle the thunder god.
20	Thor had once caught Jörmungandr while fishing for it, and if it weren't for the giant Hymir, Thor would have killed it, possibly destroying the world in doing so.

# INCORPORATION

As a unique legendary creature that rivals the gods, Jörmungandr should be incorporated as a key part of the overall plot of the adventure. It typically would never be encountered randomly, but would have to be summoned or found for a great event, such as preventing or starting an apocalypse.



## JÖRMUNGANDR (WARRIOR)

*Gargantuan monstrosity, neutral*

**Armor Class** 21 (natural armor)

**Hit Points** 1025 (50d20 + 500)

**Speed** 80 ft., swim 160 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	30 (+10)	20 (+5)	20 (+5)	17 (+3)

**Saving Throws** Str +19, Dex +10, Con +19, Int +14, Wis +14

**Damage Immunities** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, frightened, grappled, paralyzed, prone, restrained

**Senses** truesight 120 ft., passive Perception 15

**Languages** Giant, Primordial, telepathy 120 ft.

**Challenge** 30 (155,000 XP)

**Amphibious.** Jörmungandr can breathe air and water.

**Crushing Coils.** At the start of Jörmungandr's turn, any creature that is currently grappled by Jörmungandr will suffer 55 (10d10) bludgeoning damage.

**Ethereal Shift.** Once per day, Jörmungandr can enter into the ethereal plane, where it will remain until it chooses to re-enter the prime material plane. Any creature swallowed or grappled by Jörmungandr will enter the ethereal plane as well.

**Freedom of Movement.** Jörmungandr ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained.

**Immutable Form.** Jörmungandr is immune to any spell or effect that would alter its form.

**Legendary Resistance (3 times per day).** If Jörmungandr fails a saving throw, it can choose to succeed instead.

**Magic Weapons.** Jörmungandr's weapon attacks are magical.

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

**Siege Monster.** Jörmungandr deals quadruple damage to objects and structures.

**Swallow Whole.** If Jörmungandr succeeds on a bite attack to a creature that is huge sized or smaller, and the creature fails a DC 24 Athletics check, the creature is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Jörmungandr, and it takes 42 (12d6) acid damage at the start of each of Jörmungandr's turns.

### ACTIONS

**Multi-attack.** Jörmungandr makes three attacks, which may be either bite or coil attacks.

**Bite.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 62 (8d12 + 10) piercing damage.

**Coil.** *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 27 (3d10 + 10) bludgeoning damage and the creature is restrained and grappled. Jörmungandr may have up to six huge size or smaller creatures grappled in this way at any one time, or two gargantuan sized objects.

**Breath Weapon (Recharge 5-6).** Jörmungandr exhales venom in a 200-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 78 (12d12) poison damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

Jörmungandr 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. Jörmungandr regains spent legendary actions at the start of its turn.

**Coil.** Jörmungandr makes one coil attack.

**Bite.** Jörmungandr makes one bite attack.

**Decend.** Jörmungandr can descend up to half of its movement rate below the sea. This does not provoke attacks of opportunity.

**Shudder (2 Actions).** Jörmungandr slams upon the ground or water surface, causing all creatures within 100 ft. to succeed on a DC 24 Athletics or Acrobatics (player's choice) check or fall prone and be stunned until the end of their next turn. A successful saving throw still knocks the creature(s) prone, but they are not stunned.

# JÖTUNN

YHOE-TON

Contrary to popular belief, most jötnar are not actually giant-sized compared to most humanoids, despite being referred to as “giants.” Some are significantly large in size, but those are almost universally unique individuals rather than the giants as a whole. Additionally, they have many different appearance variations, with some even having two heads or other monstrous features. Typically, however, most jötnar could pass indistinguishably with humans.

Jötnar, as presented here in this general stat block, reflect the typical giant and not one of the unique personalities found in lore. An example of such unique jötnar is Ægir and Rán, who are addressed immediately following the standard entry.

## BEHAVIOR

Because Jötnar are a very diverse group, they don't have any singular or typical behavior. Their attitudes and behaviors are as varied as various humanoid clans. However, there are some similarities among the jötnar clans in that they model Viking culture closely. That is, they typically revel in drinking and fighting, and value bravery in battle as the ultimate ideal to strive for.

## QUIRKS

Jötnar have a hard time turning down good mead or a challenge to a fight.

## HABITAT

Mythologically, jötnar live in their own realm of Jötunheimr, a different world than the realm of man (Midgard). For ease of gameplay incorporation, you can place jötnar in areas of colder temperate climates, from coastal fishing areas to high within the mountains. A typical jötnar steading consists of a single large feasting hall where the jarl lives and a few other buildings where the rest of the clan lives. All are made from stone or wood.

## LORE & RUMORS

**Background** Nordic folklore

DC, History	Rumor
15	The relationships between the gods and jötnar are complex, as they are always at war while frequently intermarrying.
20	It is said the first jötnar were created from the body of the cosmic god, Ymir.

CR 5, PROF BONUS: +3



### JÖTUNN (WARRIOR)

Medium giant, any alignment

**Armor Class** 15 (chain shirt, shield)

**Hit Points** 93 (11d8 + 44)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	12 (+1)	12 (+1)	16 (+3)

**Saving Throws** Str +7, Con +7

**Skills** Athletics +7

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

**Languages** Common, Dwarven, Giant

**Challenge** 5 (1,800 XP)

### ACTIONS

**Multi-attack.** Jötnar make two warhammer attacks or one rock attack.

**Warhammer.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

**Invoke Rune.** As a bonus action, the jotunn calls forth the power of one of the following runes:

- gains immunity to poison damage and the poisoned condition for 1 minute.
- grows to twice its size for 1 minute. Damage is increased by 5 (1d8) for each attack.
- understands and speaks all languages.
- gains damage resistance against cold, lightning, thunder, and fire damage.

Each rune can only be called forth once per day.

# INCORPORATION

- A clan of barbarian warriors are at war with a clan of jötnar, and have implored the PCs to join in the fight for the glory of battle.
- A powerful jötunn has stolen a valuable item, and the PCs must journey to distant lands to recover it.

## JÖTUNN, ÆGIR AND RÁN

(EYE-EERR) (RA-UN)

These two jötnar are a married couple, renowned for being the ocean's personifications and brewing mead. Unlike many Jötunn, Ægir and Rán are *huge* and quite imposing. Both are associated with the sea, thus having a bluish tinge on their skin.

# BEHAVIOR

These two giants are prideful and arrogant. At the first meeting, they may seem off-standish or bitter but are not overly hostile unless aggression is presented to them. While Ægir is more patient and will even assist others at times, Rán is almost always overtly hostile and aggressive. She attacks without warning or reason.

If forced into combat, Ægir won't hesitate to utilize the environment around him, including but not limited to overturning their brewing cauldron, jugs, or other equipment to distract their opponents. He is considered proficient in any improvised weapon. Rán almost always attempt to use her net to grapple opponents and drown them if in the ocean.

# QUIRKS

Start talking about mead recipes, and you'll immediately get on Ægir's good side. He loves to fish and loves to drink mead even more. Rán, on the other hand, has no good side, and only Ægir can keep her in check.

# HABITAT

These two make their home on the coast of northern wild seas. While being huge to accommodate their size, the home is a simple stone structure without much fanfare. Next to their home, they have a large longhouse meant to accommodate the feasts the gods desire if they so come calling.

## JÖTUNN, ÆGIR (WARRIOR)

*Huge giant, neutral*

**Armor Class** 16 (scale mail)

**Hit Points** 287 (25d12 + 125)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

**Saving Throws** Str +8, Dex +7

**Skills** Perception +7, Stealth +10

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Sylvan

**Challenge** 6 (2,300 XP)

**Amphibious.** Ægir can breathe air and water.

**Brew Mead.** Ægir is renown amongst the gods for brewing mead worthy of them. Ægir can brew a batch of mead over a month long period if the proper brewing tools are available. The batch will contain 50 pints of mead. Each pint, when drunk,

will act as a Potion of Strength. Only one pint per day can be consumed in this manner.

**Detect Magic.** Ægir can detect magic as a passive trait within 30 ft. of him.

**Control Weather.** Ægir can control the weather in a 10 mile radius, changing sunny skies to heavy rain, or the reverse. This lasts for one hour.

## ACTIONS

**Multiattack.** Ægir makes three greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Spellcasting, Lightning Strike (Lvl 4, 3 times per day).**

Ægir hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must succeed on a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

## LAIR ACTIONS

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

- A thick mist rolls in from the sea, obscuring vision to a maximum of 5 ft. Ægir is immune to this effect, which lasts until the start of the next round.
- The Ægir can cause their brew kettle to explode. Any creature within 25 ft. of the kettle/pot must succeed on a DC 15 Dexterity saving throw or suffer 22 (4d10) fire damage from the scalding hot brew. A successful save results in half damage. This can only be done once for each kettle they have in the area.
- Flames from the hearth leaps out to a distance of 10 ft., striking one target. +7 to hit, reach 10 ft., one creature. Hit: 11 (1d10+5) fire damage.

On initiative count 20 (losing initiative ties), Rán takes a lair action to cause one of the following effects if she is encountered on the ocean or sea. She can't use the same effect two rounds in a row:

- A thick mist rolls in from the sea, obscuring vision to a maximum of 5 ft. Rán is immune to this effect, which lasts until the start of the next round.
- Rán causes the ocean to roil, and waves crash against a target area 30 ft. long by 10 ft. high. Any creature within this area must succeed on a DC 14 Dexterity saving throw or be knocked prone. If in the water, the creature failing the saving throw is submerged 20 ft. under the water.
- A lightning bolt strikes down from the skies within 100 ft. of Rán, striking a single target. That target must succeed on a DC 14 Dexterity saving throw or suffer 27 (5d10) lightning damage. A successful saving throw results in half damage.

## LORE & RUMORS

*You know,  
if I took revenge with the sword  
for that offence,  
Ægir would be dead;  
if I could kill them,  
I would fight Ægir and Rán*  
-- Sonatorrek

DC, Religion	Rumor
10	Ægir is known for his brewing skills and impatience, while Rán is known for her malevolence.
12	Rán often attacks ships and destroys them, hoarding the valuables for her own greed.
15	Powerful magic surrounds these giants, and they have control over the water.
17	Rán is said to have control over the dead who are lost at sea.
20	Ægir is known to host the gods, as his mead is the best in all the heavens and earth.

## INCORPORATION

- A ruler tasked the party to acquire some of the renowned mead from Ægir.
- The party stumbles upon a giant stone abode home to Ægir and Rán, who want nothing to do with anyone, and have a secret past and/or problem they could use help with if the party warms up to them.
- A vengeful parent blames Aegir for drowning their loved one and demands justice.

### JÖTUNN, RÁN (CASTER)

*Huge giant, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 287 (25d12 + 125)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	16 (+3)	18 (+4)	19 (+4)

**Saving Throws** Str +11, Con +10, Wis +9, Cha +9

**Skills** Arcana +8, Athletics +11, History +8, Perception +9

**Damage Resistances** cold, necrotic

**Damage Immunities** lightning, thunder

**Senses** darkvision 30 ft., passive Perception 19

**Languages** Common, Giant

**Challenge** 15 (13,000 XP)

**Amphibious.** Rán can breathe air and water.

**Control Weather.** Rán can control the weather in a 20 mile radius, changing it to tropical storm severity, or to sunny skies. This power lasts for as long as she wishes.

### ACTIONS

**Multiattack.** Rán makes three lightning attacks or one net attack.

**Spellcasting, Lightning Strike Cantrip.** *Ranged Spell Attack:* +8 to hit, range 80 ft., one target. *Hit:* 30 (6d8 + 3) lightning damage.

**Net.** *Melee Weapon Attack:* +8 to hit, reach 50 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage and the target is *grappled* and *restrained*. Any checks to escape or break free from the net are rolled with disadvantage. Rán can spend a bonus action moving the grappled creature up to 50 ft. in any direction.

**Spellcasting, Darkness (Lvl 2, 5 times per day).** Rán creates a magical globe of darkness 30 ft. radius up to 100 ft. away. This globe obscures all natural and darkvision, and remains for up to 1 minute or as long as Rán maintains concentration.

**Spellcasting, Waterbreathing (Lvl 3, 3 times per day).** Rán can touch up to 5 willing creatures and bestow upon them the ability to breathe water for 24 hours.

**Spellcasting, Raise Dead (Lvl 5, 1 time per day).** Rán can touch the body of a creature that died within the past week and bring it back to life with 1 hit point.

# KELPIE



CR 5, PROF BONUS: +3

KEL-PEE

Also known as a nykur in some regions, the kelpie's natural appearance is that of a majestic horse with its hooves reversed. However, it can change its shape to that of an unassuming pony or beautiful humanoid.

## BEHAVIOR

Kelpies are solitary malevolent hunters, very cunning and having a ravenous hunger for humanoid flesh, particularly that of children. The shape of the kelpie varies depending on the prey it wants to kill. With children, it often appears as a small white pony grazing. When targeting an adult, it takes the form of a beautiful nude person of the same species as the target.

### KELPIE (EXPERT)

*Large monstrosity, any evil*

**Armor Class** 16 (natural armor)

**Hit Points** 127 (15d10 + 45)

**Speed** 50 ft., swim 40 ft.

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

**Damage Resistances** lightning, thunder

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

**Languages** Common, Sylvan

**Challenge** 5 (1,800 XP)

**Shapechanging.** As an action, the kelpie can change into a horse, a human, or back to its natural form. This changes lasts until the kelpie alters its shape again.

**Sticky Hide.** Any creature that mounts the kelpie in horse form will need to succeed on a DC 13 Strength saving throw or find themselves magically adhered to the kelpie, unable to dismount. At the start of the creature's turns, it can attempt a new saving throw to try to break free.

**Amphibious.** The Kelpie can breathe air and water.

**Favored Terrain: Water.** If the kelpie is at least halfway submerged in water, all attack rolls by the kelpie will be made at advantage.

### ACTIONS

**Multi-attack.** The kelpie makes two hoof attacks or one tidal wave

**Hooves.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 15 (2d10 + 4) bludgeoning damage.

**Tidal Wave.** The kelpie summons a great wave of water to appear up to a range of 60 ft., 40 ft. long by 10 ft. high. This wave moves forward 50 ft. Any creature caught in the wave must succeed on a DC 12 Athletics check or fall *prone* and be swept along with the wave to its end movement point.



Once a target touches the kelpie, it uses its ability to capture the victim and drag them into the water, where it consumes them. After consuming a creature, it leaves the entrails along the shore or creek bed.

### QUIRKS

Kelpies have an extreme hunger for the liver of young humanoids. If a creature manages to place a halter upon a Kelpie, it must succeed on a DC 15 Wisdom saving throw or be compelled to follow the owner's commands. At the start of each new day, the kelpie is allowed to attempt a new saving throw.

Also, as mentioned in the lore section, when a kelpie enters the water for the first time, a sound of thunder shakes an area 100 ft. in diameter.

### HABITAT

These solitary creatures make their lairs along riverbeds, lakeshores, and lochs. These lairs are often near roadways or paths in hopes of luring children or other unwary travelers to their doom.



# LORE & RUMORS

CR 2, PROF BONUS: +2

## Background Scottish folklore

“...When thowes dissolve the snawy hoord  
An' float the jinglin' icy boord  
Then, water-kelpies haunt the foord  
By your direction  
And 'nighted trav'lers are allur'd  
To their destruction...”  
---Robert Burns

DC, Nature	Rumor
15	These creatures target children and the unsuspecting, luring them to the creature, but a single touch will cause you to get stuck fast, where the creature will drag you into the water where it consumes you.
18	The kelpie can appear as an innocent pony to attack children, or a beautiful woman to lure young men.
20	The kelpie's tail, when entering the water, will cause a sound like thunder.
25	If you manage to put a bridle upon a kelpie, it must obey your commands.



## INCORPORATION

- A child has gone missing. A witness says they saw their friend try to pet a white pony, which then jumped into the lake with the child stuck to it.
- As the PCs are traveling near a waterway, they hear thunder coming in the distance. As they arrive, they see a beautiful nude humanoid bathing.

## KERGRIM

### KUR-GRIM

These undead appear as ghoulish versions of the humanoid type they were in life. At first appearing zombie-like, they have an intelligence and speed that belies their ghoulish nature.

## BEHAVIOR

Kergrim have an intense hatred of all living creatures, and as soon as it detects a living creature within its lair, it attacks relentlessly until one of the two combatants are destroyed. If the kergrim brings a PC to 0 or fewer hit points, it continues to attack that creature for the next two rounds and ignore all others as it tries to consume it.

## KERGRIM (EXPERT)

Medium undead, chaotic evil

**Armor Class** 12

**Hit Points** 31 (7d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

**Skills** Athletics +6

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common

**Challenge** 2 (450 XP)

**Sense Living.** The kergrim can sense the location of all living creatures within 30 ft. of it.

**Bound to Body.** A kergrim cannot travel more than 300 ft. away from where its body was buried.

**Blood Frenzy.** If a kergrim wounds a creature, the kergrim will continue to madly attack that creature until either it is dead, or the kergrim is turned or destroyed.

### ACTIONS

**Multi-attack.** The kergrim makes one bite and one claw attack.

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

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. If the target is a creature other than **fey** or **undead**, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A successful save will render the creature immune to this paralysis for 24 hours.

## QUIRKS

Kergrim are cursed, and cannot willingly move more than 300 ft. away from where their bodies were buried.

## HABITAT

Because of their curse, kergrim typically are found in churchyards and other burial grounds.

## LORE & RUMORS

**Background** British folklore

DC, Religion	Rumor
15	Not to be mistaken for normal ghouls, the kergrim can sense any living creature that enters the churchyard lair.
20	Kergrim cannot travel more than 300 feet from the spot where their body was buried.

## INCORPORATION

- Kergrim are guarding the entrance to a mausoleum that the PCs must gain entry to.
- Rumors of undead monsters eating people near a hill (actually a burial mound from long ago) are spreading.

## KING ARTHUR

**Background** Arthurian folklore

King Arthur is possibly the most renowned of all heroic folklore figures, a man whose life was filled with equal parts greatness and tragedy—the epitome of a knight in shining armor. He was the illegitimate son of Uther Pendragon and Igera, a union formed by the magical influences of Merlin to change the guise of Uther to appear as Igera's husband, Gorlois. Upon Uther's death, Arthur either directly takes the throne or proves his divine right by drawing forth the Sword from the Stone, depending on the story.

Regardless of the variations, Arthur is credited with uniting Briton and defending it from many Saxon invasions. He created the renowned Round Table at his castle of Camelot, surrounding himself with the bravest and most skilled knights of the land, led by his close friend Lancelot. Arthur's leadership and the aura of majestic Camelot would sophisticate these knights to ensure they were held to the highest standards.

Like many romantic stories, his life was not without conflict and tragedy. Arthur was betrayed by his wife

CR 20, PROF BONUS: +6



Guinevere and best knight Lancelot, ultimately meeting his death at the hands of his nephew Mordred during the battle of Camlann, and finally being sent to his final resting place in Avalon.

Arthur is most famous for being the wielder of the legendary sword Excalibur and starting the famous Quest for the Holy Grail. Rich lore and many stories chronicle the great king; too many to capture it here in a single creature entry. I highly suggest starting with Geoffrey of Monmouth's *Historia Regum Britanniae* and finishing with Thomas Malory's *Le Morte d'Arthur* to enjoy the many tales of medieval heroism and tragedy surrounding Arthur and his court.

Arthur has the following weapons, which his stat block already accounts for:

- **Carnwennan:** a white-hilted dagger +1 that once per day enshrouds the wielder in shadow for up to 1 minute. While enshrouded, the wielder gains proficiency in stealth if they do not already, and have advantage on stealth rolls.
- **Excalibur:** a sword gifted to him by the fey Lady of the Lake. This is a +3 longsword that on a natural roll of 20 will result in the target suffering an additional 18 (4d8) bleeding damage at the start of their next turn unless bandaged or healed. As an action, the wielder can command the twin chimera heads at the hilt to exhale forth a cone of flame up to 15 ft. in length. All creatures within this cone must succeed on a DC 20 Dexterity saving throw or suffer 27 (5d10) fire damage. A successful save results in half damage.

- **Excalibur's scabbard:** grants damage resistance against all piercing and bludgeoning damage, immunity to all slashing damage, and prevents any bleeding from wounds.
- **Pridwen:** A magical gleaming shield +2 that reflects all hostile magic away. Any spell that targets the wielder specifically (area of effect spells are excluded) is reflected back upon the caster.
- **Rhongamyniad:** A razor sharp spear that inflicts maximum damage whenever a critical roll is made with it.

#### VARIANT: DISPIRITED KING ARTHUR

There was a time in the stories after Arthur was betrayed by Lancelot and Guinevere, and lost the sword Excalibur. During this time, use the *Dispirited* stat block for Arthur.

## REGIONAL EFFECTS

King Arthur is intrinsically tied to the land in which he rules. These effects vary depending on the health and well-being of the king, and dissipate slowly over the period of one year after he dies. If he is healthy and in his prime, these effects are:

- Crops grow with abundance within 100 miles of Camelot, and farms produce a full third more than they would normally under ideal circumstances.
- Any creature allied with Arthur while fighting within Camelot gains a +1 bonus to all attack and saving throw rolls.
- The weather within 50 miles of Camelot is temperate, devoid of extreme weather such as blizzards, deluges, or drought.
- The area within 25 miles of Camelot are plentiful with game, potable streams, and lush forests. Any survival check made within this area is made at advantage.

## KING ARTHUR (WARRIOR)

Medium humanoid, lawful good

**Armor Class** 18 (plate), or 22 with Pridwen

**Hit Points** 332 (35d8 + 175)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	14 (+2)	12 (+1)	18 (+4)

**Saving Throws** Str +11, Con +11, Wis +7

**Skills** Athletics +11, Persuasion +16

**Damage Resistances** bludgeoning, piercing

**Damage Immunities** slashing

**Condition Immunities** charmed, frightened, poisoned

**Senses** passive Perception 11

**Languages** Common

**Challenge** 20 (25,000 XP)

**Divine Blessing.** King Arthur is immune to all charm, fear, or poisoned conditions.

**Excalibur's Scabbard.** While wearing this scabbard, King Arthur has resistance to all bludgeoning and piercing damage, and immunity to slashing damage. Any effect that would cause bleeding is ignored.

**Charge.** If King Arthur is mounted and moves at least 20 ft. straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 19 (3d12) piercing damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

**Will to Fight.** If King Arthur starts his turn with fewer than half of his maximum hit points, he fights with extra ferocity, adding 4 (1d8) points of damage to each weapon attack.

**Improved Critical.** King Arthur scores a critical hit on any natural attack roll of 19 or 20.

**Legendary Resistance (3/day).** If King Arthur fails a saving throw, he can choose to succeed instead.

### ACTIONS

**Multiattack.** King Arthur makes three melee attacks.

**Carnwennan.** *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

**Carnwennan's Shroud.** King Arthur becomes enshrouded in shadow for up to one minute. He gains advantage on all stealth rolls during this time.

**Excalibur.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) slashing damage, or 13 (1d10 + 8) slashing damage if used with two hands. A natural 20 rolled will result in the target suffering an additional 18 (4d8) bleeding damage at the start of their next turn unless bandaged or healed.

**Excalibur's Fire.** As an action, King Arthur calls forth a cone of fire up to 15 ft. long to exhale out of the twin chimera's heads on the hit. Any creature within this cone must succeed on a DC 20 Dexterity saving throw or suffer 27 (5d10) fire damage. A successful saving throw results in half damage.

**Rhongamyniad.** *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack. Whenever a critical roll is rolled, the spear will inflict maximum possible damage.

**Lance.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

**Leadership (Recharges after a Short or Long Rest).** King Arthur inspires his allies to push past pain, granting all allies within 30 ft. who can hear him a bonus 32 (5d12) temporary hit points.

### REACTIONS

**Shield Block.** As a reaction, King Arthur can use Pridwen to turn a successful attack roll against him into a missed roll.

### LEGENDARY ACTIONS

**King Arthur 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. King Arthur regains spent legendary actions at the start of his turn.

**Weapon Attack.** King Arthur makes one attack with one of his weapons.

**Shift Places.** King Arthur can shift positions with one ally within 10 ft. of him. This does not provoke an attack of opportunity.

**Rallying Cry (2 Actions).** King Arthur emits a loud rallying cry, granting advantage on all attack rolls for any ally that can hear him within 50 ft. until the end of their next turn.

Conversely, if Arthur is in ill health (reference the Dispirited stat block), the land reacts accordingly:

- A perpetual overcast pall covers the land within 100 miles, accompanied with a chill in the air and constant drizzle. Fields are waterlogged, and produce only half of the food they normally would in good seasons.
- Allies of Arthur are discouraged while fighting within Camelot, suffering a -1 penalty to all attack and saving throw rolls.
- Mud and debris litter the landscape within 50 miles of Camelot, hindering all travel to half of what could normally be traversed in a day.
- Disease and famine have struck the wildlife within 25 miles of Camelot. Any survival check is made at disadvantage.
- The attitudes and demeanor of the people within 50 miles of Camelot is depressed and dour. They react to all strangers with antipathy.



## KING ARTHUR, DISPIRITED

### KING ARTHUR, DISPIRITED (WARRIOR)

Medium humanoid, lawful good

**Armor Class** 18 (plate), or 22 with Pridwen

**Hit Points** 157 (35d8)

**Speed** 30 ft.

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

**Saving Throws** Str +6, Con +4, Wis +5

**Skills** Athletics +6, Persuasion +10

**Condition Immunities** charmed, frightened, poisoned

**Senses** passive Perception 11

**Languages** Common

**Challenge** 12 (8,400 XP)

**Magic Weapons.** Arthur's weapon attacks are made with magical weapons.

**Divine Blessing.** Arthur is immune to all charm, fear, or poisoned conditions.

**Charge.** If Arthur is mounted and moves at least 20 ft. straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 19 (3d12) piercing damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

**Will to Fight.** If Arthur starts his turn with fewer than half of his maximum hit points, he fights with extra ferocity, adding 4 (1d8) points of damage to each weapon attack.

**Improved Critical.** Arthur scores a critical hit on any natural attack roll of 19 or 20.

**Legendary Resistance (3/day).** If Arthur fails a saving throw, he can choose to succeed instead.

### ACTIONS

**Multiattack.** King Arthur makes two melee attacks.

**Longsword+2.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

**Carnwennan.** Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

**Carnwennan's Shroud.** Arthur becomes enshrouded in shadow for up to one minute. He gains advantage on all stealth rolls during this time.

**Rhongamyniad.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack. Whenever a critical roll is rolled, the spear will inflict maximum possible damage.

**Lance.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 8 (1d12 + 2) piercing damage.

### REACTIONS

**Shield Block.** As a reaction, King Arthur can use Pridwen to turn a successful attack roll against him into a missed roll.

### LEGENDARY ACTIONS

**King Arthur 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. King Arthur regains spent legendary actions at the start of his turn.

**Weapon Attack.** King Arthur makes one attack with one of his weapons.

**Shift Places.** King Arthur can shift positions with one ally within 10 ft. of him. This does not provoke an attack of opportunity.

**Rallying Cry (2 Actions).** King Arthur emits a loud rallying cry, granting advantage on all attack rolls for any ally that can hear him within 50 ft. until the end of their next turn.

# KNOCKER

NOCK-ER

These creatures appear as small gnome-like humanoids standing 3ft tall. They often are dressed in miner's clothing, with a candle mounted to their hats.

## BEHAVIOR

Knockers live to find valuable minerals and alloys. If left a miner's wage overnight in a specified area, the knockers go about and locate veins of metals and gemstones, tapping on the passageways and tunnels to alert the miners where the riches lie. However, if mistreated or not paid a fair wage, they engage in pranks, such as stealing equipment and even leading people to their death if the offense is particularly egregious.

They prefer to avoid all other creatures, and do not come out of hiding when people are about. Rather, they prefer to have their rewards left for them, and they work away from the rest of the miners to locate the ore and minerals. They avoid combat at all costs, but they use daggers and slings if they have to defend themselves.

## QUIRKS

Knockers speak very slowly and have a strong fondness for sweet cakes and cookies.

## HABITAT

Knockers live deep within large mines and underground passages, even those formed naturally, such as dried aqueducts, even being spotted in the deep underground caverns.

## LORE & RUMORS

**Background** Cornish and Welsh (known as coblynau) folklore

DC, History	Rumor
12	Are your tools going missing in the mine? Possibly it's because of knockers. Tread wisely, and you may be rewarded.
15	If you hear a knocking or tapping sound when in the mines, that either means valuable minerals are there and a knocker is letting you know, or it's a trap. Your choice.
17	Don't harm a knocker, else they lead you to traps and your death.
20	Knockers can "smell" valuable alloys and gems when they near them.



CR 1/8, PROF BONUS: +2



## INCORPORATION

- While exploring caverns, the PCs hear a faint knocking sound. This is a group of knockers alerting them to a valuable resource. They lead the party safely through the passages if treated well or paid.
- A group of mistreated knockers is causing havoc in iron ore mines. The local ruler is desperate to get rid of them.

## KNOCKER (EXPERT)

Small humanoid, any alignment

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	10 (+0)	10 (+0)	9 (-1)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Sylvan

**Challenge** 1/8 (25 XP)

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

**Detect Minerals.** The knocker can detect the presence of valuable gems and minerals up to a range of 60 ft.

### ACTIONS

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

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

# KNUCKER

CR 8, PROF BONUS: +3

NUK-ER

This dragon has dirt brown to muddy green scales and a very sleek body with a snake-like head that constantly hisses and flicks its tongue. Two large bat-like wings sprout from its back, and it has a set of hindquarters and forelegs much like most dragons.

## BEHAVIOR

Knuckers are not very intelligent and behave based on base, primal needs, such as hunger or feeling threatened. Because of their great size, they often hunt nearly any creature crossing their path. In combat, they initially use their steam breath if there is more than one victim within the affected area, then charge in with claws and razor-sharp fangs.

## QUIRKS

Knuckers love to eat savory baked goods. If they smell such an item, they can easily be lured into an area. Lacking that, their favorite prey are cattle and sheep.



## KNUCKER (WARRIOR)

Huge dragon, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 172 (15d12 + 75)

**Speed** 40 ft., fly 80 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	21 (+5)	5 (-3)	12 (+1)	14 (+2)

**Saving Throws** Dex +6, Con +8, Wis +4, Cha +5

**Skills** Perception +7, Stealth +6

**Damage Vulnerabilities** poison

**Damage Immunities** lightning, thunder

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

**Languages** Common, Draconic

**Challenge** 8 (3,900 XP)

**Amphibious.** The knucker can breathe air and water.

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

## ACTIONS

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

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

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

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 23 (4d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of the knucker's choice that is within 120 feet of the knucker and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the knucker's Frightful Presence for the next 24 hours.

**Steam Breath (Recharge 5-6).** The knucker exhales a powerful stream of steam and scalding water in a 60-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 16 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

**The knucker 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 knucker regains spent legendary actions at the start of its turn.

**Detect.** The knucker makes a Wisdom (Perception) check.

**Tail Attack.** The knucker makes a tail attack.

**Wing Attack (Costs 2 Actions).** The knucker beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 16 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The knucker can then fly up to half its flying speed.

**Menacing Hiss (Costs 2 Actions).** The knucker targets a creature within 30 ft. and emits a surreal menacing hiss. The creature must succeed on a DC 16 Wisdom saving throw or be charmed until the start of the knucker's next turn. Charmed creatures will be immobile and unable to perform any actions while in this state.

# HABITAT

Knuckers live in large caves in the hills and mountains surrounding humanoid settlements where livestock are often in easy supply. They are solitary creatures, laying one egg only once a year.

CR 1/4, PROF BONUS: +2

# LORE & RUMORS

Background Sussex (Southern England) folklore

DC, Nature	Rumor
15	A knucker can exhale a cone of scalding steam in addition to its mesmerizing hiss.
17	Knuckers have a great fondness for meat pies and other savory foods.
20	A knucker is exceptionally vulnerable to poison.



# INCORPORATION

- Local cattle are being slaughtered. A shepherd found giant lizard claw tracks leading to the mountains.
- A knucker has been captured and trained as a mount for a powerful Archfey.

# KOBOLD

KO-BAWLD

Kobolds are small two-foot-tall humanoid figures with stooped and slightly misshapen features. Their skin ranges from cobalt blue to almost black, and they typically wear miner's clothing and equipment. Due to the poisonous nature of smelting cobalt, the kobold has taken on physical transformations where patches of the mineral seem to grow from their bodies.

# BEHAVIOR

If treated well, kobolds can be friendly but otherwise are generally very suspicious of outsiders, and go to great lengths to build traps and pitfalls to keep any unwanted creatures out of their mines. They use hit and run techniques in combat, luring people into trapped areas.

**VARIANT: SEVERAL VARIANTS EXIST, FROM CHIEFTAINS TO DIVINE CASTERS, DEPENDING ON THE CLAN'S SIZE.**

## KOBOLD (EXPERT)

Small humanoid, any alignment

Armor Class 12  
Hit Points 9 (2d6 + 2)  
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., tremorsense 20 ft., passive Perception 8

Languages Common, Sylvan  
Challenge 1/4 (50 XP)

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

**Expert Digger.** Kobolds are exceptional miners and workers of stone, and thus any trap they craft will have a DC rating of 2 higher than it would normally be to detect or disable or to avoid the effects of.

### ACTIONS

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

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



## QUIRKS

Despite their lower intelligence, Kobolds are highly curious and have an unusual knack for mechanical engineering. They love the color blue, causing one to guess it is because cobalt is their preferred ore to mine.

## HABITAT

Kobolds make their lairs deep within mines and other underground habitats. Clan sizes can range from as small as a dozen or so creatures to as large as a hundred or more. Their dwellings are rudimentary and basic; however, a keen eye notices how while the dwellings are made from crude material, several engineering aspects would be unexpected, such as lifts, pivoting platforms, etc.

Clans of a few dozen or more kobolds have a chieftain/ tress, and those of more than 50 have a divine speaker—a kobold who gets their powers divinely from kobolds gods or other powerful creatures they worship.

## LORE & RUMORS

**Background** Germanic folklore

DC, History	Rumor
10	Kobolds frequent mines, constantly on the search for valuable minerals, but always prefer cobalt.
15	While not inherently malevolent, kobolds do not like intruders or trespassers, and set traps to keep unwanted visitors at bay.
17	Kobolds seem to be immune to the arsenic properties of smelting, and are resistant to poison in genera.
20	Kobolds can turn invisible to harass victims.

## INCORPORATION

- A kobold clan has taken over a mine that the local ruler wants to reclaim, and has quested the PCs to complete the task.
- While exploring a deep underground cavern, the PCs encounter trap after trap. They have stumbled upon a kobold clan.
- A group of kobolds approaches the PCs in hopes of establishing a trading arrangement with a nearby dwarven community..
- A group of kobolds have been enslaved by a powerful creature, such as a dragon. The town population assumes the kobolds are willing minions, but they are not.

# KORRIGAN



KO-REE-GUN

CR 1, Prof Bonus: +2

Korrigans, how they are normally viewed at night when they want to be seen, appear as beautiful women with white flowing hair. However, their true form is revealed during the day when they have red flashing eyes and sagging skin.

## BEHAVIOR

During the day, korrigans rest and hide under the water of streams or lakes. They partake in exotic dances and songs near roadways and traveled paths during dusk and nightfall, hoping to lure men into their grasp. Any creature charmed by a korrigan views it with a fanatic obsession of love. The korrigan then tries to lure the creature into the water where it can kill them.

## QUIRKS

Korrigans are highly vain and shallow, caring deeply about others' perceptions. They love to dance and are always searching for a worthy lover, but always end up killing anyone they charm.





# HABITAT

Korrigans live in small groups, making their lairs under the water in lakes, rivers, and streams. Their lairs are under the water, making them near impossible to locate from the surface.

# LORE & RUMORS

**Background** Breton (western France) folklore

DC, History	Rumor
15	The beautiful korrigan charms men to fall in love with them, but kills any who do..
17	During the day, korrigans reveal their true form, and hide within lakes and rivers to avoid being seen during this time.
20	These creatures hate any being with a divine link to a god or deity, and immediately fly into a rage when they encounter such a creature.
25	It is said that korrigans are the offspring of druids and evil fey creatures.

# INCORPORATION

- A group of korrigan is abducting travelers along a remote road.
- As night begins to fall, the PCs see a group of beautiful women dancing in the distance near a pond.

## KORRIGAN (EXPERT)

*Medium fey, typically evil*

**Armor Class** 13

**Hit Points** 22 (5d8)

**Speed** 40 ft., swim 30 ft.

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

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Sylvan

**Challenge** 1 (200 XP)

**Fey Resilience.** The korrigan has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

### ACTIONS

**Weapon Type.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing/bludgeon/slashing damage.

**Charming Song.** Any creature within 100 ft of the korrigan who can hear the korrigan sing must succeed on a DC 12 Wisdom saving throw or be charmed for 1 minute. A charmed creature will be enthralled with the korrigan. At the end of each of the creature's turns, it may attempt another saving throw to break the charm. If the charmed creature is harmed by the korrigan, the charm immediately ends.

**Shapechanger.** The Korrigan can use its action to polymorph into any humanoid race, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

# KRAMPUS



KRAM-PUHS

CR 6, PROF BONUS: +3

**Background** Alpine folklore

A malevolent demon, Krampus appears as a black-skinned humanoid with long goat-like horns, pointed fangs, cloven hooves, and a lengthy red tongue that flickers like a snake. A large basket is carried on its back. Krampus appears only during the winter Solstice, hunting for troublesome children, which it paralyzes with its ruten, then carries off back to its cave lair.

Krampus always carries a set of chains or shackles, which it uses in combat, but more often jangles them about chaotically, creating a loud clamor. The sound of this clamor is enough to drive a great fear into the very core of anyone who hears it.

## KRAMPUS (WARRIOR)

*Medium fey, lawful evil*

**Armor Class** 16 (natural armor)

**Hit Points** 127 (15d8 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	15 (+2)	13 (+1)	8 (-1)

**Saving Throws** Str +7, Con +7, Cha +2

**Skills** Perception +4, Stealth +5

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

**Condition Immunities** frightened

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Abyssal, Common, Infernal

**Challenge** 6 (2,300 XP)

**Legendary Resistance (3/day).** If Krampus fails a saving throw, he can choose to succeed instead.

### ACTIONS

**Multiattack.** Krampus makes two melee attacks.

**Chains.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage and the target must succeed on a DC 12 Wisdom saving throw or be frightened until the end of their next turn.

**Chain Rattle.** Krampus rattles his chains. Any creature within 50 ft. of Krampus that can see and hear it must succeed on a DC 12 Wisdom saving throw or be frightened for up to 1 minute. At the start of the creature's turns, it may attempt a new saving throw to end this condition.

**Ruten Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* [1] slashing damage and the creature must succeed on a DC 12 Wisdom saving throw or be paralyzed for up to 1 hour. The creature can attempt a new saving throw at the end of each of their next turns to end this condition.

# KULSHEDRA

CR 8, PROF BONUS: +3

KULS-HEAD-DRA

This monstrous creature appears as a five-headed wingless dragon with faces that are some horrific morphing of an old hag and a serpent. Her body is covered with thick woolly red hair and a long serpentine tail.

## BEHAVIOR

Kulshedra are malevolent creatures seeking to terrorize and exploit local towns and villages for their own gain. They often take the form of an old woman to gather information about a town, then come back in their natural state to wreak havoc unless their demands are made, usually in the form of regular monthly sacrifices to her.

Their most hated enemy is a drangue, and they enter a rage upon seeing one, doing everything possible to attack the drangue. In typical combat, they spray poison at any opponent foolish enough to be in a group, otherwise they target spellcasters first with multiple bite attacks.



## KULSHEDRA (WARRIOR)

*Huge monstrosity, typically evil*

**Armor Class** 16 (natural armor)

**Hit Points** 157 (15d12 + 60)

**Speed** 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	10 (+0)	12 (+1)	7 (-2)

**Skills** Perception +7

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

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common, Draconic

**Challenge** 8 (3,900 XP)

**Multiple Heads.** The kulshedra has five heads. While it has more than one head, the kulshedra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

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

**Wakeful.** While the kulshedra sleeps, at least one of its heads is awake.

**Poisonous Excretions.** The milk, urine, and sweat of a Kulshedra is deadly poisonous. Any creature coming into contact with these substances must succeed on a DC 16 Constitution saving throw or become poisoned for one hour. A new saving throw can be attempted at the end of every turn until the creature succeeds. A successful save results in being immune to this condition for 24 hours.

**Control Weather.** By spending a minute to focus magic, the Kulshedra can alter the weather in a 5 mile radius to become clear skies without a single cloud, preventing any precipitation, or to become swollen with heavy rain clouds causing torrential rain. This effects last until dawn the next day.

**Shapechanger.** The Kulshedra can use its action to polymorph into a humanoid female, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

## ACTIONS

**Multiattack.** The kulshedra makes five attacks which can be split between bite and spit fire attacks.

**Bite.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

**Spit Fire.** Ranged Weapon Attack: +8 to hit, reach 50 ft., one target. Hit: 10 (1d10 + 5) fire damage.

**Poison Spray.** The kulshedra raises up and sprays a cone of poison in the same manner many animals do when marking territory. This cone is 60 ft. long and any creature caught in the area of effect will need to succeed on a DC 16 Dexterity saving throw or suffer 28 (8d6) poison damage. A successful save results in half damage.

**Menacing Hiss (Costs 2 Actions).** The knucker targets a creature within 30 ft. and emits a surreal menacing hiss. The creature must succeed on a DC 16 Wisdom saving throw or be charmed until the start of the knucker's next turn. Charmed creatures will be immobile and unable to perform any actions while in this state.

## QUIRKS

The Kulshedra hates loud noises, and the sound of great crashing metal causes them to avoid the area. Additionally, any Kulshedra that views a wren for the first time is stunned for the round they see the bird. This stunning can only occur once every 24 hours.

## HABITAT

Kulshedra make their lairs in large caves or in swamps. They are solitary creatures and do not mate. Rather, they are formed when a mundane snake has been exposed to magical influences to change them into a bolla—a stage they remain at for more than a year as they begin to grow. While in this stage, the bolla does everything it can to avoid being detected, as it's relatively helpless (use the **giant constrictor** snake stat block) against powerful enemies and is blind. After a year, during a recognized annual holiday for that region, it metamorphizes into a full-fledged Kulshedra.

## LAIR ACTIONS

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

- A poisonous fog appears anywhere in their lair, up to a 20 ft. radius. Any creature in this fog must succeed on a DC 14 Constitution saving throw or suffer 11 (2d10) poison damage and become *\_poisoned\_* until the end of their next turn.
- An area 20 ft. radius within sight of the Kulshedra becomes difficult terrain for 1 hour.
- (Swamp) Water and muck churn in a 10 ft. radius anywhere in the lair boundaries. Creatures large-sized or smaller within this area must succeed on a DC 14 Strength saving throw or have their movement reduced to 0 until the end of their next turn.
- (Cave) Rocks in a 5 ft. radius fall from the cave/tunnel ceiling within the lair, blocking the affected area if less than 10 ft. in diameter. Any creature caught in this area that fails a DC 14 Dexterity saving throw is expelled to the far side and suffers 11 (2d10) bludgeoning damage. A successful save allows the creature to decide which side they escape to.



## LORE & RUMORS

### Background Albanian folklore

DC, Nature	Rumor
10	The Kulshedra can control the weather, causing drought or horrible flooding.
15	Kulshedra are forever locked in battle with the drangue, as they are mortal enemies.
17	The excretions of this beast are highly poisonous.
20	Sometimes, the Kulshedra takes the guise of a woman to gather information from towns and villages and find the best way to exploit and terrorize them.
25	An immature Kulshedra is a bolla, and if it can be killed then, it is highly preferred before it becomes a full-sized Kulshedra.

## INCORPORATION

- Rumors of a bolla have been sighted in an area. The PCs need to track it down and deal with it before it morphs into a Kulshedra.
- A Kulshedra has been demanding sacrifices from a local town, and they are desperate for help.
- The PCs are approached by a drangue and asked for assistance in hunting a rumored Kulshedra in the area.

# LAGERTHA

CR 4, PROF BONUS: +2

**Background** Nordic folklore and history.

Lagertha is oft remembered as the woman-warrior wife to Ragnarr Lodbrok; however, she is quite the accomplished fighter in her own right. She is exceptionally skilled in military tactics and close combat, and was known for her ability to speak with and befriend beasts.

Her husband Ragnar divorced her after she had sent beasts at him, and she later married a jarl. However, she followed Ragnarr to support him in Denmark. Upon returning to Norway, she killed her husband with a concealed spear and took his sovereignty.

*Ladgerda, who had a matchless spirit though a delicate frame, covered by her splendid bravery the inclination of the soldiers to waver. For she made a sally about, and flew round to the rear of the enemy, taking them unawares, and thus turned the panic of her friends into the camp of the enemy.*

--Saxo Grammaticus



## LAGERTHA (WARRIOR)

Medium humanoid, neutral good

**Armor Class** 18 (chain mail, shield)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

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

**Saving Throws** Con +5, Wis +2

**Skills** Animal Handling +2, Athletics +5, Insight +2

**Senses** passive Perception 10

**Languages** Common

**Challenge** 4 (1,100 XP)

**Brave.** Lagertha has advantage on saving throws against being frightened.

**Animal Bond.** Lagertha has advantage on all animal handling checks when dealing with beasts.

**Military Tactician.** All allies within 30 ft. of Lagertha will gain a +1 bonus to all attack rolls as long as they can see and hear Lagertha.

**Shield Wall.** If at least one other ally within 5 ft. of Lagertha is wielding a shield, both that creature and Lagertha will gain an additional +1 bonus to AC and have advantage on any dexterity saving throw.

### ACTIONS

**Multiattack.** Lagertha makes two melee attacks.

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

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

### REACTIONS

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

**Reposite.** As a reaction to being attacked with a melee attack, Lagertha can use her reaction to strike back with a melee attack of her own.

# LAIGNECH FÁELAD

CR 14, PROF BONUS: +5

## LIE-NAUCHT FAY-LAD

The Laignech Fáelad are a race of ancient werewolves descended from the original werewolf king. They are larger men or women, hirsute and brawny, wearing thick hides adorned with jewels. In wolf or hybrid form, they appear as much larger versions of werewolves or dire wolves, 25% larger than the mundane versions.

## BEHAVIOR

While in human form, these creatures still display many canine behavior traits. They constantly sniff the air and are very aggressive to any perceived threat. They have little patience, preferring to rip apart any intruder before listening to anything they say. However, they aren't stupid and know that maintaining the guise of humanity to neighboring kingdoms is important.



## LAIGNECH FÁELAD (WARRIOR)

Medium humanoid, typically evil

**Armor Class** by armor in humanoid form, 18 (natural armor) in wolf or hybrid form

**Hit Points** 212 (25d8 + 100)

**Speed** 30 ft. (45 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	12 (+1)

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

**Skills** Perception +12

**Damage Immunities** bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Condition Immunities** charmed, paralyzed, stunned

**Senses** darkvision 60 ft., passive Perception 22

**Languages** Common (can't speak in wolf form), Sylvan

**Challenge** 14 (11,500 XP)

**Shapechanger.** Laignech can use their action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into their true form, which is humanoid. Laignech's statistics, other than its AC, are the same in each form. Any equipment they are wearing or carrying isn't transformed. They revert to their true form if they die.

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

**Wolf Speech.** Laignech can communicate with any species of canine.

**Savage Attacker.** Whenever Laignech rolls a 1 for damage on a damage dice, they may reroll the dice, taking the new result even if it's a 1.

**Unnatural Leap.** Laignech can use all of their available movement rate to jump horizontally, or half their movement to jump vertically.

**Ravager.** If Laignech drops a target to 0 or fewer HP with an attack, they may use their reaction to move up to their movement rate without provoking attacks of opportunity.

## ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** Laignech makes three attacks: one with their bite and two with their claws or spear.

**Bite (Wolf or Hybrid Form Only).** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 17 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claws (Hybrid Form Only).** Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.

**Spear+2 (Humanoid Form Only).** Melee or Ranged Weapon Attack: +12 to hit, reach 10 ft. or range 20/60 ft., one creature. *Hit:* 12 (1d8 + 7) piercing damage, or 13 (1d10 + 7) piercing damage if used with two hands to make a melee attack.

## REACTIONS

Laignech 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. Laignech regains spent legendary actions at the start of their turn.

**Leap.** Laignech can leap horizontally or vertically up to 15 without provoking any attacks of opportunity.

**Claw or Spear Attack.** Laignech can make one claw or spear attack.

**Bestial Rejuvenation (Costs 2 Actions).** Laignech can either heal themselves 15 hit points of damage, or remove any one negative condition.

## QUIRKS

Members of the Laignech Fáelad bloodline absentmindedly lick their hands and frequently scratch their bellies.

## HABITAT

Being the direct descendants of King Laignech Fáelad, each member of this bloodline rules small keeps or duchies of their own, surrounding themselves with a cohort of trusted werewolf allies. These strongholds also contain many normal humanoids, but only as enslaved people or food sources.

Hidden deep within the depths of the fortress are dungeons and unholy sanctuaries where the Laignech Fáelad and their acolytes perform ritual sacrifices and feed upon captured victims.

## LORE & RUMORS

**Background** Irish folklore

DC, History	Rumor
15	Laignech Fáelad are not “normal” were-creatures. Their lineage goes back to the time of kings.
18	The Laignech Fáelad are the direct descendants of the king of the same name, and thankfully only a handful exist.
20	There are rumors that evil and unspeakable acts occur in the depths of the Laignech Fáelad fortress.
25	Each member of the Fáelad family rules a large pack of werewolves.

## INCORPORATION

- Weary and exhausted PCs come upon a darkened keep deep within the wild lands and seek sanctuary. It's actually the home of a Laignech Fáelad, who observe the PCs and see if there is value in using them or weak enough to try to ambush them while they sleep.
- A neighboring kingdom is assured a local lord is something evil. A pact with the devil perhaps? Regardless, the PCs are quested to investigate.
- A Laignech Fáelad, under the guise of a benevolent ruler, is using the PCs to act as spies and saboteurs to a neighboring duchy, feeding the PCs misinformation to guide them to viewing the duchy as an evil one needing eradication.

# LAMPAGO

LAM-PA-GO

CR 3, PROF BONUS: +2

These monsters have the body of a lion with the head of a man. They are often confused with sphinxes or manticores, but they are unrelated.

## BEHAVIOR

Lampago are arrogant and prideful creatures, viewing themselves as superior to most other creatures, certainly humanoids. True to their lion heritage, they move about in sleek cat-like postures and grace, and are excellent silent killers, preferring to attack from stealth. If that fails or facing multiple opponents, it emits a loud roar and attack those who were not affected first.

## QUIRKS

Lampago are intensely curious and are easily distracted by unusual things they have not seen before.

## HABITAT

Lampago are solitary hunters, only meeting as a pair when mating, making their lairs in places most people avoid, such as ruins, jungles, or rocky mountain paths.

## LORE & RUMORS

**Background** British folklore

DC, Nature	Rumor
15	The lampago are often used as heraldic symbols of royalty or noble families.
20	The roar of a lampago strikes a person dumb with fear.

## INCORPORATION

- A lampago guards an abandoned ruin and stalks the party.
- A captured lampago is being forced to do the bidding of a powerful and evil lord.
- A rich ruler is paying handsomely for the cubs of a lampago.

## LAMPAGO (WARRIOR)

Medium monstrosity, any alignment

**Armor Class** 15 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	10 (+0)	9 (-1)	10 (+0)

**Saving Throws** Str +6

**Skills** Perception +1

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Leap.** The lampago's jump distance is equal to its movement rate.

### ACTIONS

**Multiattack.** The lampago makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 7 (1d8 + 3) slashing damage.

**Roar (Recharge: 5-6).** The lampago can emit a loud roar, and any creature within 30 ft. of it that can hear it must succeed on a DC 13 Wisdom saving throw or be stricken with fear, and will be considered restrained for up to 1 minute. At the end of the affected creature's turn, they may attempt another saving throw to end this condition. A successful save results in immunity to this roar for 24 hours.

## LANCELOT DU LAC

LAN-SELL-LOT

CR 12, PROF BONUS: +4

**Background** Arthurian folklore. More specifically, Lancelot came into his own from French versions of Arthurian folklore, first appearing in Chrétien de Troyes' poem *Lancelot, the Knight of the Cart*, and truly coming into his own in such stories as the *Vulgate Cycle*.

### GAME BACKGROUND

Possibly the most well-known Knight of the Round Table after Arthur, Lancelot was renowned for his prowess in battle and his fall from grace due to an adulterous affair with Queen Guinevere. He is the father of Galahad, who contained the moral purity to assist Percival in achieving the great quest: finding the Holy Grail.

Lancelot is the son of King Ban and Queen Elaine. His father's kingdom was conquered when Lancelot was a baby, and his parents were forced to flee. Lancelot was given to a fey creature, the Lady of the Lake, where he was raised in the Fey Realm, not knowing his true heritage. He emerges back into the mortal realm after reaching 15 years of age but finds that only three years have passed in the land of mortals. Clad in silver armor on a white horse, he chanced upon Arthur and challenges him to a duel, not knowing who the king was. Because Excalibur is to only be used in defense of the kingdom, it breaks during this duel, and Lancelot becomes a friend of Arthur. Later, after rescuing Arthur's nephew Gawain from captivity, Lancelot is knighted.



With the help of Arthur, Lancelot defeats the villain Claudas and secures the castle Joyous Gard. Almost immediately, he is sworn to protect the Queen, but magical effects cause the two to fall madly in love, even if it is forbidden.

During one adventure, he disguises himself as the Black Knight and, seeing that Arthur would lose a battle against his enemy Galehaut, agrees to join Galehaut in return for a boon. He uses this boon to persuade Galehaut to surrender to Arthur, who invites his former enemy to join the Round Table. However, Galehaut uses his position to convince Guinevere that she can return Lancelot's love.

Later Lancelot eventually rescues the Queen from Meliagant. Still, Arthur has learned of their traitorous relationship (fueled by Mordred, who uses this information to destroy Arthur's court), and Lancelot leaves in exile.

Lancelot has a particular emotional shortcoming: he desperately needs the approval of women he loves, both in intimate ways and platonically. Any impression of disapproval or chastisement by one of these women sends Lancelot into madness that may last months or even years. The Lady of the Lake alone can cure this malady.

**Lancelot's Ring:** Once per long rest, can cast the *dispel magic* spell as a 5th level spell. This spell grants the wearer a spellcasting ability of 8 + proficiency bonus + Wisdom modifier.



## LANCELOT DU LAC (WARRIOR)

Medium humanoid, lawful good

**Armor Class** 22 (silver plate +2, shield)

**Hit Points** 262 (35d8 + 105)

**Speed** 30 ft.

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

**Saving Throws** Str +7, Con +7, Cha +7

**Skills** Athletics +7, Persuasion +11, Religion +4

**Condition Immunities** charmed, frightened

**Senses** passive Perception 9

**Languages** Common

**Challenge** 12 (8,400 XP)

**Legendary Resistance (3/day).** If Lancelot du Lac fails a saving throw, he can choose to succeed instead.

**Divine Blessing.** Lancelot du Lac is immune to all *charm* and *frightened* conditions.

**Charge.** If Lancelot du Lac is mounted and moves at least 20 ft. straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 13 (2d12) damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

**Self Doubt.** If Lancelot du Lac has been slighted by a creature he respects and loves, or otherwise feels like he has their disapproval, he suffers disadvantage on all attack rolls until forgiveness is expressed by the creature.

**Honor of Duels.** If Lancelot du Lac is engaged in a duel in defense of another, he gains damage resistance against all slashing, bludgeoning, and piercing damage.

### ACTIONS

**Multiattack.** Lancelot du Lac makes three melee attacks.

**Longsword+2.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

**Lance.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

**Mace +1.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

### LEGENDARY ACTIONS

Lancelot du Lac 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. Lancelot du Lac regains spent legendary actions at the start of his turn.

**Weapon Attack.** Lancelot du Lac makes one attack with one of his weapons.

**Defensive Stance.** Lancelot du Lac takes a defensive posture, gaining a +3 bonus to his AC until the end of the next creature's turn in the initiative order, which may be him.

**Dedicated Charge (2 actions).** Lancelot du Lac can move up to his movement rate and then make an attack with an equipped melee weapon.



# LAVELLAN

CR 1/2, PROF BONUS: +2

LA-VAIL-AHN

Lavellan are rodents of unusual size. Rat-like in nature, they are the size of small dogs with an emaciated appearance. The most notable feature about them is the noxious cloud that surrounds them at all times.

## BEHAVIOR

Lavellan are scavengers, venturing forth at night to look for anything to eat. Because of this, they tend to frequent farms or other areas where there is a significant amount of offal or garbage. They avoid combat, but if they feel like they could kill and eat a creature with little threat to it, it attacks.

## HABITAT

Lavellan make their lairs in pools, streams, or in swamps. Their underground warrens are home to anywhere between a single creature, to up to a dozen.

## LORE & RUMORS

**Background** Scottish folklore

DC, Nature	Rumor
10	Any cow within 100 ft. of these monsters ceases to produce milk.
15	A poisonous cloud surrounds the lavellan.
20	The skin of these creatures, if dried and eaten, purges the consumer of any toxin or poison.

## INCORPORATION

- Cattle are getting sick, and it's a mystery as to the cause: a pack of lavellan who come out at night and roam the fields.
- A pack of lavellan have made their lairs in an abandoned dungeon. The area is entirely toxic, keeping out any would-be curious creature.



### LAVELLAN (WARRIOR)

*Small monstrosity, unaligned*

**Armor Class** 12

**Hit Points** 14 (4d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

**Noxious aura.** The Lavellan radiates a noxious cloud of poison within 30 ft. of it. Any creature entering this cloud for the first time, or starting their turn in the cloud must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. A new saving throw attempt can be made at the end of the creature's next turn to remove this condition. A successful save results in being immune to this cloud for 24 hours.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.



# LEPRECHAUN

CR 1, PROF BONUS: +2

LEP-RAH-KAHN

Leprechauns are three-foot-tall humanoids, always appearing as male or androgynous, many with wizened features. Their coats have seven rows of buttons, each row with seven buttons.

## BEHAVIOR

Leprechauns are good natured fey folk who enjoy playing minor and harmless pranks. These pranks hardly ever result in actual harm and are more minor annoyances than anything else. They also have a lust for gold, taking on a near-fervent look in their eye when they spot it.

These creatures are not fighters or warriors, and avoid combat if possible, using their abilities to escape and hide rather than engage in combat. Anyone who steals from a leprechaun or offends it greatly has to face the wrath of not only the leprechaun, but any fey or beast allies the leprechaun has been able to recruit for its quest for justice.

These creatures are also excellent cobblers, and a pair of shoes or boots created by a leprechaun is enchanted. Once per day, the owner of these boots (requiring attunement) may reduce one level of exhaustion to themselves.

## CORRUPTED LEPRECHAUN

These poor creatures had their lust for gold take them to areas where treasure was cursed and have been stricken with corruption. They are wholly evil, and while they still love to play pranks, nearly all of these pranks harm the victims. Their lust for gold is amplified; however, they are cursed because gold or other precious metals they touch are permanently altered to mundane lead.

## QUIRKS

Often after playing a successful prank, the leprechaun leaps up on a wall, rock, or log and begins to dance joyfully, balancing on their hat.

## HABITAT

These are solitary creatures, making their lairs hidden within forests or small caves in the hills. Within their lair is a cauldron in which they keep their amassed treasure. This treasure is jealously guarded and often protected by many traps or is camouflaged. A typical cauldron contains 10d10 +50 gp worth of coins.



## LORE & RUMORS

**Background** Irish folklore

*".. quite a beau in his dress, notwithstanding, for he wears a red square-cut coat, richly laced with gold, and inexpressible of the same, cocked hat, shoes and buckles."*

--Samuel Lover

DC, History	Rumor
10	Leprechauns like to play tricks on travelers and the weary. Typically these are harmless pranks, and it's best to just let the fey creature be lest you offend it.
15	Leprechauns love gold and try to hoard as much of it as they can.
17	The shoes made by a leprechaun have magical properties.
20	Sometimes a leprechaun has been corrupted and becomes evil. These are ruthless creatures best to be avoided.



# INCORPORATION

- An influential or powerful NPC had come across a leprechaun's lair and stolen its gold. The fey creature and its allies are not after the NPC, who has asked the PCs to protect them from "evil monsters," not disclosing how they came upon the treasure.
- The PCs come upon a leprechaun trapped in a magical cage guarded by a creature. It promises anything to be freed, reluctantly promising to give its treasure, but do everything after being freed to alter the deal.
- The children of a village used to always go and play with a friendly leprechaun who only appeared to children. This went on for generations. Suddenly the children started disappearing. Bones were found. The leprechaun has been corrupted, and is now hunting the children of the town.

## LEPRECHAUN (EXPERT)

*Small fey, typically good*

**Armor Class** 16 (fey evasion)

**Hit Points** 21 (6d6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

**Skills** Perception +3, Stealth +7

**Senses** passive Perception 13

**Languages** Common, Elvish, Sylvan

**Challenge** 1 (200 XP)

**Fey Evasion.** The Leprechaun has a base armor class of 13.

**Sense Gold.** The Leprechaun can detect any precious metals within 100 ft. of it.

### ACTIONS

**Multiattack.** The Leprechaun makes two fey sword attacks.

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

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

**Escape.** The Leprechaun can end any restrained or grappled condition upon itself, or escape from any bond or binding.

**Spellcasting, Prestidigitation Cantrip.** The Leprechaun can cast the *prestidigitation* spell.

## LEPRECHAUN, CORRUPTED

**CR 2, PROF BONUS: +2**

## LEPRECHAUN, CORRUPTED (EXPERT)

*Small fey, any evil*

**Armor Class** 16 (fey evasion)

**Hit Points** 42 (12d6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (=0)	16 (+3)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

**Skills** Perception +3, Stealth +7

**Senses** passive Perception 13

**Languages** Common, Elvish, Sylvan

**Challenge** 2 (450 XP)

**Fey Evasion.** The Leprechaun, Corrupted has a base armor class of 13.

**Sense Gold.** The Leprechaun, Corrupted can detect any precious metals within 100 ft. of it.

**Corrupting Touch (1 time per day).** The Leprechaun, Corrupted touches up to 50 coins, turning them into mundane lead. This effect is permanent.

### ACTIONS

**Multiattack.** The Leprechaun, Corrupted makes two fey sword attacks.

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

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

**Escape.** The Leprechaun, Corrupted can end any restrained or grappled condition upon itself, or escape from any bond or binding.

**Spellcasting, Prestidigitation Cantrip.** The Leprechaun, Corrupted can cast the *prestidigitation* spell.

**Spellcasting, Mindspear (Lvl 1).** *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 9 (2d6 + 2) psychic damage and target is unable to take reactions until the end of their next turn.



# LINDWURM



CR 5, PROF BONUS: +3

## LYND-WURM

This serpentine beast appears as a giant snake with a draconic head and two forelimbs. While it uses its front legs to assist in movement, it primarily moves by slithering its body like a snake.



## BEHAVIOR

These are intelligent, malevolent creatures, bitter about the curse that created them and resentful that they are treated like monsters instead of the people they were supposed to be at birth. They do anything to be treated as “normal” instead of viewed as monsters. However, when upset or insulted, their behavior is monstrous; indeed, they eat any creature that offends them.

If a woman legitimately falls in love with a lindwurm, it ends the curse and changes shape to its mother’s species and race.

## LINDWURM (WARRIOR)

Large dragon, typically evil

**Armor Class** 16 (natural armor)

**Hit Points** 153 (18d10 + 54)

**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	16 (+3)	12 (+1)	12 (+1)	7 (-2)

**Saving Throws** Str +7, Dex +7, Con +6

**Skills** Athletics +7, Perception +4, Stealth +7

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned, prone

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 14

**Languages** Common, Draconic

**Challenge** 5 (1,800 XP)

**Heat Sense.** The Lindwurm can detect heat sources from two heat sensory pits on each side of its head. This acts as blindsense.

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

### ACTIONS

**Multiattack.** The lindwurm makes one bite attack, one claw attack, and one constrict attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

**Constrict.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the lindwurm can constrict only this target.

**Shed Skin.** The Lindwurm can shed its skin, ending any condition upon itself that it chooses.

## QUIRKS

While appearing as a ruthless monsters, these are complex creatures, and they desire things that make them more human-like. They love music and art and often go to extremes to show off their desire for “culture” to make up for their appearance and behavior.

## HABITAT

These creatures are created when a woman makes a pact with a powerful demon, fey, or witch to become fertile. The woman is given clear complex instructions on how to proceed. Any deviation from these instructions results in the fetus being warped into that of a lindwurm.

When born, these creatures resent this and feel they are entitled to a life as any humanoid. Thus, they often make their lairs in keeps, castles, or other large dwellings that humans live in. They surround themselves with finery and art to the best of their means. A lindwurm spawned from a wealthy mother has access to these things, but one who was abandoned or birthed from a poor mother might live in a remote cave, building resentment even more than usual.

If the shed skin of a lindwurm is made into a potion, it grants the imbiber a permanent +1 bonus to intelligence. Only one potion can ever be consumed by each person.

## LORE & RUMORS

**Background** Nordic mythology

DC, History	Rumor
10	The lindwurm roams the countryside eating cattle and the unwary traveler.
15	These creatures are intelligent and dangerous, often willing to talk if they can be bribed to their satisfaction.
20	These creatures result from women making an unholy pact with a demon or witch desiring to bear children.
25	There was a lindwurm prince, who demanded a bride, and any maiden who refused it ate. One day a maid advised she would not remove her dress until the lindwurm removed its skin. She had many dresses and tricked the lindwurm into removing all of its skin.

## INCORPORATION

- The PCs enter a region and hear rumors of a lottery where maidens are selected every month to attend to the ruler (who is a lindwurm) and must legitimately fall in love with the creature. If she is unable, the creature eats her.
- A lindwurm living in a mountain cave has been hunting the countryside, killing anything it can find.

# LITTLE RED RIDING HOOD

**Background** Grimm Fairy Tales is the most well known version, but the originations seem to be a combination of a story told by the philosopher Pausanias, and *Brymskviða*, one of the poems from the *Poetic Edda*.

Most of us are familiar with the story of Little Red Riding Hood. Named for the red hooded cape she wears, Little Red Riding Hood is a young girl who travels through the woods to deliver food to her ailing grandmother. During this journey, she is stalked by a humanoid wolf, who eventually rushes ahead, eats the grandmother, and pretends to be her to trick Little Red into climbing into the bed so he could eat her as well. Eventually, the woodsman comes in and rescues her, cutting the belly of the wolf open to pull out Red Riding Hood and her grandmother. They then put large stones within the belly so the wolf couldn't escape when it woke.

In this version, Little Red has grown into a young woman with a skill set based on a likely path based on her experiences, no longer needing a woodsman to come and rescue her or anyone else.

## LITTLE RED RIDING HOOD (EXPERT)

*Medium humanoid, chaotic good*

**Armor Class** 17 (studded leather, shield)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

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

**Skills** Athletics +4, Insight +7, Perception +5, Sleight of Hand +5, Survival +7

**Senses** passive Perception 15

**Languages** Common

**Challenge** 3 (700 XP)

**Expert Tracking.** Little Red Riding Hood has advantage on all survival checks when tracking **beasts** or **lycanthropes**.

**Red Cape.** As long as Little Red Riding Hood wears her red cape, she is immune to all *charm* and *fear* effects.

### ACTIONS

**Multiattack.** Little Red Riding Hood makes two shortsword attacks.

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

**Heavy Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

**Steadied Strike.** As a bonus action, Little Red Riding Hood steadies her strike, granting her advantage on her next attack. If the attack hits, the target loses all reactions until the start of its next turn.

# LLAMHIGNYN Y DWR

HLAM-EEGN EE DOOR

Also known as “water leapers,” these monstrous man-sized creatures appear as giant legless frogs with bat-like wings and a long lizard-like tail.

## BEHAVIOR

As a non-intelligent creature, the llamhignyn y dwr behave purely on instinctual behavior. A favored tactic is to lie just under the water’s surface and ambush any medium or small creature that happens. Those who live in large water bodies often leap out of the water and attack fishermen, hoping to knock them into the water where they are more easily dispatched.

## QUIRKS

If damaged to fewer than half of its maximum hit point total, as a reaction the llamhignyn y dwr emit a loud, terrifying shriek.

## HABITAT

Llamhignyn y dwr make their lairs in swamps, lakes, ponds, and even large, slow-moving rivers. They typically make their nests within thick vegetation growths and are generally solitary, only being encountered as a pair during mating season.

The female lays her eggs underwater in kelp or grass patches, with each egg being the size of a grapefruit. After a month, they hatch into two-foot-long tadpoles (hp 2 each).

## LORE & RUMORS

**Background** Welsh folklore

DC, Nature	Rumor
10	If your line is snapped and bait lost while fishing, it most likely results from a llamhignyn y dwr.
15	These monsters love to lie in wait below the water, waiting for a sheep or unsuspecting fisherman to come too close to the water where they leap forth and attack.
20	If harmed, the llamhignyn y dwr emits a terrifying shriek.

CR 5, PROF BONUS: +3



## LLAMHIGNYN Y DWR (WARRIOR)

Medium monstrosity, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 5 ft., swim 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	4 (-3)	10 (+0)	5 (-3)

**Saving Throws** Str +6

**Skills** Perception +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 4 (1,100 XP)

**Amphibious.** The Llamhignyn Y Dwr can breathe air and water.

**Limited Flight.** The Llamhignyn Y Dwr has a flight speed, but its bulbous and heavy body limit it to flying no more than 10 ft. high in the air, and must land at the end of its turn.

**Shriek.** If reduced to fewer than half of its maximum hit points, the Llamhignyn Y Dwr emits a loud and terrifying shriek. All creatures within 60 ft. must succeed on a DC 13 Wisdom saving throw or be frightened for one minute. At the end of the creature’s turn, it may attempt another saving throw to end this condition. A successful save results in being immune to this ability for 24 hours.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage and the target is *grappled*.

## INCORPORATION

- A fisherman has gone missing. There were rumors of lines being frequently broken before it happened, and the villagers are certain it’s a lake monster.
- While stopping by a pond for water, the PCs are ambushed by a llamhignyn y dwr.

# MAROOL

CR 5, PROF BONUS: +3

MUH-RUUL

A creature from nightmares, this fish is larger than a cow and covered with dozens of eyes. A large crest of flame rises from its spine and gives off an eerie reddish light. Rows of jagged, yellowed teeth line its wide mouth.

## BEHAVIOR

Marool are semi-intelligent and often follow the sailing routes of small ships into storms, or frequent rocky shores, hoping to feast on sailors if the ship were to crash and sink. Occasionally they use their glowing crests to lure larger sea monsters to the location of a ship, hoping the aberration destroys the ship and they can attack the unfortunate sailors.

## QUIRKS

When a ship sinks or people fall overboard, the marool emits a loud sound that can best be described as laughing or cackling, muffled by the water. This is, in fact, a joyful expression as the marool gets excited about the soon-to-be feast.

A marool never surprises or sneaks up on a creature, as its glowing crest gives of its location. In fact, many sailors become distraught when they see a reddish glow moving in the water near their ship.

## HABITAT

Marool live in schools of 1-10 creatures in deep ocean waters. Occasionally they are captured and used to guard moats, lakes, or other areas.

## LORE & RUMORS

**Background** Shetland (Northern Scottish) folklore

DC, Nature	Rumor
10	If you hear a garbled laughing sound when your ship is sinking, it's a sign marool are in the area, as they take pleasure in shipwrecks, and you can be assured you will be its next meal.
15	This giant fish has a fin of flame, which remains alight even underwater.
20	The marool is immune to any type of fire or flame attack.



## MAROOL (EXPERT)

*Huge monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 85 (9d12 + 27)

**Speed** Swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	6 (-2)	10 (+0)	5 (-3)

**Skills** Stealth +6

**Damage Immunities** fire

**Senses** blindsight 50 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Aquatic.** The Marool only breathes underwater.

**Keen Sight.** The Marool has advantage on Wisdom (Perception) checks that rely on sight.

**Illuminating Fin.** The crest of flame of a marool emits dim light up to 20 ft. radius.

## ACTIONS

**Multiattack.** The Marool makes two bite attacks.

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

## INCORPORATION

- The PC's ship has been attacked by a leviathan or similar creature accompanied by marool.
- A powerful wizard has placed a few marool in the lake surrounding its island tower.

# MELIAGANT

CR 7, PROF BONUS: +3

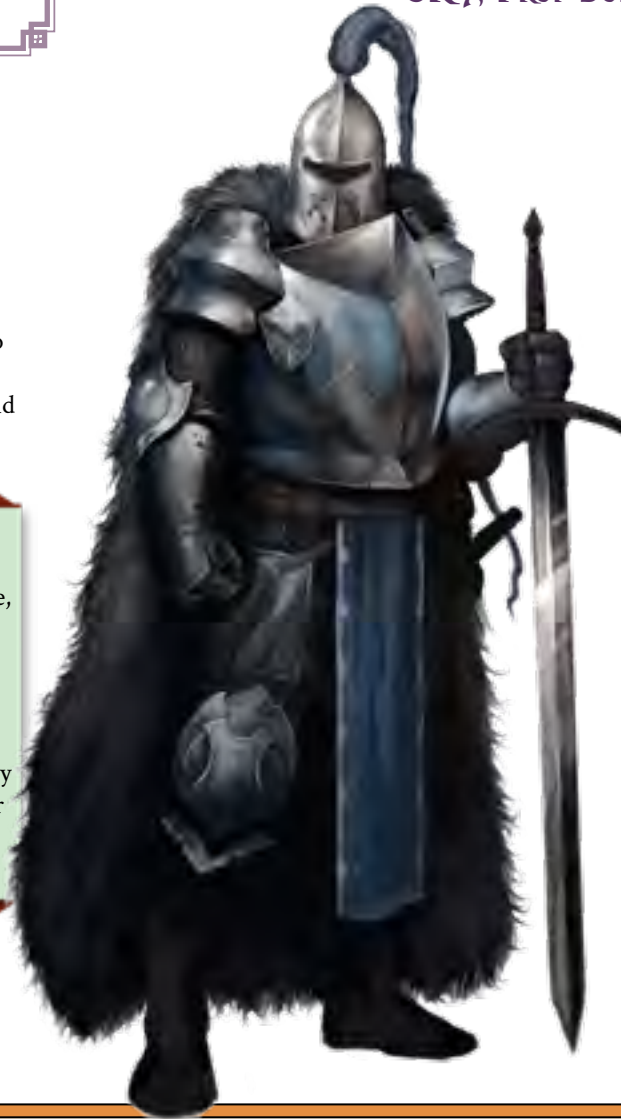
MEL-EE-GANT

## Background Arthurian folklore

One of the key villains in the Arthurian mythos, Meliagant was a warlord infatuated with Guinevere and kidnapped her, bringing her back to his castle in the Fey Realm of Gorre. Lancelot was able to rescue her, but Meliagant learned of their affair and challenged Arthur to a duel to prove the accusation. While Lancelot ended up defeating him, Arthur saw the truth in the indictment, and the seeds for the downfall of Camelot were planted.

**Gorre:** Meliagant's Isle of Gorre is a perfectly square island where his castle fills up the complete island, each side with sheer crystal walls. Within this fey isle, certain effects are present:

- Meliagant and all of his allies are resistant to sleep and charm effects.
- Opponents are overcome with a stupor, needing to succeed on a DC 13 Wisdom saving throw when they enter the isle for the first time during a turn or suffer disadvantage on all initiative rolls for the duration they remain on the isle.



## MELIAGANT (WARRIOR)

Medium fey, lawful evil

**Armor Class** 18 (plate)

**Hit Points** 150 (20d8 + 60)

**Speed** 30 ft.

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

**Saving Throws** Str +7, Con +6

**Skills** Animal Handling +3, Athletics +7, Intimidation +5

**Senses** passive Perception 10

**Languages** Common, Sylvan

**Challenge** 7 (2,900 XP)

**Brave.** Meliagant has advantage on saving throws against being frightened.

**Battlefield Mastery.** Meliagant has advantage on initiative rolls.

## ACTIONS

**Multiattack.** Meliagant makes three melee attacks.

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

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

## REACTIONS

**Parry.** Meliagant adds 3 to his AC against one melee attack that would hit him. To do so, Meliagant must see the attacker and be wielding a melee weapon.

## LEGENDARY ACTIONS

Meliagant 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. Meliagant regains spent legendary actions at the start of his turn.

**Greatsword.** Meliagant makes a greatsword attack.

**Intimidate.** Meliagant targets one creature within 30 ft., which must succeed on a DC 15 Wisdom saving throw or be frightened until the end of their next turn.

**Bulwark (2 Actions).** Meliagant steadies himself, taking a defensive stance. Until the start of his next turn, he gains resistance to all slashing, bludgeoning, and piercing damage.



# MERLIN

CR 12, PROF BONUS: +4

## MER-LIN

**Background** Arthurian folklore. Also known as Ambrosius Merlinus.

This iconic enchanter is the son of a human woman and incubus, giving him a fiendish heritage and inherent magical ability. As a child, Merlin advised king Vortigern that his tower kept failing because two intertwined dragons lived in a lake directly under the foundation.

As he grew into adulthood, he is credited with creating Stonehenge, many prophecies, and altering the appearance of Uther Pendragon to enter Tintagel Castle and sire a child who would be Arthur. Merlin appears and disappears frequently, showing up during paramount times to give counsel to the kings he is allied with (most commonly Arthur). He is believed to have been responsible for both the Sword in the Stone scenario that granted Arthur his birthright, as well as gaining Excalibur from the Lady of the Lake.

Merlin was also known to take on many apprentices, including Morgan le Fay and many other witches, which caused him no small amount of grief. One of his students and subjects of his infatuation, Viviane, manages to imprison Merlin underground in a magical cage for many years after she convinces him to teach her all of his secrets. Later in life, he eventually went mad, living as a recluse in the woods before marrying a woman named Guendoloena and living in peace, staring at the stars from his house with seventy windows.

## BEHAVIOR

Merlin is enigmatic, a complex soul molded by experiences and knowledge most mortals would never know. He has the ability of prophecy, which alone would be enough to drive any ordinary human mad with that knowledge. He also has first-hand experience with the obscenities and horrors of war and the base instinctual drives and lusts that all mammals have. Added to all of these layers is his fiendish ancestry. For Merlin, a man who could divine the future, he must certainly have known how his own future would be marred with tragedy and chaos.

Because of all of these factors, Merlin often projects himself as very serious, taking on a contemplative countenance. Still, he gets distracted by the natural world's magic and the lustful feelings that always seem to nag at his consciousness whenever a woman of both beauty and intellect is encountered. At other times, he appears quite mad, unable to contain the ocean of mystical knowledge in his thoughts the push all rational thinking aside. When not giving advice to Arthur directly, he is most often encountered wandering the remote forests, observing how nature interacts with all forces around it.



### MERLIN'S STATE OF MIND

#### D4 State of Mind When Encountered

- |   |  |
|---|--|
| 1 | Contemplative. Pondering a serious revelation in a prophecy.   |
| 2 | Lost in his mind with a fascination with a particular chemical or natural process. Ignores those around him unless they are forceful in their communication. |
| 3 | Unable to focus on anything, bouncing from topic to topic and from item to item.   |
| 4 | Completely oblivious to everything around him. Trance-like and disappears into smoke to reappear somewhere else often.                                       |

# MERLIN (CASTER)

Medium fey, neutral

**Armor Class** 12

**Hit Points** 99 (18d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	18 (+4)	18 (+4)

**Saving Throws** Int +9, Wis +8

**Skills** Arcana +13, History +13, Insight +8, Medicine +12, Nature +13

**Damage Resistances** damage from spells

**Senses** passive Perception 14

**Languages** Abyssal, Common, Draconic, Dwarvish, Elvish, Infernal, Sylvan

**Challenge** 12 (8,400 XP)

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

**Fiendish Heritage.** Merlin ages at an extremely slow rate. For every 10 years that passes on the mortal plane, Merlin only ages 1 year.

**Innate Spellcasting.** Merlin's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

*At will:* druidcraft, prestidigitation, minor illusion, dancing lights, light

## ACTIONS

**Shapechanger.** Merlin can use his action to polymorph into any beast or object not greater than 10 ft. square, or back into his true form. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

**Divination (1 time per day).** Merlin can divine the actions of those around him, effectively granting him a +5 bonus to AC, and advantage on all saving throw and attack rolls. This power lasts up to 1 minute.

**Merlin's Staff.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the target must succeed on a DC 17 Wisdom saving throw or be stunned until the end of their next turn.

**Spellcasting, Dragon's Breath Cantrip.** *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 27 (4d10 + 5) psychic damage. Merlin creates a dragon's head formed of mist that only a chosen target can see. This head then attacks the target before disappearing.

**Spellcasting, Charm of Sleep (Lvl 1, 5 times per day).** Merlin chooses a target within 30 ft. That target must succeed on a DC 17 Wisdom saving throw or fall into a deep sleep for up to one hour. Any harm or forceful movement of the creature will end this condition.

**Spellcasting, Charming (Lvl 1, 5 times per day).** Merlin targets an individual within 30 ft. that can hear him. That target must succeed on a DC 17 Wisdom saving throw or be charmed by Merlin for up to 1 minute. They may attempt a new saving throw at the end of their next turn to end this condition.

**Spellcasting, Minor Teleport (Lvl 3, 5 times per day).** Merlin disappears, reappearing in any unoccupied space within 100 ft.

**Spellcasting, Misty Fog (Lvl 4, 5 times per day).** Merlin creates a thick fog to settle in an area 300 ft. long by 300 ft. wide by 50 ft. high. This fog obscures all vision to 10 ft., and lasts for one hour or until Merlin loses concentration.

**Spellcasting, Time Stop (Lvl 9, 1 time per day).** Merlin stops time, effectively granting him three actions before anyone else can act.

## REACTIONS

**Counterspell (2 times per day).** If Merlin is aware of a spell being cast, he may use a reaction to counter that spell, causing it to fail.

## LEGENDARY ACTIONS

Merlin 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. Merlin regains spent legendary actions at the start of his turn.

**Misty Form.** Merlin can assume a misty form until the start of his next turn. While in this form, he is immune to all non-magical attacks and can move through any opening.

**Staff Attack.** Merlin can make one staff attack.

**Dragon's Aid (2 actions).** Merlin calls forth the spirit of the dragon to aid him. He selects any target within 50 ft. that he can see. A smokey dragon form appears and attacks that creature. +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) psychic damage.

Anáil nathrach, orthi bháis's bethad,  
do chél dénmha

"Serpent's breath, charm of death and life, thy  
omen of making"

---John Boorman, *Excalibur*



# MORDRED

CR 12, PROF BONUS: +4

MORE-DRED

## Background Arthurian folklore

The nephew of Arthur, son to King Lot and Queen Morgause, and brother to Gawain, Mordred's fate was destined at birth when it was prophesized that he would cause the downfall of King Arthur. Mordred's entire life is filled with tragedy, betrayal, and death.

While he was still a young man, he and Lancelot were traveling together when they met a hermit monk who prophesized how both men would lead to the downfall of Arthur (Lancelot's betrayal with Guinevere). Mordred killed the monk, and Lancelot only told Guinevere, so Arthur remained unaware. Mordred eventually rose to a knight and joined the Round Table, despite being malevolently violent and ruthless—traits that the knights were forbidden to engage in.

However, Mordred used this knowledge against Arthur in every attempt to have him removed from the throne so he could take over. While Arthur was away at war, Mordred falsified a letter proclaiming himself the king and took the throne and Guinevere both. This forced Arthur to return, where they finally met at the battle of Camlann. During this battle, Arthur slew Mordred but mortally wounded himself.

## BEHAVIOR

Mordred is ruthless, but cunning and patient. He has a tremendous drive for power and wants nothing more than to be the ruler over all of the realm. In battle, he is a skilled tactician, using the environment and his allies to the best of

his advantage. He uses the knight's code against them, challenging them to a one-on-one duel rather than have to fight more than one at a time.



## MORDRED (WARRIOR)

Medium humanoid, lawful evil

**Armor Class** 19 (plate +1) or 23 (plate +1 and shield +2)

**Hit Points** 225 (30d8 + 90)

**Speed** 30 ft.

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

**Saving Throws** Str +9, Dex +5, Con +8

**Skills** Athletics +9, Intimidation +12, Persuasion +7

**Senses** passive Perception 10

**Languages** Common

**Challenge** 13 (10,000 XP)

**Charge.** If Mordred is mounted and moves at least 30 feet in a straight line toward a target and then hits it with a melee attack on the same turn, the target takes an extra 17 (5d6) damage.

**Magic Weapons.** Mordred's weapon attacks are made with magical weapons.

**Hateful Aura.** All allies within 30 ft. of Mordred who can see and hear him will gain a +1 bonus to all attack rolls and saving throws.

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

## ACTIONS

**Multiattack.** Mordred makes three melee attacks.

**Clarent (longsword).** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7) slashing damage if used with two hands. This is normally a +3 longsword, but against any royalty or creature of noble heritage, it inflicts double damage.

**Lance +1.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

**Mace +2.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

## REACTIONS

**Parry.** Mordred increases his AC by 4 points against the triggering attack.

## LEGENDARY ACTIONS

Mordred 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. Mordred regains spent legendary actions at the start of his turn.

**Melee Attack.** Mordred makes one attack with his equipped melee weapon.

**Battlefield Shift.** Mordred can move up to half of his movement rate. This does not trigger an attack of opportunity.

**Sacrificial Strike (2 Actions).** Mordred can make an attack with a melee weapon at advantage, inflicting an additional 22 (5d8) points damage. However, all further attacks against Mordred until the start of his next turn are made with advantage.

# MORGAN LE FAY

CR 5, PROF BONUS: +3

## BEHAVIOR

**Background** Arthurian folklore.

The half-sister to Arthur and aunt to Mordred, Morgan le Fay is the youngest daughter of Igraine and Gorlois. She is known by other names, such as Morganna, Morgain, and Morgen an Spyrys. As she grew older, she acted as a handmaiden to Guinevere but was caught in an affair with Guinevere's cousin, the former who drove them apart, much to Morgan's disdain.

Always intelligent and seductive, willing to use anyone and anything to increase her personal power, Morgan became an apprentice to Merlin and learned her magic from him. Morgan is later responsible for stealing Excalibur and its scabbard from Arthur and is thought to also be responsible for the Green Knight arriving at Camelot to issue his challenge. When Arthur falls at Camlann, Morgan seems to have lost her enmity towards him and helps bring him on a barge to Avalon, where she takes over rulership of the isle as she is one of the nine witch sisters who guard a magical cauldron there.

Morgan is brilliant and patient, but holds deep grudges and holds them intensely. She lusts for power, willing to go to any lengths to achieve it. Her powerful jealousy has led to many tragedies. Morgan prefers not to engage in combat directly, but instead relies on the manipulation and seduction of those who would fight in her stead.



## MORGAN LE FAY (CASTER)

Medium humanoid, neutral evil

**Armor Class** 12

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	16 (+3)	15 (+2)	18 (+4)

**Skills** Arcana +6, Deception +7, History +6, Perception +5, Persuasion +10

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Draconic, Sylvan

**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** Morgan le Fay's innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

*At will:* dancing lights, minor illusion, druidcraft

### ACTIONS

**Alter Form.** Morgan le Fay can take the appearance of any humanoid of any gender for up to 1 hour, or until she uses a bonus action to regain her normal form.

**Healing Touch.** Morgan le Fay can remove any poisoned, diseased, or exhausted condition. With this touch, she may also heal up to 13 (3d8) points of damage if applicable.

**Spellcasting, Spell of Anguish Cantrip.** Ranged Spell Attack: +7 to hit, range 60 ft., one target. Hit: 14 (3d6 + 4) psychic damage.

**Spellcasting, Charm (Lvl 1, 5 times per day).** Morgan le Fay targets one creature within 30 ft. that can hear her. She utters the spell of charming, and the target must succeed on a DC 15 Charisma saving throw or be charmed for one hour, or until

Morgan le Fay does something to harm it. A creature can attempt a new saving throw at the end of each of their next turns to end this effect. A charmed creature will be under the sway of Morgan le Fay as long as she doesn't force it to act in a way that would cause obvious harm.

**Spellcasting, Sleep (Lvl 2, 4 times per day).** Morgan le Fay targets up to 4 creatures within a 30 ft. radius. Each creature must succeed on a DC 15 Charisma saving throw or fall into a deep sleep for up to 1 minute. Any physical harm or rough handling will awaken a sleeping creature.

**Spellcasting, Mist Form (Lvl 2, 3 times per day).** Morgan le Fay and all equipment she carries changes into an invisible mist, lasting for 1 minute, she casts a spell or attacks, or loses concentration. She can move at her normal rate, fit though any opening, and is immune to all non-magical attacks while in mist form.

### REACTIONS

**Counterspell (1 time per day).** If Morgan le Fay is aware of a spell being cast, she can use her reaction to counter that spell, causing it to fail.

### LEGENDARY ACTIONS

Morgan le Fay 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. Morgan le Fay regains spent legendary actions at the start of her turn.

**Spell of Anguish.** Morgan le Fay makes one Spell of Anguish attack.

**Detection.** Morgan le Fay makes a perception check.

**False Location (2 Actions).** Morgan le Fay disappears and reappears in any unoccupied location within 30 ft.

# MYLING



CR 4, PROF BONUS: +2

## QUIRKS

Mylings can communicate, but in a childlike manner with limited grammar and appropriate vocabulary to the age of child they were when they died.

## HABITAT

Most mylings inhabit populated areas, usually where the murder and disposal of a child's body would go unnoticed, such as depressed slums, dark woods, or cemeteries.

Mylings appear as ghostly images of children in great anguish, ranging in age from toddlers to preteens.



## ME-E-LING

The lore behind the myling is exceptionally dark. These are ghosts and spirits of unwanted children killed by their parents and not receiving a proper burial. In certain regions throughout history, parents have committed infanticide for many reasons, not all necessarily rooted in evil as how many societies define it.

While many of them indeed were for evil reasons, the parents were often desperate with no other options before them and had to choose to kill their own children or starve the entire family. Or the mother was forced to kill the child by someone in a position of power against her will. It sounds horrific today and certainly is, but there were no alternatives or preventive measures available to mothers in some areas during these parts of history.

Mylings appear as ghostly images of children in great anguish, ranging in age from toddlers to preteens.

## BEHAVIOR

Because they are ghosts, the mylings do not have a complete recollection or memory of their past life. They only know one thing: betrayal and grief. They are desperate to have their bones buried appropriately and attempt to possess any creature that it comes across to accomplish this. Those creatures who can avoid the possession of a myling are met with the furious wrath of the spirit.

During the night, mylings wail loudly in despair near the area where it was killed. If a myling is put to rest, it fades away in peace.

## MYLING (CASTER)

Small or medium undead, any alignment

**Armor Class** 11

**Hit Points** 45 (10d8)

**Speed** 0 ft., fly 40 ft. (hover).

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

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold, necrotic, poison

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

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

**Languages** any languages it knew in life

**Challenge** 4 (1,100 XP)

**Ethereal Sight.** The Myling can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

## ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

**Etherealness.** The Myling enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Possession (Recharge 6).** One humanoid that the Myling can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the Myling; the Myling then appears as an apparition "piggy backing" on the body of the possessed creature. The creature is compelled to bring the Myling to where its bones are located, performing no other action. For every minute that passes, the possessed creature can attempt a new saving throw to expel the Myling.

The possession lasts until the body drops to 0 hit points, the Myling ends it as a bonus action, or the Myling is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the Myling reappears in an unoccupied space within 5 ft. of the body. The target is immune to this Myling's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

# LORE & RUMORS

**Background** Scandinavian folklore (plural: mylingar)

DC, Arcana	Rumor
10	A ghost of a child is a myling, a poor creature who was killed by their mother, wailing at night until it can be put to rest.
15	The myling attempts to possess a person, driving them to find their bones and perform the burial.
20	if you refuse the plight of a myling, it will attack you in a rage.

## INCORPORATION

- The PCs encounter a myling or group of mylings in the slums of a city, attempting to possess them.
- An NPC is possessed by a myling. After the bones are buried, the PCs discover that myling's murderer is a well-off or influential personality who has been kidnapping children to replace the one she murdered that became the myling.

# THE NINE SISTERS

**CR 3, PROF BONUS: +2**

This group of fey creatures is the guardians of a magical cauldron on the Isle of Avalon. They are essentially benevolent and are most famous for attempting to heal Arthur after his battle with Mordred. After Arthur's fall, it is rumored that Morgan was revealed to be one of the Nine.

Very similar to the Nine Sisters are the **Sorceresses of Caer Lloydw**. They are often confused for the Nine Sisters but are another group of nine sorceresses that are moral opposites. These nine sorceresses are wholly malevolent and are most famous for their conflicts with the knight Percival. Rather than the *cure wounds* ability, replace that spell with *inflict wounds*. Otherwise, the stat blocks are near identical.

The cauldron guarded by the Nine Sisters is believed to be the cauldron owned by the legendary Bran the Blessed. This cauldron could bring the dead back to life, albeit without the ability to speak.

## NINE SISTERS (CASTER)

Medium Fey, neutral good

**Armor Class** 15 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

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

**Skills** Arcana +3, Deception +4, Perception +4, Stealth +3

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Sylvan

**Challenge** 3 (700 XP)

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

*At will:* dancing lights, minor illusion, poison spray, mage hand

**Mimicry.** Nine Sisters can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

**Coven.** A coven consists of at least three of the sisters so that any arguments between two sisters can be settled by the third.

**Shared Spellcasting (Coven Only).** While at least three sisters are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

*1st level (4 slots):* identify, ray of sickness

*2nd level (3 slots):* hold person, locate object

*3rd level (3 slots):* bestow curse

*4th level (3 slots):* polymorph

*5th level (2 slots):* contact other plane, scrying

For casting these spells, each sister is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 14, and the Spell Attack roll bonus is +6.

### ACTIONS

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

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

The changes wrought by this effect fail to hold up to physical inspection. For example, the sister could appear to wear a vest, but someone touching her would not feel it. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the sister is disguised.

**Invisible Passage.** The sister magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

**Spellcasting, Eldritch Fire Breath Cantrip.** *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 11 (2d8 + 2) fire damage.

**Spellcasting, Cure Wounds (Lvl 3, 3 times per day).** One of the sisters touches a creature, healing 18 (4d8) points of damage to that creature.

# NUCKELAVEE

CR 3, PROF BONUS: +2

NUCK-EL-AH-VEE

These horrific creatures appear as if a person's torso has been attached to the back of a horse. A horse with an enlarged head and one singular eye that glows a fiery red and webbed hooves. The most horrifying aspect of this creature is that it has no skin; instead, yellowed veins pump black blood over exposed powerful muscle and sinew. The humanoid head atop the torso is also enormous, being up to three feet in diameter, rolling back and forth as if its neck couldn't support it.

## BEHAVIOR

Wholly malevolent and evil, the nuckelavee seeks to destroy and kill any creature it finds during its coastal patrols before returning to its ocean lairs. They charge forth from the sea to poison livestock, wilt crops, and massacre anyone that crosses their path.

They prefer to use brute strength and its noxious aura to incapacitate enemies in battle. A favored tactic is to frighten a target with its gaze, then ride down the target striking with its hooves and weapons.

## QUIRKS

The smell of burning seaweed enrages a nuckelavee, which must succeed on a DC 12 Wisdom saving throw to willingly come within 30 ft. of the smoldering vegetation.

## HABITAT

Nuckelavees make their lairs in small clans of a dozen creatures deep within the ocean crevices and rocks, undetected by man. They are led by the biggest and strongest alpha, who plans the raids and commands the rest of the clan.

## LORE & RUMORS

**Background** Orcadian folklore (Northern Scotland)

DC, Nature	Rumor
15	These creatures come from the ocean's depths to hunt and kill coastal travelers and raid coastal villages.
17	The nuckelavee's breath is toxic and wilts plants and poisons anyone exposed.
20	This creature does not come out of the sea if it is raining.



## NUCKELAVEE (WARRIOR)

Large monstrosity, any evil

**Armor Class** 14 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+1)	16 (+3)	10 (+0)	13 (+1)	5 (-3)

**Damage Immunities** necrotic

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

**Languages** Sylvan, understands Common but can't speak

**Challenge** 3 (700 XP)

**Amphibious.** The Nuckelavee can breathe air and water.

**Poisonous Breath.** The breath of a Nuckelavee is toxic in a 10 ft. radius from it. Any creature entering this radius for the first time or starts their turn in it must succeed on a DC 12 Constitution saving throw or become poisoned until the end of their next turn. A successful save grants the creature immunity to this ability for 24 hours.

## ACTIONS

**Multiattack.** The Nuckelavee makes one hooves attack and one trident attack.

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

**Trident.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.  
*Hit:* 13 (2d8 + 4) piercing damage.

**Deathly Gaze.** The horse head of the Nuckelavee gazes at a target within 50 ft. That target must succeed on a DC 14 Wisdom saving throw or be frightened for one minute. The victim can take an action to attempt another saving throw to end this effect. A successful save gives the creature immunity to this power for 24 hours.

# INCORPORATION

- The PCs are resting in a coastal village when it is attacked at night by a group of nuckelavee.
- A key NPC was kidnapped in a recent nuckelavee raid, and the PCs are tasked with rescuing them by tracking and finding the lair (a group of friendly tritons or other aquatic fey are willing to help).

## NUCKELAVEE, ALPHA

### NUCKELAVEE ALPHA (WARRIOR)

*Large monstrosity, any evil*

**Armor Class** 14 (natural armor)

**Hit Points** 127 (15d10 + 45)

**Speed** 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	9 (-1)

**Damage Immunities** necrotic

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

**Languages** Sylvan, understands Common but can't speak

**Challenge** 5 (1,800 XP)

**Amphibious.** The Nuckelavee Alpha can breathe air and water.

**Poisonous Breath.** The breath of a Nuckelavee Alpha is toxic in a 10 ft. radius from it. Any creature entering this radius for the first time, or starts their turn in it, must succeed on a DC 15 Constitution saving throw or become poisoned until the end of their next turn. A successful save grants the creature immunity to this ability for 24 hours.

**Bloodrage.** When the Nuckelavee Alpha is reduced to fewer than half of its maximum hit point total, it enters a bloodrage. The Nuckelavee Alpha gains resistance to all damage and adds an additional 2 points of damage to all attacks until it reaches 0 or fewer hit points, is incapacitated, or raises to half or more of its maximum hit point total.

### ACTIONS

**Multiattack.** The Nuckelavee Alpha makes one hooves attack and one trident attack.

**Hooves.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.  
*Hit:* 15 (3d6 + 5) bludgeoning damage.

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

**Deathly Gaze.** The horse head of the Nuckelavee Alpha gazes at a target within 50 ft. That target must succeed on a DC 15 Wisdom saving throw or be frightened for one minute. The victim can take an action to attempt another saving throw to end this effect. A successful save gives the creature immunity to this power for 24 hours.

# OJÁNCANU

OH-HAHN-GA-NU

The ojáncanu are 12-13 ft tall giants covered with long reddish hair. Their entire bodies are extremely hirsute with manes and very long beards. A singular eye rests in their forehead, and they wear no clothing and wield no tools or weapons. Their hands end in ten digits, and they have two rows of jagged teeth.

## BEHAVIOR

Ojáncanu are brutal and cruel, taking every opportunity to destroy both humanoids and their structures at any given opportunity. In battle, they prefer to hurl rocks before resorting to simple unarmed strikes or trying to rip apart their opponents. Ojáncanu are not very smart and do not use complex tactics. They may either enter a rage or whimper and surrender if wounded severely. This radical shift in behavior can alter from one minute to the other.

## QUIRKS

Ojáncanu love to engage in wrestling matches with brown bears and bulls to test their strength. They have a single white hair in their beards, and if pulled out, renders the creature vulnerable to all forms of damage. Thus it tries to guard against this from ever happening.

## HABITAT

Ojáncanu live in small family clans in the forests or mountains, making their lairs in natural caves or caverns. When an old ojáncanu dies from old age, the rest of the clan distributes the creature's entrails and buries it under an oak or yew tree. On the following full moon, 1d4 new young ojáncanu emerge from the earth.

## LORE & RUMORS

**Background** Cantabrian mythology

DC, History	Rumor
10	These bestial giants love to kill for the pure joy of it.
15	The ojáncanu live in small family clans of 2 to 10 giants.
20	These creatures do not mate but grow from the corpses of those who died of old age.



**OJÁNCANU** (WARRIOR)*Huge giant, typically evil***Armor Class** 13 (natural armor)**Hit Points** 126 (12d12 + 48)**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	7 (-2)	9 (-1)	6 (-2)

**Skills** Perception +2**Damage Resistances** cold**Senses** passive Perception 12**Languages** Giant**Challenge** 5 (1,800 XP)

**White Hair Vulnerability.** The Ojáncanu has a single white hair in its beard. If this is pulled out (can only be done if it is asleep or restrained), the Ojáncanu will have damage vulnerability against all forms of damage.

**Wounded.** If the Ojáncanu starts its turn with fewer than half of its maximum hit point total, it must attempt a DC 5 Wisdom saving throw. A success results in the creature entering a bloodied rage where it gains an additional +5 bonus to all damage rolls until the start of its next turn. Failure results in the creature fearing for its life and it will attempt surrender. It will fight if forced to, but will have disadvantage on all attack rolls until the start of its next turn.

**ACTIONS**

**Multiattack.** The Ojáncanu makes two unarmed attacks.

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

**Rock.** *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

**INCORPORATION**

- A lone ojáncanu has been terrorizing a small village, destroying homes, mutilating livestock, and killing anyone it runs across who can't escape.
- A group of these giants try to ambush the PCs as they are traveling through remote areas.
- The PCs hear the sounds of a great battle taking place, and when investigating, they see an ojáncanu in battle with a cave bear.

# PALAMEDES

CR 4, PROF BONUS: +2

## Background Arthurian folklore

The son of King Esclabor, Palamedes is a Saracen knight of the Round Table who seems to have his life marred with one quest after another that he could not fulfill on his own. First was his love for Iseult, whom he fought for the right to her hand in a tournament but was thwarted by the knight Tristan, and then as the knight who was destined to kill the Questing Beast, which always managed to elude him until he was able to gain the aid of Percival and Galahad.

While Palamedes and Tristan duelled several times, almost always without a clear winner, they generally fought for the same ideals and sense of justice, therefore having quite a complex relationship (as both also had a love for Iseult).

Eventually, after Lancelot and Guinevere's affair became known, Palamedes and his brother Safir joined the disgraced knight in exile. Palamedes proceeds to kill King Mark as an act of vengeance for the king killing Tristan with Palamedes' own spear. This, in turn, caused Gawain to declare vengeance upon Palamedes. All of this was set into motion and incited by Mordred.

### Knight of the Round Table

As a knight of the Round Table, Palamedes enjoys certain benefits:

1. He will be accompanied by 2 retainers at all times, treated as **Guards**.
2. While King Arthur is held in high regard, he will be given accommodations while within the realm of Arthur.
3. Palamedes is provided a **heavy warhorse**.



## PALAMEDES (WARRIOR)

Medium humanoid, neutral good

**Armor Class** 20 (plate, shield)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

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

**Saving Throws** Str +5, Con +5, Wis +2

**Skills** Animal Handling +2, Athletics +5, Religion +2

**Senses** passive Perception 10

**Languages** Common

**Challenge** 4 (1,100 XP)

**Brave.** Palamedes has advantage on saving throws against being *frightened*.

**Divine Grace (1 time per day).** Palamedes can turn any failed saving throw into a successful one.

**Monster Hunter.** Palamedes attacks with advantage against any **monstrosity**.

### ACTIONS

**Multiattack.** Palamedes makes two melee attacks.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

**Longsword +1.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

**Spear of Palamedes (+2).** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack. Against any **monstrosity**, this spear inflicts an additional 7 (2d6) damage.

# PAN TWARDOWSKI

CR 2, PROF BONUS: +2

## Background Polish folklore

Pan Twardowski, also known as Master Twardowski, is a sorcerer who makes a pact with a fiend to grant him magical powers, powers he used to help integrate himself within the king's court as the king's primary advisor. He used these abilities to summon the ghost of the king's dead wife to help comfort the king. Other acquired powers he used to help enrich him personally.

As part of the pact he made, he agreed that he would give his soul to the demon, but not until he visited Rome. In lore, the demon tricked him by having Twardowski visit an inn called Ryym, which is called "Rome" in a language Twardowski was unfamiliar with, which to his chagrin, caused his doom.



## PAN TWARDOWSKI (CASTER)

Medium humanoid, lawful evil

**Armor Class** 12

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

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

**Skills** Deception +5, Persuasion +5, Religion +4

**Senses** passive Perception 11

**Languages** Common

**Challenge** 2 (450 XP)

**Spellcasting.** Pan Twardowski's spell casting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Pan Twardowski has the following cleric spells prepared:

*Cantrips (at will):* light, thaumaturgy

**Speak with the Dead.** Pan Twardowski can spend 10 minutes performing a ritual, which at the end of it will summon the ghost of a dead creature. This creature will appear in a translucent form and answer any question Pan Twardowski asks of it. The ghost will remain for up to 1 minute, or as long as Pan Twardowski maintains concentration, whichever ends first.

## ACTIONS

**Multiattack.** Pan Twardowski makes two melee attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

**Spellcasting, Devil's Fire Cantrip.** *Ranged Spell Attack:* +5 to hit, range 80 ft., one target. *Hit:* 14 (2d10 + 3) fire damage.

**Spellcasting, Charming Guile (Lvl 1, 3 times per day).** Pan Twardowski targets one creature within 30 ft. that can hear him, speaking words of guile. The target creature must succeed on a DC 13 Charisma saving throw or be charmed for up to 1 hour. A charmed creature views Pan Twardowski with great favor. At the end of each of the charmed creature's turns, it may attempt a new saving throw to end the effect.

## PAN'S BOOK OF MAGIC

Pan had written a book dictated by the fiend he made a pact with. This book contains several magical secrets and forbidden lore. While carried, it increases the Save DC and Spell Attack modifier by an additional +1 bonus.

Contained within the book is the following:

- The true names of several minor demons
- 2d6 random first level wizard spells
- 1d6 random second level wizard spells
- 2 random third level wizard spells
- Recipes for 1d6 random uncommon or common potions.



# PECH

## PAESH

At first glance, one might confuse a pech with a gnome or even a halfling. However, they are a unique fey species with exceptional strength that belies their diminutive nature.

## BEHAVIOR

Pech have attitudes and personalities as diverse as humanity, but most tend to be good-natured if not a bit serious in nature. They generally have two great loves: engineering and brewing. Both of which they are exceptional at. In battle, they tend to use the same variations in strategy that any intelligent humanoid would use. That is, they utilize resources, environmental advantages, and spells to assist.

## QUIRKS

Pech love to drink and discuss all things to do with ale.

## HABITAT

Pech have a habitat as varied as humans. They can live as solitary creatures in the wilds, or in established towns.

## LORE & RUMORS



**Background** Scottish folklore

DC, History	Rumor
10	Don't be fooled by the small size; a pech is stronger than the strongest human.
15	Pech are accomplished brewers, and their heather ale is much sought after.
20	Pech were the original builders and the giants of the great stone monoliths from antiquity.

## INCORPORATION

- The PCs are tasked with establishing a trade deal with a pech town in hopes of importing the highly sought-after heather ale.
- The PCs encounter a group of pech, who challenge the group to a strength test, hoping to trick the PCs.

CR 1/2, PROF BONUS: +2



## PECH (WARRIOR)

*Small fey, typically good*

**Armor Class** 16 (chain mail)

**Hit Points** 16 (3d6 + 6)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)

**Saving Throws** Str +7

**Skills** Athletics +9, Perception +2

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

**Languages** Sylvan

**Challenge** 1/2 (100 XP)

**Fey Strength.** The Pech has advantage on any strength check or saving throw.

## ACTIONS

**Axe.** *Melee Weapon Attack:* +7 to hit, reach ??? ft., one target.

*Hit:* 9 (1d8 + 5) slashing damage.

## PECH, INFILTRATOR

### PECH, INFILTRATOR (EXPERT)

*Small fey, typically good*

**Armor Class** 14 (leather armor)

**Hit Points** 22 (4d6 + 8)

**Speed** 20 ft.

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

**Saving Throws** Str +6, Dex +5

**Skills** Athletics +8, Perception +2, Stealth +5

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

**Languages** Sylvan

**Challenge** 1/2 (100 XP)

**Fey Strength.** The Pech Infiltrator has advantage on any strength check or saving throw.

**Sneak Attack.** If the Pech Infiltrator has advantage on an attack roll, or if an non-incapacitated ally is within 5 ft. of the target on a successful attack roll, the Pech Infiltrator will add 7 (2d6) damage to the damage roll.

#### ACTIONS

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, reach 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

## PECH, SPEAKER

### PECH SPEAKER (CASTER)

*Small fey, typically good*

**Armor Class** 13 (leather armor)

**Hit Points** 22 (4d6 + 8)

**Speed** 20 ft.

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

**Saving Throws** Str +6

**Skills** Athletics +8, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Sylvan

**Challenge** 1 (200 XP)

**Fey Strength.** The Pech Infiltrator has advantage on any strength check or saving throw.

#### ACTIONS

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

**Spellcasting, Holy Smite Cantrip.** *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 9 (2d6 + 2) radiant damage.

**Spellcasting, Alter Rock (Lvl 1, 3 times per day).** The Pech Speaker creates a 10 ft. square area out to a range of 80 ft. to become difficult terrain for one minute. Any creature starting their turn in this area must succeed on a DC 12 Strength saving throw or have their movement reduced to 0 until the start of their next turn.

**Spellcasting, Darkness (Lvl 2, 1 time per day).** The Pech Speaker creates a magical globe of darkness 20 ft. radius out to a range of 80 ft. This darkness obscured all vision (except tremorsense and blindsight) and lasts for 1 minute. This spell requires concentration.

# PELUDA

PAE-LOO-DA

This cousin to dragons has a broad and swat body like an ox, covered with shaggy dark green hair and long poison-tipped spines protruding from that coarse green carpet. Its dragon-like head sends out puffs of flame with each breath and a long rat-like tail that ends in spines.

## BEHAVIOR

Peludas are wholly destructive by nature and driven by a hunger for flesh. They venture forth hunting for humanoids and livestock, burning and destroying crops. While dimwitted, they are intelligent enough to make associations between what is man-made and what is naturally occurring. Their hatred for anything created by people drives it in a quest to destroy only those things and to leave naturally occurring plants alone.

In battle, they lead off with their fire breath, then attempt to attack the nearest target while flinging spines at any ranged threat it can't reach.

## HABITAT

Peludas primarily live in temperate climates, preferring to dig out large caves along rivers and lakeshores, with the entrance under the water level so that they are hidden from anyone observing the area. Thankfully they are solitary creatures, having neither male nor female genders. Each creature lays one egg a year once it reaches maturity. This egg is laid on a river or lake bottom and then left to its own survival, hatching in 6 months.

CR 10, PROF BONUS: +4



## TREASURE

The fire glands are highly sought after by alchemists and wizards, and the poison harvested by the spines fetch a good price on the black market. 2d6 spines may be harvested, each with 1 dose of poison that can be applied to a weapon. This poison will inflict 3d6 poison damage on a successful hit.

### PELUDA (WARRIOR)

*Large monstrosity, any evil*

**Armor Class** 18 (natural armor)

**Hit Points** 199 (19d10 + 95)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	7 (-2)	11 (+0)	5 (-3)

**Saving Throws** Dex +4, Con +9, Wis +4, Cha +1

**Skills** Perception +8, Stealth +4

**Damage Resistances** fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 18

**Languages** understands Draconic

**Challenge** 10 (5,900 XP)

**Spined Defense.** The Peluda is covered with poison-tipped spines protruding from its body. Any creature that starts its turn within 5 ft. of the Peluda, or comes within 5 ft. of the Peluda for the first time and the Peluda is not restrained or incapacitated,

that creature must succeed on a DC 17 Constitution saving throw or be struck by these spines, taking 9 (2d8) piercing damage and 7 (2d6) poison damage.

### ACTIONS

**Multiattack.** The Peluda makes two attacks: one with its bite and one with its spines.

**Bite. Melee Weapon Attack:** +10 to hit, reach 10 ft., one target. **Hit:** 22 (3d10 + 6) piercing damage.

**Poisoned Spines. Ranged Weapon Attack:** +10 to hit, range 30 ft., one target. **Hit:** 24 (4d8 + 6) piercing damage. The target must succeed on a DC 17 Constitution saving throw or suffer 10 (3d6) poison damage.

**Fire Breath (Recharge 5-6).** The Peluda exhales fire in a 30 ft. long cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

**Control Water.** The Peluda can raise the level of the water in a river or lake by up to 10 ft. up to a 100 ft. radius. This water can remain raised for as long as the Peluda maintains concentration.

# LORE & RUMORS

## Background French folklore

DC, History	Rumor
10	The peluda ravages the countryside, destroying crops with its fiery breath.
15	Beware the spines of a peluda, as they are tipped with poison.
20	While vicious, these creatures are dim-witted and may be lured into traps.
25	Despite being fire-breathing, peluda actually live in caves dug out along river banks hidden from view.

## INCORPORATION

- A peluda has been ravaging the countryside, nearly wiping out an entire village when the PCs hear rumors of it.
- The PCs have been tasked in recovering a peluda egg, as it's a final piece of an alchemical process a powerful wizard needs.



# PERCIVAL

CR 5, PROF BONUS: +3

## Background Arthurian folklore

One of the purest and most dedicated knights, Percival was the first to have succeeded in the quest for the Holy Grail. In later stories, he was joined by Galahad and Bors as a group that had succeeded.

Throughout Percival's life, he has always been on a quest to prove himself worthy of knighthood and of his capability. As a boy, he was raised in solitude with his mother, never seeing another man until he was 15 when he spied some knights traveling to Camelot. Struck by their heroic presentation, he joined them, but soon after arriving at the castle, he was mocked by Sir Cei (Kay), which drove him to prove his worth.

During his adventures, always to prove himself, he faced battles with soldiers, other knights, and the nine sorceresses before finally taking on the ultimate quest to search for the Holy Grail.

Percival has a wonder for all things new to him, and he embraces these wonderments with the fascination and welcoming attitude of a child. He is very devoted and dedicated to all things right and just, and always puts others above himself. This knight does have a chip on his shoulder, constantly feeling like he needs to prove himself worthy to be a knight. This is due to the high bar he sets for what a knight is meant to be (even moreso than Arthur) and his experiences of being teased and mocked.

## PERCIVAL (WARRIOR)

Medium humanoid, lawful good

**Armor Class** 20 (plate, shield)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

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

**Saving Throws** Str +6, Con +6, Wis +5

**Skills** Animal Handling +5, Athletics +6, Religion +3

**Condition Immunities** charmed

**Senses** passive Perception 12

**Languages** Common

**Challenge** 5 (1,800 XP)

**Brave.** Percival has advantage on saving throws against being frightened.

**Divine Grace (1 time per day).** Percival can turn any failed saving throw into a successful one.

**Divine Protection.** Percival is immune to the effects of charming magic.

**Endurance (1 time per day).** Percival may ignore gaining a level of exhaustion.

**Charge.** If Percival moves at least 20 ft. straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 9 (2d8) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Devotion to the Cause.** Any persuasion or deception checks made to influence Percival will be made at disadvantage.

## ACTIONS

**Multiattack.** Percival makes two melee attacks.

**Heavy Crossbow.** Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

**Mace +1.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage if used in one hand, or 9 (1d10 + 4) piercing damage if used in two hands.

**Longsword +1.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

## REACTIONS

**Parry.** Percival adds 3 to his AC against one melee attack that would hit him. To do so, Percival must see the attacker and be wielding a melee weapon.

**Divine Smite (3 times per day).** As a reaction to landing a successful melee attack, Percival may impart divine wrath to that attack, adding an additional 9 (2d8) radiant damage to the blow.

# PESTA

CR 14, PROF BONUS: +5

PAES-TA

Draped in a stained, dirty cloak covered in fleas and full of holes, Pesta appears as a stooped woman, hunched in age. Her hands are black at the tips of her fingers, and boils and blotches appear on her skin. She always carries a rake when she shuffles along. Often swarms of rats are attracted to her and crawl upon her shoulders as if hitching a ride.

## BEHAVIOR

Most creatures aligned with death and disease are evil, but Pesta is not. She views the lives of others with apathy, not really caring if people live or die. However, if kindness is shown to her, she may spare them the fate that befalls all others.



## PESTA (CASTER)

Medium fey, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 180 (40d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	11 (+0)	16 (+3)	18 (+4)	6 (-2)

**Saving Throws** Wis +9, Cha +3

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

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Dwarvish, Elvish, Giant, Sylvan

**Challenge** 14 (11,500 XP)

**Disease Immunity.** Pesta is immune to all forms of illness, poison, and disease from both mundane and magical sources.

**Shapechanger.** Pesta can use its action to polymorph into a **giant rat**, or back into her true form. Her statistics, other than her size, are the same in each form. Any equipment Pesta is wearing or carrying isn't transformed. She reverts to her true form if she dies.

## ACTIONS

**Multiattack.** The Pesta makes two diseased touch or rake attacks.

**Diseased Touch.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) slashing damage, and the target becomes *diseased*. A diseased creature will suffer disadvantage on all attack and saving throw rolls. At the end of a diseased creature's turns, it can attempt a DC 18 Constitution saving throw to end this condition. A successful saving throw grants immunity to this condition for 24 hours.

**Rake.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d10) slashing damage, and the target must succeed on a DC 18 Constitution check or suffer one level of exhaustion.

**Call Rats.** Pesta summons a **swarm of rats** to appear within 60 ft. Up to six swarms can be present at any given time.

**Flea Swarm.** Pesta manifests a 5 ft. radius cloud of biting and stinging fleas to lunge forth up to a range of 10 ft. Any creature within this cloud must succeed on a DC 18 Constitution saving throw or spend their next turn doing nothing but itching and scratching fervently. Any attack rolls on a target until the end of their next turn will be at advantage.

**Plague Touch (3 times per day).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage and the target must succeed on a DC 18 Constitution saving throw or be stricken with the plague. The creature will instantly suffer one level of exhaustion as black boils begin to appear on them. At dawn the next day, a new saving throw can be attempted to end this condition. Failure results in one additional level of exhaustion. This will repeat every dawn until the target dies, or the condition is ended. Other than a successful saving throw, only a *wish*, *greater restoration*, *remove disease*, or *heal* spell will end this condition.

## LEGENDARY ACTIONS

Pesta 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 Pesta regains spent legendary actions at the start of its turn.

**Rake.** Pesta makes one rake attack.

**Noxious Aura.** Pesta creates a noxious cloud within 5 ft. of her. Any creature within this area will need to succeed on a DC 18 Constitution saving throw or become poisoned until the end of their next turn.

**Vermin Swarm (2 actions).** Pesta instantly shifts form into a pile of vermin and can move up to her movement rate without provoking an attack of opportunity, reforming into her normal form.



## QUIRKS

Pesta appears as if she is suffering from the flu and loves the company of rats. She almost always has a rat on her shoulder, which she pets and talks to constantly.

## HABITAT

Pesta has no lair or specific habitat. She wanders the world, bringing disease and pestilence in her wake.

## LORE & RUMORS

### Background Norweigan folklore

DC, History	Rumor
10	Pesta is the harbinger of disease and plague. Some are spared if she has a rake; all will perish if she carries a broom.
12	Pesta travels from farm to farm, town to town, and is said to fly over mountains. Wherever she goes, death follows.
15	Despite assumptions, Pesta is not evil. She is neither good as well. She simply is, bringing with her disease to those she thinks deserve it.
20	An act of kindness given to Pesta might spare you the plague she brings.

## INCORPORATION

- Villages and towns are being stricken with the plague. Studying the timeline and location shows a clear path of progression. This is the path Pesta is taking in her travels.

# PRYDERI

PRUH-DAE-RI

### Background Four Branches of the Mabinogi

A legendary figure in Welsh mythology, Pryderi was the son of Pwyll [POOL-shh] and Rhiannon, who was abducted as a baby. Rhiannon's handmaidens, fearing what would happen if that were discovered, smeared blood on the mouth of Rhiannon while she slept and convinced her she had eaten her child.

Pryderi ended up being raised by the Lord of Gwent Is Coed, Teymon. He grew at a supernatural speed that Teymon soon realized his true lineage and returned him to Rhiannon. Soon after Pwyll's death, he took over the rulership of the seven cantrefws of Dyfed.

Pryderi became an accomplished warrior in his own right as one of the few survivors of a great battle in Ireland. He invited a fellow survivor Manawydan to marry his widowed mother after returning to Britain. One day while hunting, they came upon a great white boar. The two men tracked the boar to a tower, which Pryderi entered and saw a golden bowl. His hands stuck fast to it and his feet to the floor upon touching the bowl. He also lost his speech.

Waiting in vain, Manawydan thought him lost and returned to Rhiannon with the news, who then left herself to the tower, and upon entering, saw her son and the same golden bowl, to which she suffered the same fate as her son.

Only much later, through cunning and trickery, Manawydan discovered that the wizard Llwyd ap Cil Coed created the trap as revenge against Rhiannon for spurning her courter in favor of Pwyll. Manawydan held Llwyd ap Cil Coed's pregnant wife, who was in the form of a mouse, hostage until the wizard released the curse.

## PRYDERI (WARRIOR)

Medium humanoid, chaotic good

**Armor Class** 18 (chain mail, shield)

**Hit Points** 127 (17d8 + 51)

**Speed** 30 ft.

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

**Saving Throws** Str +6, Dex +5

**Skills** Acrobatics +5, Athletics +6, Insight +5, Investigation +5, Perception +5, Persuasion +7

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common

**Challenge** 6 (2,300 XP)

**Master of Skills.** At dawn, Pryderi can choose any two skills to become proficient in. If these are skills he already has proficiency with, he instead gains expertise. This ability lasts until the next dawn.

**Legendary Resistance (2/day).** If Pryderi fails a saving throw, he can choose to succeed instead.

**Shield Bash.** Pryderi can use the shield bash ability as a bonus action.

**Battlefield Tactician.** Pryderi can make attacks of opportunity even if the opponent uses the disengage action or other ability that would normally suppress an attack of opportunity.

## ACTIONS

**Multiattack.** Pryderi makes two weapon attacks.

**Longsword+2.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

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

**Shield Bash.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage and the target is moved backwards 5 ft. in any direction Pryderi wishes if it is large size or smaller.

## REACTIONS

**Leadership.** Pryderi can utter a special command or warning whenever a nonhostile creature that he can see within 30 ft. of him makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand Pryderi. A creature can benefit from only one Leadership die at a time. This effect ends if Pryderi is incapacitated.

# PÚCA

CR 2, PROF BONUS: +2

POO-KA

In its natural form, the púca appears as a humanoid with distinct animal features. The features vary and can be of any animal. For example, some púca appear as 4-foot-tall humanoids covered in fur, long prehensile tails, and a monkey's face, while others are more humanoid and catlike. Púca are rarely in their natural form, however, as they prefer to take the form of animals.

## BEHAVIOR

Púca are mischievous and love to play pranks on others. A particular favorite pastime of theirs is to take the form of a horse and wander the roads at night, hoping to find drunken people walking home. They offer to give the person a ride and, if accepted, takes them all over the countryside, knocking down fences and trampling fields, dropping the rider off right before daybreak in some random place.

They also love to have conversations and, if one is willing, spend an entire day talking before disappearing when finally becoming bored.

## QUIRKS

Púca always sit on the ride side of a table, bench, or building.

## HABITAT

Púca live in rural and remote areas where they can run free in horse form. They often live just on the outskirts of small farms and villages, playing pranks on the residents.

## LORE & RUMORS

**Background** Irish folklore

DC, History	Rumor
12	Púca are mischievous, but not outright evil. They are shapechanging fairies, hoping to trick people.
15	These creatures often take the form of a horse, tempting a drunken traveler to ride it.
18	Púca love to talk, and speak incessantly if given the opportunity.
20	If treated kindly, they may even help you complete tasks that need done.



## PÚCA (EXPERT)

Medium fey, any chaotic

**Armor Class** 15 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft., climb 30 ft.

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

**Skills** Deception +6, Insight +3, Persuasion +6

**Condition Immunities** charmed

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

**Languages** Common, Sylvan

**Challenge** 2 (450 XP)

**Shapechanger.** The Púca can use its action to polymorph into a horse, cow, cat, dog, rat, rabbit, raven, fox, or wolf, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Ambusher.** The Púca has advantage on attack rolls against any creature it has surprised.

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

## ACTIONS

**Multiattack.** The Púca makes two melee attacks, or a number of attacks as defined by the animal form it is currently in.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 7 (1d8 + 3) slashing damage.

- A púca approaches the PCs as they travel, hoping to strike up a conversation and play some pranks upon them.
- Stories of villagers being abducted at night and being left alone in the cold mountains spread. At first, it was assumed to be stories from the local drunkard, but now it's happening more frequently.
- A púca has the answer to a question the PCs need answering, but doesn't want to give it so easily. It responds in riddles and omits certain things that may befall the PCs.

## PUSS IN BOOTS

### Background Italian fairy tale

When an old miller died, he bequeathed his mill to his eldest son, the mules to the middle son, and the cat to the youngest son. Initially distraught about only inheriting a cat, the third son was unaware of what a unique cat he had inherited, for Puss in Boots was not an ordinary cat. When the Puss managed to convince the miller's son that he wanted a pair of boots, a transformation took place. Puss stood upright and gained the ability of speech.

Quite intelligent, Puss began to hunt animals in the wild and left them for the Marquis as a gift, saying they were from the youngest son. Further trickery and planning eventually resulted in the Marquis meeting the son. The daughter of the Marquis instantly falls in love with the son.

From that day onward, Puss enjoyed living a plush and sophisticated life, donning weapons and armor of men and using his skills to live the life of a dashing feline washbuckler.



### PUSS IN BOOTS (EXPERT)

*Small humanoid, chaotic good*

**Armor Class** 16 (studded leather)

**Hit Points** 44 (8d6 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	14 (+2)	12 (+1)	10 (+0)	15 (+2)

**Saving Throws** Dex +6, Wis +2

**Skills** Acrobatics +6, Deception +4, Perception +2, Stealth +6

**Senses** passive Perception 12

**Languages** Common

**Challenge** 2 (450 XP)

**Evasion.** If Puss in Boots is forced to make a dexterity saving throw to reduce damage by half, a successful save will instead result in no damage, and a failed save will result in half damage.

**Feline Persuasion** (3 times per day). Puss in Boots can make a persuasion check with advantage.

**Sneak Attack.** If Puss in Boots has advantage on an attack roll, or attacks from surprise, an additional 7 (2d6) damage is added to the attack if successful.

### ACTIONS

**Multiattack.** Puss in Boots makes two melee attacks.

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

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

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

### REACTIONS

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

# QUESTING BEAST 1

CR 3, PROF BONUS: +2

## KWEST-ING BEEST

This creature is described as having the body of a leopard, serpentine head, haunch of a lion, and legs of a deer. A loud barking sound as if a dozen dogs were fighting seems to come from inside its stomach.



## BEHAVIOR

These creatures are semi-intelligent predators, able to form basic strategies and observe potential prey. When it engages in combat, it leads off with its loud barking to limit other creatures from attacking it, then single out the softest looking target to attack.

## QUIRKS

Questing beasts love the taste of eggs and can smell them from hundreds of feet away.

## HABITAT

These creatures live in most habitats, but their creation is a truly alarming and horrific process. The original questing beast was birthed from a mother who had an incestual relationship with her brother, who was torn apart when their father sent his dogs at him. In his final throes before death, the brother cursed his sister, and when she gave birth, it was a questing beast that emerged from the womb.

## LORE & RUMORS

### Background Arthurian folklore

DC, Nature	Rumor
10	This creature roams the countryside, hunting down travelers.
15	A loud yelping and barking sound the creature makes will terrify you into inaction.
17	Kings and nobles are tasked to track and slay a questing beast as their great definitive moment of rulership.
20	These creatures are created from a horrific process. A child of incest from a cursed mother will spawn a questing beast to be born.

## INCORPORATION

- The PCs come upon a small duchy or kingdom where the ruler has been tasked with tracking and killing a questing beast, and asks the PCs for assistance
- A paladin, cleric, or warlock has been given a directive by their deity(s) or patron to hunt down and kill a questing beast.

## QUESTING BEAST (WARRIOR)

Large monstrosity, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	8 (-1)

**Saving Throws** Str +6, Dex +5

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** —

**Challenge** 3 (700 XP)

**Keen Smell.** The Questing Beast has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Multiattack.** The Questing Beast makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.  
*Hit:* 8 (1d8 + 4) piercing damage and the target must succeed on a DC 12 Constitution saving throw or suffer an additional 7 (2d6) poison damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 9 (1d10 + 4) slashing damage.

**Riotous Barking (Recharge: 5-6).** The Questing Beast emits a loud barking noise resembling that of a dozen dogs in chaotic tumult. Any creature that can hear the Questing Beast within 60 ft. must succeed on a DC 12 Wisdom saving throw or be frightened until the end of their next turn.

# QUHAIP



CR 1/4, PROF BONUS: +2

## WAEP

These goblin-like humanoids stand no more than three feet in height and have wiry limbs. They frequently wear hook-beaked masks, which they use to snatch children or other small creatures to carry them off with.

## BEHAVIOR

Quhaips are patient, greedy, and malevolent in their goals. They hide in the shadows below rafters or other hidden spaces until they feel safe enough to venture forth and scoop up children and babies with their hooked masks, fleeing back to their lairs in the Fey Realm.

They prefer to flee in combat unless they feel they have sufficient numbers to overwhelm their opponents. If necessary, they hide and use hit-and-run tactics.

## QUIRKS

Quhaips have a strong desire to wear the finest fashions of their region.

## HABITAT

The primary lair of the quhaip is within the Fey Realm, consisting of up to more than 100 creatures. They venture forth in groups of 2d6 to the material world to hunt for children to steal and bring back to the Fey Realm, where they are trapped and raised to view the quhaip as their masters.



## LORE & RUMORS

**Background** Scottish folklore

DC, Nature	Rumor
10	Quhaip stalk the night, stealing children and babies from their cribs.
15	These creatures are excellent climbers and hide under the rafters of buildings while they lie in wait.
20	A creature stolen by a quhaip has little chance of ever being seen again, sentenced to a lifetime of servitude to the goblin fey.

## INCORPORATION

- Young children in the town are starting to go missing, and the PCs are needed to investigate.
- A beloved friend NPC has implored the PCs to help them venture into the Fey Realm and rescue their child.



## QUHAIP (EXPERT)

*Small fey, typically evil*

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft., climb 30 ft.

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

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Sylvan, Goblin

**Challenge** 1/4 (50 XP)

**Nimble Escape.** The Quhaip can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

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

**Dart.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Hooked Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* the target must succeed on a DC 11 Dexterity saving throw or be grappled by the beak.

# QUINOTAUR

CR 2, PROF BONUS: +2

KWIN-UH-TORE

This sea creature has the body of a giant fish from the torso down, and the forelegs, shoulders, and head of a great bull. Five horns sprout from its head, two are normal, and the other three form a trident shape.

## BEHAVIOR

Quinotaurs are arrogant and ill-tempered, viewing themselves as the most powerful thing in the ocean. They won't hesitate to attack small boats or those near the ocean's shores. In battle, they rely on their brute strength and arrogant nature to rush in, hoping to impale opponents with their horns.

## QUIRKS

Quinotaurs occasionally leave the ocean if they spot a particularly lush green field of grass.

## HABITAT

While typically solitary, there are reports of small groups of quinotaurs living together under the ocean waves. They spend most of their time eating various undersea vegetation, bullying, and chasing away other sea life.

## LORE & RUMORS

**Background** Frankish folklore

DC, Nature	Rumor
15	Don't let the bestial appearance fool you; these creatures are smarter than your typical bovine and aren't afraid of humans..
18	These creatures won't hesitate to leave the sea and attack anyone foolish enough to walk too closely to the water.
20	Quinotaurs are quite arrogant and view themselves as masters of their domain

## INCORPORATION

- While resting or visiting a small coastal village, a small group of quinotaurs attack at night, smashing the homes and killing the townsfolk.
- The PC's boat is attacked by a quinotaur in an attempt to sink it and kill the passengers.
- A quinotaur lair holds a valuable lost object the PCs must find to complete a quest.



## QUINOTAUR (WARRIOR)

*Large monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	7 (-2)	14 (+2)	10 (+0)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Giant

**Challenge** 2 (450 XP)

**Charge.** If the Quinotaur moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 11 (3d6) damage.

**Amphibious.** The Quinotaur can breathe air and water.

### ACTIONS

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

**Bellow.** The quinotaur emits a loud bellow. Any creature within 30 ft. that does not succeed on a DC 12 Constitution saving throw will be stunned until the end of their next turn.

# QUIPPLE

CR 5, PROF BONUS: +3

A former captain of the Royal Guard of the Seelie Court, Quipple has since been reassigned for a special assignment by Queen Úna. She has been tasked with leading a small group of shock troopers, sent to wipe out any unnaturally obscene or vile creature encroaching upon the Fey Realm.

This elite squad ride giant armored Corgis into battle, utilizing them in rapid hit-and-run strikes.

## BEHAVIOR

While most fey creatures revel in whimsy and have a penchant for not taking things too seriously, Quipple is the opposite. She adheres to a rigid code of honor and structure, following the commands of her superiors without question or hesitation. Chaos and unorganized environs grate on her with intense irritation.

Quipple is a skilled military tactician and utilizes the environment around her to her advantage when striking the enemy.

## QUIRKS

Quipple has a strong sense of duty and loyalty but secretly wishes she could live in the mortal world where people take things more seriously than her fey kindred.



**BATTLE CORGI** (MEDIUM BEAST) CR 1/2  
S: 13 D: 15 C: 12 I: 6 W: 10 C: 13 CH: 16  
AC: 16 (plate barding), HP: 27 (5d8 + 5), 1 Bite (+5 to hit, 1d8+3 piercing damage), Speed: 40 ft.

## QUIPPLE (WARRIOR)

Small fey, Lawful neutral.

**Armor Class** 20 (plate & shield)

**Hit Points** 110 (20d6 + 40)

**Speed** 30 ft.

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

**Saving Throws** Con +5, Wis +4

**Condition Immunities** charmed

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

**Languages** Common, Elvish, Sylvan

**Challenge** 5 (1,800 XP)

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

## ACTIONS

**Multiattack.** Quipple makes three melee attacks.

**Fey sword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

**Stinging Barbs.** *Ranged Spell Attack:* +6 to hit, range 60 ft., 1-5 targets. *Hit:* 8 (1d10 + 3) force damage. Quipple creates five barbs, and may choose to split them up between different targets if she chooses. An attack roll for each barb is required.

**Misty Step (3 times per day).** As a bonus action, Quipple can fade in a cloud of mist, reappearing in an unoccupied space up to 30 ft. away.

**Commanding Presence (2 times per day).** Quipple shouts a rallying cry as a bonus action. All allies within 30 ft. of her that can hear her will gain a +3 bonus to their next attack roll or saving throw, whichever happens first, if done within 1 minute. These bonuses do not stack with repeated use.

## REACTIONS

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

# RAGNARR LOÐBRÓK

CR 12, PROF BONUS: +4

## Background Scandinavian folklore

Known as one of the most significant Viking kings of history, Ragnarr's accomplishments are truly legendary. He united several clans in engaging in previously thought impossible raids, including invading England and France at different times. He was the first to establish a long-standing base of operations in England with an unusually large army for the time.

Ragnarr's personal life was equally eventful, having taken many wives from the shield maiden Ladgerda to Thora (with whom he had to defeat a giant snake to win her hand) to the rumored daughter of Sigurd, Aslaug. From these unions, he sired several sons, many of whom became great leaders and conquerors of their own right, leading what would be known as The Great Heathen Army. Ragnarr was eventually captured by King Ælla and thrown into a snake pit, where he perished. The aforementioned Great Heathen Army, led by his sons Ivar the Boneless, Ubba, Hafdan, Bjorn Ironside, Hvitserk, and Sigurd, wreaked havoc upon Ælla's kingdom as revenge.



## RAGNARR LOÐBRÓK (WARRIOR)

Medium humanoid, chaotic good

**Armor Class** 18 (chain mail, shield)

**Hit Points** 190 (20d8 + 100)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	12 (+1)	10 (+0)	14 (+2)

**Saving Throws** Str +8, Dex +5, Con +9

**Skills** Athletics +8, Intimidation +10, Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Common

**Challenge** 12 (8,400 XP)

**Legendary Resistance (3/day).** If Ragnarr Loðbrók fails a saving throw, he can choose to succeed instead.

**Blood Frenzy.** Ragnarr Loðbrók has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Savage Attacks.** When Ragnarr Loðbrók scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Relentless (1 time per day).** If Ragnarr Loðbrók takes damage that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

## ACTIONS

**Multiattack.** Ragnarr Loðbrók makes three weapon attacks.

**Greataxe.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

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

**Spear.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

**Leadership (3 times per day).** Ragnarr Loðbrók shouts a rallying cry. Any allied creature within 30 ft. of Ragnarr will gain a special Leadership Die. The creature can use this die to add a d6 to any roll provided it can hear and understand Ragnarr Loðbrók. A creature can benefit from only one Leadership die at a time. This effect ends if the Ragnarr Loðbrók is incapacitated or after 1 minute has passed.

## LEGENDARY ACTIONS

Ragnarr Loðbrók 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. Ragnarr Loðbrók regains spent legendary actions at the start of his turn.

**Melee Attack.** Ragnarr Loðbrók makes a melee attack.

**Adrenaline Rush.** Ragnarr can heal 9 (2d8) points of damage.

**Driven Mind.** Ragnarr can end one condition he is suffering from.



# ROBIN HOOD

CR 5, PROF BONUS: +3

## Background British folklore

One of the more well-known heroes of European folklore, Robin Hood has been the subject of tales, stories, books, TV shows, songs, and movies over the past five centuries. Like most folklore tales, his original stories have morphed and changed throughout the presentations over the decades. Robin is a yeoman, not a noble, and had no relationship with the Maid Marian or Richard the Lionheart in the earlier stories. This is probably not how you might remember them.

Over the past few centuries, the tale of Robin being a noble, fighting on behalf of King Richard the Lionheart against the evil Sheriff of Nottingham, and falling in love with Maid Marian is well entrenched. In the more recent portrayals of the story, such as in *The Adventures of Robin Hood* in 1938, starring the great Errol Flynn and Olivia de Havilland, Robin's accomplishments move from simply defending the Sherwood Forest to protecting all of England against the Norman oppressors.

The Robin Hood, as depicted here, is a collaboration of all of these, with elements from each era. Robin has relatively humble origins, being neither peasant nor noble but a yeoman whose distaste for how the wealth disparity between the nobility and peasant class drove him to engage in a movement to redirect some of that wealth.

He does, in fact, lead a group of Merry Men in the Sherwood Forest but does not have a relationship with the Maid Marian, nor does he work on some particular order or on behalf of King Richard. In this version, Robin Hood can be placed in any kingdom, of any land, leading a group of bandit outlaws to fight against the wealthy class and nobility.



## ROBIN HOOD (WARRIOR)

Medium humanoid, chaotic good

**Armor Class** 16 (studded leather)

**Hit Points** 130 (20d8 + 40)

**Speed** 30 ft.

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

**Saving Throws** Str +6, Dex +7, Wis +3

**Skills** Acrobatics +7, Athletics +6, Deception +6, Stealth +7, Survival +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 5 (1,800 XP)

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

**Master Archer.** Robin Hood inflicts an additional 4 (1d8) points of damage when hitting with a ranged attack (already factored into the actions below).

**Steady Aim.** Robin Hood can spend a bonus action to steady his aim, granting him advantage on his next attack roll.

**Charismatic Fighter.** Robin Hood adds his Charisma bonus to all attack rolls (already factored into the actions below).

### ACTIONS

**Multiattack.** Robin Hood makes three melee or ranged attacks.

**Longsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

### REACTIONS

**Redirect Attack.** When a creature Robin Hood can see targets it with an attack, he chooses an ally within 5 feet of him. Robin Hood and the ally swap places, and the chosen ally becomes the target instead.

# ROLAND

CR 7, PROF BONUS: +3

**Background** Germanic folklore

A great warrior under king Charlemagne, Roland's primary duty was to act as a protector of the kingdom's borders. He was an exceptionally skilled fighter and war leader, armed with his longsword Durendal and magical horn, Olifant. Not only is Durendal enchanted to inflict additional harm to those of evil intent, but it is unbreakable.

Roland met his fate when the forces he led were ambushed. When things looked most dire, he blew his horn until his temples burst.



## ROLAND (WARRIOR)

Medium humanoid, lawful neutral

**Armor Class** 18 (chain mail, shield)

**Hit Points** 187 (25d8 + 75)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	13 (+1)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** one language (usually Common)

**Challenge** 7 (2,900 XP)

**Tactical Insight.** Roland has advantage on initiative rolls.

### ACTIONS

**Multiattack.** Roland makes three Durnedal attacks or one heavy crossbow attack.

**Durendal.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, or 17 (2d10 + 6) slashing damage if used with two hands. Against **fiends, undead**, or those of evil alignment, the sword inflicts an additional 9 (2d8) radiant damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

**Orders to Attack (1/Day).** Each creature of Roland's choice that is within 30 feet of it and can hear it makes one melee or ranged weapon attack as a reaction.

**Olifant (1 time per day).** Roland blows the horn, instantly summoning four **guards** to appear in unoccupied spaces within 30 ft. .

# ROYAL GUARD

CR 3, PROF BONUS: +2

Regardless of whether in the Seelie or Unseelie court service, each has designated royal guards assigned by each respective queen. These can be of any species but typically are fey loyal to the queen. Each has been hand-selected and trained for years before being privileged to serve the Court directly.

A royal guard member unquestionably follows all orders and are exceptionally loyal to their devoted Court.



## ROYAL GUARD (WARRIOR)

Medium fey (but can be any species), lawful neutral

**Armor Class** 20 (plate, shield)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft

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

**Saving Throws** Con +4, Wis +2

**Condition Immunities** charmed

**Senses** passive Perception 10

**Languages** Common, Elvish, Sylvan

**Challenge** 3 (700 XP)

**Defense of the Royals.** If the Royal Guard is within sight of the monarch it has sworn allegiance to, it will inflict an additional 3 (1d6) points of damage to each attack.

### ACTIONS

**Multiattack.** The Royal Guard makes two melee attacks.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

**Misty Step (1 time per day).** As a bonus action, the Royal Guard can fade in a cloud of mist, reappearing in an unoccupied space up to 30 ft. away.

### REACTIONS

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

# SAGRAMORE

CR 6, PROF BONUS: +3

## Background Arthurian folklore

Sagramore is a knight of the Round Table, his father a king, and his mother the daughter of an Eastern Roman emperor. His noble heritage had him as the heir to the throne of Constantinople, but that was not in his destiny. After his father's death at a young age, his mother married a king of Britain. When he was a teenager, he went to Britain and immediately found himself in battle with Arthur's enemies. After Gawain and his brothers assist, he is later knighted.

He is most known for his virtuosity and chaotic rages that would overcome him in battle. Nicknamed "Dead Youth" by Sir Cie (Kay), Sagramore would enter a frenzy in battle, and when coming off the rage when the fighting was ended, was overcome with exhaustion and hunger.



## SAGRAMORE (WARRIOR)

Medium humanoid, chaotic good

**Armor Class** 18 (half plate, shield)

**Hit Points** 150 (20d8 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	8 (-1)	11 (+0)

**Skills** Athletics +7

**Condition Immunities** frightened

**Senses** passive Perception 9

**Languages** Common

**Challenge** 6 (2,300 XP)

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

**Bloodied Rage.** If Sagramore starts his turn at half or fewer hit points than his maximum, he enters a bloodied rage, increasing his strength by 4 points.

## ACTIONS

**Multiattack.** Sagramore makes two melee attacks or one heavy crossbow attack.

**Heavy Crossbow.** Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

**Longsword +1.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

**Battle Frenzy.** Sagramore spends a bonus action to enter a battle frenzy. He gains advantage on all saving throws to resist any magic affecting his mental state (charm, sleep, etc), as well as gaining resistance to slashing, piercing, and bludgeoning damage. His melee attack inflict an additional 9 (2d8) points of damage as well. This lasts until he becomes incapacitated or until the battle ends. Once this ends, Sagramore gains one level of exhaustion.

## SACRAMORE'S CHARGER (WARRIOR)

Large beast, unaligned

**Armor Class** 16 Barding

**Hit Points** 37 (5d10 + 10)

**Speed** 60 ft.

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

**Senses** passive Perception 11

**Languages** —

**Challenge** 1 (200 XP)

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

## ACTIONS

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

# SCÁTHACH

CR 15, PROF BONUS: +5

SKA-HAWCH

## Background Irish folklore

Making her home in the Fortress of Shadows, Scáthach is a renowned warrior and martial arts teacher whose skill was rivaled by none. She is possibly most famous for teaching the great hero Cú Chulainn the ways of combat.

While training Cú Chulainn, she was attacked by her archrival Aife, the former who ended up engaging in one-on-one combat with the latter until finally tricking Aife and emerging victorious. When Cú Chulainn left, she had given him her legendary spear, Gáe Bulg.



## SCÁTHACH (WARRIOR)

Medium humanoid, lawful neutral

**Armor Class** 21

**Hit Points** 237 (25d8 + 125)

**Speed** 30 ft.

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

**Saving Throws** Str +9, Dex +10, Con +10

**Skills** Acrobatics +10, Athletics +14, Perception +8

**Condition Immunities** exhaustion, frightened

**Senses** passive Perception 18

**Languages** Common

**Challenge** 15 (13,000 XP)

**Legendary Resistance (3/day).** If Scáthach fails a saving throw, she can choose to succeed instead.

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

**Martial Skill.** Scáthach's unarmed attacks use a base d10 for damage (factored into Actions below).

**Martial Prowess.** Scáthach adds her Wisdom bonus to her AC (factored into AC above).

**Weapon Master.** Scáthach has proficiency in every weapon.

**Disarm Master.** Scáthach has advantage on attack rolls on attempts to disarm an opponent.

## ACTIONS

**Multiattack.** Scáthach makes three attacks.

**Gáe Bolga.** *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage, or 20 (3d8 + 7) piercing damage if used with two hands to make a melee attack. If thrown, this spear embeds itself into the target, which will suffer an additional 17 (3d6 + 7) piercing damage at the start of each of their turns until Scáthach withdraws the spear, or a *wish* or *dispel magic* spell is cast.

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

## REACTIONS

**Parry.** Scáthach adds 4 to her AC against one melee attack that would hit her. To do so, the Scáthach must see the attacker and be wielding a melee weapon.

## LEGENDARY ACTIONS

Scáthach 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. Scáthach regains spent legendary actions at the start of her turn.

**Attack.** Scáthach makes one attack.

**Move.** Scáthach can move up to half of her movement rate without prompting an attack of opportunity.

**Flurry Attack (2 actions).** Scáthach makes three unarmed attacks.

# SHTRIGA



CR 3, PROF BONUS: +2

## SH-TREE-GA

Shtrigas appear as middle-aged or older humanoids of any gender, with pale green eyes that are almost white in appearance with disfigured faces. Their bodies appear slightly insect-like.

## BEHAVIOR

Shtrigas are wholly evil, coming forth from their forest lairs at night to prey on sleeping children. They take the form of an insect to reach the child, then change back to suck the essence from the victim. They often approach the family in a humanoid form, offering to heal the child for a price.

They avoid direct combat if possible, preferring to flee in insect form and plan their revenge against any who have harmed them.

## QUIRKS

Shtrigas loathe the smell of garlic and must succeed on a DC 14 Wisdom saving throw or be unable to come within 30 ft. of any garlic source willingly.



## SHTRIGA (CASTER)

Medium fey, typically evil

**Armor Class** 15 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft.

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

**Skills** Arcana +5, Deception +4, Perception +4, Stealth +3

**Damage Vulnerabilities** radiant

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

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Sylvan

**Challenge** 3 (700 XP)

**Shapechanger.** The Shtriga can use its action to polymorph into a bee or moth, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

## ACTIONS

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

**Drain Essence.** The Shtriga targets one creature within 10 ft. That creature must succeed on a DC 13 Intelligence saving throw or suffer one level of exhaustion and the Shtriga regains 7 (2d6) hit points. This exhaustion cannot be recovered through normal rest. Only a *lesser* or *greater restoration*, *wish*, or *remove curse* spell will eliminate any levels of exhaustion granted in this way. Alternatively, the Shtriga can remove these levels by spending a bonus action.

**Hateful Glare (Recharge: 5-6).** The Shtriga glares at a target who can see it within 30 ft. The target must succeed on a DC 13 Intelligence saving throw or be cursed. A cursed creature will have disadvantage on all saving throws for 24 hours.

**Spellcasting, Hag's Curse Cantrip.** The Shtriga targets one creature within 30 ft. and issues forth a string of curses. The target must succeed on a DC 13 Intelligence saving throw or suffer 12 (2d8 + 3) psychic damage.

**Spellcasting, Dancing Lights (Lvl 1, 5 times per day).** The Shtriga creates several floating lights filling a 5 ft. cube out to a range of 100 ft. It can move these lights at a rate of 20 ft. as a bonus action. This spell lasts for as long as the Shtriga maintains concentration.

## HABITAT

Shtrigas are solitary creatures who live in huts or caves deep within dark forests. The area around their lair is devoid of most living creatures. Only insects, many of giant size, make their nests near a Shtriga's lair.

## LORE & RUMORS

**Background** Albanian folklore

DC, Religion	Rumor
10	The look of a shtriga pierces your soul, cursing you to failure.
15	A shtriga feeds on children at night, draining their essence, and only she can remove that curse.
20	The shtrigas can take the form of an insect to escape into the night after feeding, and she has access to magic.

## INCORPORATION

- Children are sick and can't recover when an old witch arrives, offering to help cure them in exchange for favors. The witch is a shtriga causing the illness in the first place.
- The PCs enter a dark area of the wood, noticing how no animals live, and the only sound is the clicking of insects. They have entered the lair of a shtriga who spies on them, looking to feed when they can take advantage of sleeping victims.
- A beloved NPC has been cursed with exhaustion by a shtriga, and the PCs must find a cure. Either through magic or by convincing the creature itself.

## SHUG MONKEY

**SH-UGH MON-KEY**

These creatures have the body of a large black wolfhound or sheepdog with the face of a monkey or ape. Their eyes glow a sickly yellow.

## BEHAVIOR

Shug monkeys are semi-intelligent and utilize strategy and planning when stalking their prey. It stays in the shadow and less populated areas, prowling at night in hopes of finding a drunk or otherwise incapacitated victim.

**CR 11, PROF BONUS: +4**



### SHUG MONKEY (EXPERT)

*Medium undead, chaotic neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 162 (25d8 + 50)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	7 (-2)	9 (-1)	7 (-2)

**Saving Throws** Str +6, Con +6

**Skills** Perception +3, Stealth +7

**Damage Resistances** fire, necrotic

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

**Condition Immunities** charmed, poisoned

**Senses** passive Perception 13

**Languages** Common, Sylvan

**Challenge** 11 (7,200 XP)

**Riddle Master.** The Shug Monkey has advantage on all insight rolls when trying to solve a riddle.

**Ambush.** If the Shug Monkey has advantage on an attack roll and is successful with a bite attack, that creature will suffer 17 (5d6) additional piercing damage. This damage can be applied once per turn.

**Ghostly Form.** The Shug Monkey's body constantly shifts as if out of focus. Ranged attacks against the creature suffer disadvantage.

### ACTIONS

**Multiattack.** The Shug Monkey makes two bite attacks and one ghostly gaze.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage and 9 (2d8) necrotic damage.

**Ghostly Gaze.** The Shug Monkey targets one creature it can see within 30 ft. That creature must succeed on a DC 17 Wisdom saving throw or become charmed. A charmed creature will become incapacitated in a stupor for up to 1 minute. The creature may attempt a new saving throw at the end of their next turn to end this condition.

## QUIRKS

Shug monkeys can speak and enjoy riddles, of which they are easily stumped due to their lower intelligence.

## HABITAT

These creatures make their lairs within the moors or in abandoned sewers or alleys, where they can be left undiscovered by people. They are solitary, shunning most other living creatures.

## LORE & RUMORS

**Background** British folklore

DC, Nature	Rumor
10	The supernatural cry of the shug monkey will chill you to your bone.
15	These creatures prowl the allies and paths at night, looking for solitary travelers.
20	The stare of a shug monkey is enough to kill you.

## INCORPORATION

- A person was found dead in an alley. A witness said they saw a ghostly yellow light before seeing the victim drop dead.
- The PCs encounter a shug monkey in the forests, who agrees to help guide them if they can answer a series of riddles.

## SIANACH

**SEE-AHN-AHCT**

Sianach, at first glance, can be mistaken for an enormous elk; however, the unique traits of this malevolent beast soon reveal its true species. Standing over 7ft tall at the shoulder, with long jagged antlers, the sianach also has long, sharp teeth, eyes, and hooves that glow an eerie green.

## BEHAVIOR

Sianachs are intelligent, ruthless, and aggressive. If they see a lone creature it thinks it can kill, it stalks it until the opportune moment, then charges at great speed, running down the poor creature, impaling it with its antlers before trampling it.

**CR 2, PROF BONUS: +2**



### SIANACH (WARRIOR)

*Large monstrosity, typically evil*

**Armor Class** 15 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	14 (+2)	8 (-1)	14 (+2)	10 (+0)

**Saving Throws** Str +7, Con +4

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Giant Elk, understands Sylvan but can't speak

**Challenge** 2 (450 XP)

**Charge.** If the Sianach moves at least 20 ft. straight toward a target and then hits it with an antler attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Rear Kick.** If the Sianach has an opponent to its rear when it starts its turn, it can perform an additional rear hoof attack as a bonus action.

### ACTIONS

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 22 (4d8 + 4) bludgeoning damage.

**Antlers.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and the creature must succeed on a DC 14 Constitution saving throw or suffer bleeding. A bleeding creature will suffer an additional 9 (2d8) damage at the start of their next turn, and the bleeding will end. Any magical healing, or an action spend to bind the wound before the start of the bleeding creature's next turn will end this condition before it is applied.

## QUIRKS

If annoyed, the sianach rolls its eyes and snort. It gets annoyed often.

## HABITAT

Sianachs are solitary creatures that roam the dark forests, hills, and mountains, searching for deer or elk to prey upon. Occasionally they engage in partnerships with the Black Annis to act as their mount.

## LORE & RUMORS

**Background** Scottish folklore

DC, Nature	Rumor
12	These giant elk are carnivores, hunting other creatures to eat. It is said their favorite prey are normal elk.
15	Watch for glowing eyes or hooves, for that will tell you that you are in danger from a sianach, and they are likely to charge, impaling you on their antlers.
18	The wounds caused by its antlers do not clot or close easily and cause massive bleeding.
20	These devil elk are often used as mounts by the Black Annis hag.

## INCORPORATION

- While traveling in the woods, the PCs spot a giant elk. They proceed to stalk it, thinking it will be food. As they get closer, they see glowing green eyes. The sianach is actually leading them into a trap.
- The sianach are the mounts for a group of Black Annises who are part of a larger force of an evil fey army.

## SIGURD



**SEH-GURRD**

**Background** Nordic folklore

Sigurd, also known as Siegfried, is the son of king Sigmund and queen Sisibe. While returning from a war campaign and finding his wife pregnant, Sigmund exiled Sisibe to the wilds, where she gave Sigurd birth and died shortly after. Sigurd is suckled by a deer until the smith Mimir finds him and tries to raise him. However, Sigurd

**CR 14, PROF BONUS: +5**



is too rambunctious and wild, and Mimir gives him to his brother Regin in the court of king Hjalprek. Sigurd rises to become a skilled warrior before being given the sword, Gram, from Regin.

Sigurd tracks down, slays the dragon Fafnir with Gram, and drinks of its blood, which grants Sigurd the ability to understand the speech of birds. He slathers the dragon's blood over his body, which hardens his skin to invulnerability. The birds advise him of a plot by Regin to steal the dragon's gold, so Sigurd slays the smith and takes the horde for himself.

After the slayings, Sigurd encounters Brynhild, and they agree to marry. However, he soon comes to the kingdom of Gjuki, where the queen gives him a potion to forget his love for Brynhild, and he marries the king's daughter Gudrun and agrees to help Gudrun's brother Gunnar to win the hand of the Valkyrja. However, Brynhild refuses unless Gunnar can ride through a wall of flames surrounding her castle. Sigurd takes the form of Gunnar and accomplishes this task, and then weds Brynhild in Gunnar's place while taking his form. Sigurd and Gunnar then change back to their original shapes. Still, when Brynhild discovers the treachery, she accuses Sigurd of taking her virginity by deception (he had not, as, on the wedding night, he placed his sword in between them so as to not consummate the marriage). Brynhild plots with Gunnar and Hagen to slay Sigurd, which they do when he is drunk from a spring hunt.





**Gram:** This magical +3 longword has been enchanted to be exceptionally sharp, inflicting an additional die of damage to each attack and granting the wielder advantage on all attack rolls against an opponent who is wearing armor or has natural armor. If the attack roll succeeds by 5 or more, the creature suffers an additional 9 [2d8] bleeding damage at the start of their next turn unless healed or bandaged.

## SIGURD (WARRIOR)

Medium humanoid, chaotic good

**Armor Class** 18 (chain mail, shield)

**Hit Points** 225 (30d8 + 90)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	11 (+0)	12 (+1)	13 (+1)

**Saving Throws** Str +10, Con +8

**Skills** Animal Handling +6, Athletics +10

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** passive Perception 11

**Languages** Common, Draconic, The speech of birds

**Challenge** 14 (11,500 XP)

**Brave.** Sigurd has advantage on saving throws against being frightened.

**Skin of Fafnir.** Sigurd's skin has taken on the aspects of the dragon Fafnir he had slain. This grants him immunity to non-magical slashing, bludgeoning, or piercing damage, and resistance to magical damage of the same type. It also grants him immunity to fire.

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

### ACTIONS

**Multiattack.** Sigurd makes three weapon attacks.

**Gram, Longsword.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage, or 19 (2d10 +

8) slashing damage if used with two hands. Against opponents wearing armor or having natural armor, all attacks will be made at advantage. If the attack roll succeeds by 5 or more, the creature will suffer an additional 9 (2d8) bleeding damage at the start of their next turn unless healed or bandaged.

**Spear +2.** *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage, or 11 (1d8 + 7) piercing damage if used with two hands to make a melee attack.

**Alter Form.** Sigurd can alter his appearance to appear as any other humanoid he has seen. This last until Sigurd uses a bonus action to change back, or if he is incapacitated.

### REACTIONS

**Parry.** Sigurd adds 3 to his AC against one melee attack that would hit him. To do so, Sigurd must see the attacker and be wielding a melee weapon.

### LEGENDARY ACTIONS

Sigurd 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. Sigurd regains spent legendary actions at the start of its turn.

**Weapon Attack.** Sigurd makes one attack with an equipped weapon.

**Study Opponent.** Sigurd spends a legendary action studying an opponent. The next attack Sigurd makes against that opponent will be made at advantage will be considered a critical hit on a natural roll of 19 or better.

**Defensive Posture (2 actions).** Sigurd enters a defensive stance, increasing his AC by 3 until the start of his next turn.

# SKOFFÍN

SKOFF-FEEN

These cute creatures harbor a horrific trait. A cross between an arctic fox and a domestic cat, the gaze of a skoffin can kill instantly.

## BEHAVIOR

Skoffin act in much the same way as a fox with the aloof attitude of a cat. They are stealthy hunters, stalking their prey from the shadows and waiting patiently in an ambush spot, hoping to kill it when it emerges with a gaze.

They are semi-intelligent and typically evil, taking pleasure in killing any creature crossing their path. This ability has given it ample arrogance, making it think it's the most powerful creature in the region.

## QUIRKS

These creatures are sluggish, preferring to bask in the sunlight. They are so confident in their ability to kill with a gaze that they don't rely on hunting, stalking or any other practice of skills. Skoffin won't back down from any creature, assured of their victory.

## HABITAT

Skoffins are solitary creatures, unable to mate with any other creature, as their gaze kills everything else around them, making such unions impossible. They can be found in any region where arctic foxes and domestic cats live.

## LORE & RUMORS

**Background** Icelandic folklore

DC, Nature	Rumor
15	The skoffin is the offspring of an arctic fox that has mated with a domestic cat. If the creature is born with its eyes open, it becomes a skoffin and thus must be killed instantly.
17	The adult skoffin can kill another creature with a mere gaze. It is in your best interest to avoid all contact if possible.
20	This creature is not immune to its own gaze, and two skoffin seeing each other will kill both.



CR 2, PROF BONUS: +2



## SKOFFÍN (EXPERT)

*Small monstrosity, unaligned*

**Armor Class** 13

**Hit Points** 27 (5d6 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	5 (-3)	10 (+0)	12 (+1)

**Skills** Perception +2

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

**Languages** —

**Challenge** 2 (450 XP)

**Killing Gaze.** If a creature starts its turn within 30 ft. of the Skoffín and the two of them can see each other, the Skoffín can force the creature to make a DC 11 Constitution saving throw if the Skoffín isn't incapacitated. On a failed save, the creature drops to 0 hit points and is *incapacitated*. It must repeat the saving throw at the end of its next turn. On a success, the effect ends and the victim recovers with 1 hp, regaining consciousness. On a failure, the creature perishes.

If the creature is aware of the Skoffín, they may attempt to avert their gaze and avoid this danger. However, all attack rolls would be made at disadvantage.

## ACTIONS

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

## INCORPORATION

- Animals began disappearing in the region to near extinction. Now dead bodies are found rotting in the woods. A skoffín lair is nearby and is the cause of this death.
- An evil lord or wizard has captured a skoffín to protect their lair while they are away.

# SLUAGH

CR 1, PROF BONUS: +2

SLOO-AH

Mistaken for a flock of birds by the unfortunate, the sluagh is a “creature” formed from the ill-begotten fey. It takes the shape of a horde of ebony ravens and slate gray sparrows, always flying in a crescent shape. Despite this appearance, the sluagh is a singular creature.

## BEHAVIOR

Most sluagh are malevolent, haunting the countryside when night falls, looking for humanoid to kill and take their souls. However, some have been known to rescue humanoids, especially if there is a potential for reward or the creature can perform a service for the sluagh. A favored tactic is to swoop in and grapple a victim of medium size or smaller, then carry it off where it can dispose of them quickly. Typically by dropping them from high above or into the sea.

These are dimwitted creatures and attack the nearest creature to them. Once they have killed and sated their appetite, they fly back to the Underworld.

## HABITAT

Sluagh live in roosts in the Underworld. When night falls in the prime material plane, they enter through portals to perform their hunts, either as solitary creatures or in small flocks of 2d4.

## LORE & RUMORS

**Background** Irish folklore

DC, Religion	Rumor
12	These creatures are said to swoop in and steal the souls of those it hunts, carrying them off to be eaten or worse.
15	It is said one can summon the sluagh if your heart is filled with immense sadness. They will come, and you will die from “a broken heart.”
18	Occasionally, a sluagh can help assist or rescue someone off of a cliff, but most likely, they carry prey into the sky and drop them off into the sea or from great heights to perish.
20	The sluagh attack the nearest target, so you can spare yourself if you place another in the path.



## SLUAGH (EXPERT)

Large fey, typically evil

**Armor Class** 15 (natural armor)

**Hit Points** 38 (7d10)

**Speed** 0 ft., fly 50 ft (hover).

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	10 (+0)	5 (-3)	12 (+1)	6 (-2)

**Damage Resistances** bludgeoning, piercing, slashing  
**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

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

**Languages** understands Sylvan

**Challenge** 1 (200 XP)

**Swarm.** The Sluagh can occupy another creature’s space and vice versa, and can move through any opening large enough for a tiny creature.

**Grappling Master.** The Sluagh has advantage on all grappling rolls.

**Soul Eating.** If the Sluagh is within 50 ft. of a creature that has been slain, as a reaction it can gain 3 (1d6) temporary hit points.

### ACTIONS

**Undead Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the Sluagh’s space. *Hit:* 9 (2d6 + 2) slashing damage.

## INCORPORATION

- The PCs are traveling at night and hear the flapping of wings, and an ominous feeling takes hold of them. A small group of sluagh are on the hunt.
- A village is haunted by a slaugh at night, and the PCs notice that every house and inn is shut tight as soon as night falls. The townsfolk have a clear apprehension and fear among them.

# SPRIGGAN



CR 2, PROF BONUS: +2

SPRID-JAN

A creature appearing as a three-foot-tall humanoid with wizened and lanky features, the spriggan invokes repulsive reactions when viewed, as it has an enlarged child-like head atop its sinewy body. They are often adorned in whatever clothing, armor, and weapons they can find.

## BEHAVIOR

Spriggans are typically evil, taking enjoyment in the suffering of others. Their pranks often cause harm, which they find hilarious. If a spriggan hears word of a baby being in the area, they attempt to abduct the baby, stealing it and replacing it with their own young to be raised as a changeling.

In combat, they prefer to gain advantage from invisibility, then enlarge and smash their enemies.

## QUIRKS

Spriggans are often used as guards for treasure, but can't help themselves, and often adorn themselves in the very treasure they are supposed to be guarding, pretending to be the great hero that once owned said treasure.

## HABITAT

Spriggan can be found nearly anywhere there are ruins or humanoid settlements. They are found equally in solitary encounters as in small groups of a dozen or so. Preferring to make their lairs in ruins or barrows, they have been known to congregate deep in mines on the winter solstice for a grand celebration of a holy day.

## LORE & RUMORS

**Background** Cornish folklore

DC, Religion	Rumor
10	These creatures often make their lairs within ruins or dungeons.
13	Spriggan often are enlisted to guard a treasure or restricted area.
15	These are malevolent creatures, loving to play harmful pranks upon those it views as potential victims.
18	A spriggan occasionally steals a humanoid child, replacing it with their own ugly offspring.
20	Spriggan can grow to huge size, and are exceptionally strong. They can also turn invisible, making them a tough foe indeed!



## INCORPORATION

- A child has been replaced with a changeling. The PCs need to track down the evil fey and rescue the baby.
- While exploring ruins, the PCs come across a group of spriggan guarding the treasure that the PCs came to take.



## SPRIGGAN (WARRIOR)

Small fey, typically evil

**Armor Class** 15 (chain shirt, shield)

**Hit Points** 55 (10d6 + 20)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	7 (-2)

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Sylvan

**Challenge** 2 (450 XP)

### ACTIONS

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the Spriggan magically increases in size, along with anything it is wearing or carrying. While enlarged, the Spriggan is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the Spriggan lacks the room to become Large, it attains the maximum size possible in the space available.

**Cudgel.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 18 (4d6 + 4) bludgeoning damage when enlarged.

**Spellcasting, Whirlwind (Lvl 1, 3 times per day).** The Spriggan creates a whirlwind of dust and dirt out to a range of 60 ft., filling a 10 ft. cube. Any creature within this cube is blinded. As a bonus action, the Spriggan can move this whirlwind 20 ft. This spell lasts for up to 1 minute or until the Spriggan loses concentration, whichever ends first.

**Spellcasting, Invisibility (Lvl 2, 1 time per day).** The Spriggan magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the Spriggan wears or carries is invisible with it.

unexplained territorial streak when it comes to rivers, going out of their way to prevent anything from crossing it.

## QUIRKS

Tarasques are not undead or fiends, but a successful turn undead ability stuns the beast into complacency until the end of its next turn.

## HABITAT

These are solitary creatures, thankfully. Most make their lairs in large rivers or streams, laying in wait to attack anything that attempts to cross. However, many also make their lairs in large, naturally formed caves in temperate regions.

## LORE & RUMORS

**Background** French mythology

*Lagadigadèu, The tarasque, The tarasque  
Lagadigadèu, The tarasque of the Chateau  
Let her go by, The old witch  
Let her go by, For she's going to dance!  
- Frédéric Mistral*

DC, Nature	Rumor
10	The monstrous tarasque lurks in rivers, attacking anyone crossing over on a bridge or boat.
12	These creatures can exhale a poisonous cloud that is instantly deadly to all creatures.
15	Tarasques are immune to all mundane weapons.

## TARASQUE

TAH-RAH-SK

CR 13, PROF BONUS: +5

This monstrous beast is as large as an elephant, with a brown scaly thick hide over its shoulders and chest, transitioning to shimmering scales and a great fish's tail at the end. Its lion-like head has a flowing mane like a horse and a mouth filled with sword-sharp teeth. The oddities don't stop there, for the creature also has six stubby elephantine legs ending in bear-like claws and a spiked tortoiseshell on its back.

## BEHAVIOR

Tarasques are non-intelligent beasts, but are ill-tempered nonetheless. They are highly territorial, attacking any creature that comes near its lair. They also have an

## INCORPORATION

- Every new moon, the village engages in a festival where effigies of the tarasque are on display, and the creature is celebrated. The townsfolk believe that by placing honor upon the beast, it will leave them alone.
- The PCs are attacked by a tarasque attempting to cross a river.
- A legendary smith has been tasked to create an invulnerable suit of armor for a mighty king or queen, and needs the shell of a tarasque to do so. The locals in the region view the tarasque as sacred and may cause problems.





## TARASQUE (WARRIOR)

*Huge monstrosity, unaligned*

**Armor Class** 19 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft., burrow 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	22 (+6)	5 (-3)	10 (+0)	12 (+1)

**Saving Throws** Dex +6, Con +11, Wis +5, Cha +6

**Skills** Perception +5

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

**Condition Immunities** frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** —

**Challenge** 13 (10,000 XP)

**Amphibious.** The Tarasque can breathe air and water.

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

**Spiked Carapace.** Any creature that enters for the first time or starts its turn within 10 ft. of the Tarasque must succeed on a DC 19 Dexterity saving throw or be struck with the spikes on its shell, taking 13 (3d8) piercing damage.

### ACTIONS

**Multiattack.** The Tarasque can use its Frightful Presence. It then makes one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage. On a natural attack roll of

20, the target will also suffer bleeding, taking an additional 11 (2d10) damage at the start of their next turn.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

**Frightful Presence.** Each creature of the Tarasque's choice that is within 120 ft. of the Tarasque and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Tarasque's Frightful Presence for the next 24 hours.

**Poisonous Breath (Recharge 5-6).** The Tarasque exhales poison in a 20-foot diameter cloud. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The Tarasque 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 dragon regains spent legendary actions at the start of its turn.

**Bite Attack.** The Tarasque makes a bite attack.

**Shift.** The Tarasque changes its orientation to face a new direction. All creatures within 5 ft. of it must succeed on a DC 19 Dexterity saving throw or suffer 9 (2d8) piercing damage from the shell spikes.

**Shell Defense (2 Actions).** The Tarasque retreats partially into its shell. All physical attacks against it have disadvantage until the start of its next turn.

# TATZELWURM

CR 4, PROF BONUS: +2

TAT-SUL-VERM

This creature has a sleek serpentine body covered with earth-colored scales, growing to 15 feet in length or larger. It has four short legs, each ending with curled talons, but its most distinguishable feature is its feline-like head and face.

## BEHAVIOR

These are predatory creatures, relying on instinct and skill to hunt nearly any other creature it thinks they can eat. They are non-intelligent, not depending on strategy or tactical thinking during combat, preferring to attack the nearest creature it perceives as a threat.

## QUIRKS

These creatures purr like cats when pleased.

## HABITAT

Tatzelwurms are solitary creatures that live in most temperate and mountainous climates. They have a hunger for livestock and thus are often encountered in the region with farmers.

## LORE & RUMORS

**Background** Bavarian and Alpine folklore

DC, Nature	Rumor
15	The tatzelwurm lives in remote mountain caves, preying on livestock and other creatures that make their homes in the valleys and forests.
17	The bite and blood both from this creature are deadly poison.

## INCORPORATION

- A tatzelwurm is the pet of a ruthless, intelligent warlord, who rides it as a mount or keeps it as its pet
- One of these creatures is hunting and killing the livestock, the only clues being large reptile claw marks on the ground.



## TATZELWURM (WARRIOR)

Large dragon, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 112 (15d10 + 30)

**Speed** 40 ft.

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

**Damage Resistances** cold

**Damage Immunities** poison

**Senses** passive Perception 12

**Languages** —

**Challenge** 4 (1,100 XP)

## ACTIONS

**Multiattack.** The Tatzelwurm makes two claw attacks and one bite attack.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 10 (1d12 + 4) piercing damage and the target must succeed on a DC 14 Constitution saving throw or suffer 11 (2d10) poison damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 8 (1d8 + 4) slashing damage.

**Yowl (Recharges: 5-6).** The Tatzelwurm emits a shrieking yowl.

All creature within 30 ft. that can hear the Tatzelwurm must succeed on a DC 12 Wisdom saving throw or suffer 18 (4d8) psychic damage.

# TROLL

## TRUL

There are two species of trolls: the cave troll and the mountain/forest trolls. Cave trolls appear similar to human-sized dwarves or gnomes, with dirt-stained clothing and bulbous mud-colored facial features. They are fond of wearing opaque jeweled adornments and thick animal hide capes.

Mountain and forest trolls are much larger, standing over 10 ft. tall with a great girth and long shaggy hair. Their preference for opaque jewelry and animal hides is similar to their smaller cousins.

## BEHAVIOR

Cave trolls have a behavior and attitude variation as distinguished as any humanoid species. Some are kind, while others are malevolent. Some are willing to talk with humans, while others avoid all human contact to the best of their ability.

Mountain and forest trolls, on the other hand, are extraordinarily dim-witted and brutish. Nearly every one of these monstrous creatures has an intense hunger for any flesh but prefers humanoid flesh when possible, with elves being their favorite.

Both species have a powerful fear of lightning, which they are vulnerable to. If lightning is a danger, they take action to flee and go to a safe place. Mountain and forest trolls have an additional fear, that being the sun. They fear the sun above all else and take great pains to avoid being out in the daytime.

## QUIRKS

Both species have a strong love for opaque jewelry and go to great lengths to acquire it. Mountain and forest trolls have an extreme fear of the sun and react with sudden fear at even the hint of a sunrise, and anyone mentioning the sun causes a strong adverse reaction from them.

## HABITAT

Both cave trolls and their larger cousins live either in solitude or in small familial units of 1d4 creatures. Cave trolls live deep underground, rarely venturing forth to the surface. Occasionally they surface at night to explore the world and have discussions with anyone they run into.

Mountain trolls live in large caves in the mountains, while forest trolls live in smaller caves dug underneath the roots of large trees or bridges. Both never venture forth during the day, preferring to sleep and come out at night to hunt.

CR 4, PROF BONUS: +2



## TROLL, CAVE

### TROLL, CAVE (WARRIOR)

*Small or medium humanoid, any alignment*

**Armor Class** 16 (hide armor, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

**Skills** Athletics +4, Stealth +4, Survival +2

**Damage Vulnerabilities** lightning

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Troll

**Challenge** 1 (200 XP)

**Brute.** A melee weapon deals one extra die of its damage when the cave troll hits with it (included in the attack).

**Tremorsense.** While the cave troll remains underground, it will have tremorsense up to a range of 60 ft.

### ACTIONS

**Cudgel.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 60/120 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.



# TROLL, MOUNTAIN

## TROLL, MOUNTAIN (WARRIOR)

Huge giant, typically evil

**Armor Class** 13 (natural armor)

**Hit Points** 126 (12d12 + 48)

**Speed** 40 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
21 (+5)	8 (-1)	19 (+5)	7 (-2)	9 (-1)	6 (-2)

**Skills** Athletics +8, Perception +2

**Damage Vulnerabilities** lightning

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

**Languages** Giant, Troll

**Challenge** 5 (1,800 XP)

**Brute.** A melee weapon deals one extra die of its damage when the mountain troll hits with it (included in the attack).

**Sunlight Vulnerability.** If a mountain troll starts its turn in sunlight, it must succeed on a DC 15 Constitution saving throw or it will magically begin to turn to stone, being restrained. At the start of its next turn, it will need to succeed on another DC 15 Constitution saving throw or it will be completely turned to stone. Success means the mountain troll has reverted back to its natural form. If it remains in sunlight at the start of its next turn, it will be required to succeed on another saving throw, potentially starting the petrification process again.

### ACTIONS

**Multiattack.** The mountain troll makes two club attacks.

**Club.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage. If the target is medium sized or smaller, it must also succeed on a DC 14 Strength saving throw or be knocked prone.

**Rock.** *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

# LORE & RUMORS

## Background Nordic folklore

*Trolls call me  
moon of dwelling-Rungnir,  
giant's wealth-sucker,  
storm-sun's bale,  
seeress's friendly companion,  
guardian of corpse-fiord,  
swallower of heaven-wheel;  
what is a troll other than that?*  
- Skáldskaparmál (Anthony Faulkes translation)

DC, History	Rumor
10	Cave trolls live deep underground and have been known to entertain surface guests such as humans and gnomes.
12	Mountain trolls are great brutes who love to eat human flesh. Luckily they only come out at night.
15	Unlike their larger cousins, cave trolls are not inherently evil and may be reasoned with.
17	Both mountain and cave trolls have an intense fear of lightning.
20	Mountain and forest trolls turn to stone if exposed to sunlight.

## INCORPORATION

- As the PCs travel over an ancient bridge at night, a mountain troll who made its home in a cave underneath the bridge comes out to demand a toll under pain of death.
- While camping in the forest at night, the PCs are approached by a few cave trolls who would like to trade for some of the trinkets and jewelry.
- Mountain trolls have been captured and are being used as beasts of burden in deep underground caverns by an enslaving force.
- While the PCs are finding a place to make camp, they are attacked by a group of mountain trolls that night.



# ÚNA

CR 23, PROF BONUS: +7

OO-NAEH

Úna is known by many names depending on region, including Úna, Oonagh, Uonaidh, Gloriana, Tanaquill, Tatiana, and sometimes referred to as the Queen of Elphame. She is the queen of the good fey and co-ruler of the Seelie court with her husband, Finnbheara. She appears as an exceptionally beautiful woman with flowing golden hair, dressed in finery gleaming like silver. True to her nature, she has a set of elegant butterfly wings sprouting from her back and wears a silvered crown fashioned in the form of vines and leaves.

## BEHAVIOR

Queen Úna is very serious and measured at all times. While Finnbheara is her husband and rules the Fey Court, she is the one who makes most of the decisions and holds court, addressing any issues or concerns her fey subjects bring forth. She views mortals with an air of disinterest and feels vastly superior to them, and thus is chagrined to waste her time dealing with them directly. She much prefers to send one of her subjects in her stead.

Úna is never in combat, but if someone is foolish enough to attack her palace or her directly, she is more than capable. She has several fey around her at all times, including Royal Guard, to assist her. She prefers to control the battlefield using various spells while her allies do the damage dealing. If the battle is going badly for her for some reason, she flees and regroups, raising a fey army to counterattack.

Úna holds grudges a very long time and never forgets a slight. This is often to the detriment of those who think they can get away with an insult. Those who know her strongly advise that anyone seeking her favor prostrate themselves and quickly explain what value they can bring to the queen.

## QUIRKS

Úna has a compulsion to have everything around her in groups of three. Three handmaidens, six Royal Guard, nine dishes at mealtime, etc. Anything that is not divisible by three makes her noticeably irritated.

## HABITAT

Queen Úna has her own private palace at Cnoc Sidhe Úna, which is hidden from all, and only those invited can discern



its whereabouts in the Fey Realm. This is not a large palace but is stunningly beautiful, combining the engineering of well-formed granite stonework with the natural beauty of vines, flowers, and aromas.

At any given time, there is a cohort of dozens of fey creatures at her palace, and a dozen that accompany her wherever she goes. Most of these are aos sí, but some are Royal Guard, and others are advisors or other unique intelligent fey. She almost always has her favorite pet, Nova, with her (a cat-sith with an elite stat block variation).

# ÚNA (CASTER)

Medium fey, neutral (good tendencies)

**Armor Class** 18 (natural armor)

**Hit Points** 297 (35d8 + 140)

**Speed** 40 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	20 (+5)	20 (+5)	23 (+6)

**Saving Throws** Dex +7, Wis +12, Cha +13

**Skills** Arcana +12, Deception +13, History +12, Insight +19, Perception +12, Persuasion +20

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing damage from weapons that aren't cold iron

**Condition Immunities** blinded, charmed, exhaustion, frightened, poisoned

**Senses** darkvision 120 ft., truesight 60 ft., passive Perception 22

**Languages** Common, Draconic, Dwarvish, Elvish, Sylvan

**Challenge** 23 (50,000 XP)

**Innate Spellcasting.** Úna's spellcasting attribute is Charisma (save DC 21, +13 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

at will: *faerie fire*, *hex*, *misty step*, *silent image*, *tongues*

3/day each: *dispel magic*, *teleportation circle*

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

**Legendary Resistance (3/day).** If Úna fails a saving throw she can choose to succeed instead.

**Beast Telepathy.** Úna can magically command any beast within 120 feet of her, using a limited telepathy.

**Fey Queen's Sight.** Magical darkness doesn't impede Úna's darkvision.

**Water Breathing.** Úna can breathe underwater.

## ACTIONS

**Shapechanger.** Úna can use her action to polymorph into any beast or humanoid form or back into her proper form. Other than her size, her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

**Multiattack.** Úna makes two wand smite attacks.

**Wand Smite.** *Melee Spell Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 38 (5d12 + 6) radiant damage.

**Spellcasting, Stinging Ray Cantrip.** *Ranged Spell Attack:* +13 to hit, range 80 ft., one target. *Hit:* 28 (5d8 + 6) force damage and the target cannot take reactions until the start of its next turn.

**Spellcasting, Entangle (Lvl 2, 5 times per day).** Úna creates an area 20 ft. square within 100 ft. to suddenly become full of grasping magical vines. Any creature entering this area for the first time or starting their turn in the area must succeed on a DC 21 Athletic check or be grappled and restrained by the vines. At the end of the creature's turns, they may attempt a new saving throw to escape. This spell ends after 1 minute or Úna loses concentration.

**Spellcasting, Silver Tongue (Lvl 4, 3 times per day).** Úna utters this spell, targeting up to 8 creatures within 30 ft. of her. Each creature must succeed on a DC 21 Wisdom saving throw or be *charmed* for up to 1 minute. A charmed creature views Úna as a dear ally and friend, willing to do nearly anything for her outside of an action that would result in suicide for the duration. At the end of each of the victim's turns, they may attempt to succeed on another saving throw to end this condition. If Úna attacks a charmed creature, the charm ends as well. Any creature succeeding on a saving throw is immune to this ability for 24 hours.

**Spellcasting, Conjure Fey (Lvl 7, 1 time per day).** Úna instantly summons up to 10 CR of fey creatures to appear in any unoccupied space within 50 ft. of her.

## REACTIONS

**Spellcasting, Stupor (Lvl 2, 5 times per day).** As a reaction to being struck by a weapon or spell attack, Úna redirects some of the energy back to the attacker, who must succeed on a DC 21 Wisdom saving throw or enter a stupor, being incapacitated, until the end of their next turn.

**Counterspell (2 times per day).** If Úna is aware of a spell being cast, she can use her reaction to counter the spell, causing it to fail.

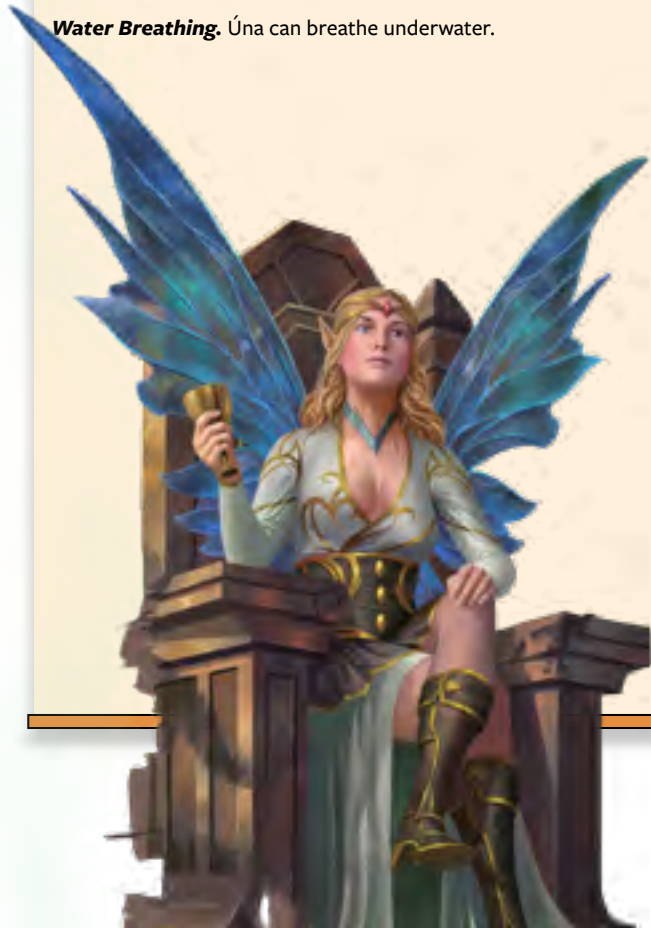
## LEGENDARY ACTIONS

Úna 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. Úna regains spent legendary actions at the start of her turn.

**Attack.** Úna makes one attack.

**Spell (2 actions).** Úna casts a spell.

**Teleport (2 actions).** Úna magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.



## LAIR ACTIONS

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

- Vines reach out from a wall or floor anywhere within her palace to fill a 5 ft. cube. Any creature in that cube must succeed on a DC 20 Dexterity saving throw or be *restrained* until the end of their next turn.
- Úna can command any fey within her palace to move up to its movement rate and perform an action for free that does not count against its actions for the round.
- Phosphorescent motes of light fill a 10 ft. square area anywhere within her lair. Any creature within this area must succeed on a DC 20 Intelligence saving throw or only be able to perform one of the following until the end of their next turn: an action, a bonus action, or movement.
- Colorful mists fill up to five 10 ft. cubes anywhere within the palace. Any creature within these cubes needs to succeed on a DC20 Intelligence saving throw or become confused, spending their movement during their next turn to move in a random direction.

## REGIONAL EFFECTS

The region containing Úna's palace is altered by the queen's magic, which creates one or more of the following effects:

- Within 5 miles of the lair, multi-colored flashes of light dance in the shadows.
- Within 1 mile of the lair, all wildlife (foxes, hares, owls, etc.) can speak and act as spies for Úna, relaying to her all things occurring.
- Within 1 mile of the lair, a thick mist lingers around every rock, tree, and bush, filling the air. Any creature the fey queen hasn't designated as immune must make a DC 10 Intelligence saving throw or spend their next turn moving in a random direction.

If Úna dies, conditions in the area surrounding the lair return to normal over the course of 1d10 days.

## INCORPORATION

- The fey queen has called for the audience of the PCs for something vitally important. Perhaps she needs them to uncover a plot by Cailleach.
- The PCs have engaged in a particularly egregious act of destruction of a sacred nature grove, and it gets the attention of Úna directly.

## LORE & RUMORS

**Background** Irish folklore. Also known by the names Oonagh, Oona, or Uonaidh. Many fairy folktales and mythology reference a fairy queen, such as Queen Titania or Mab. For all intents and purposes, they fill the same role as Úna, and feel free to change her name to that of the representation you prefer.

DC, History	Rumor
10	Úna is the queen of the good fairies, ruling from her palace of Cnoc-Sidhe- Úna in the fairy realm. While she is a co-ruler, it is she who rules the realm of the fey for intents and purposes.
13	The fairy queen is temperamental and views the destruction of the natural world and plants as a grave sin, so take care that your cows and sheep do not toil the ground to dirt. Otherwise, you face the rage of Úna.
15	It is said that creating an altar of green, adorned with valuable items of beauty and glimmer, pleases the fey queen, and you may gain assistance from the fey.
18	Queen Úna and the evil Cailleach have great enmity for each other and are constantly looking for any advantage over the other.
20	Occasionally, Úna enters the realm of men and take an active role to address an issue that particularly aggrieves her.



# VÄINÄMÖINEN

VYE-NAH-MOYN-EN

## Background Finnish folklore

It is said that this wizened old sage was the first man to walk the earth, being the direct descendant of the gods. While this is in dispute, none can remember precisely how old he is. Father and grandfathers, and mothers and grandmothers, tell stories of meeting the wizard in their youth, appearing exactly then as now.

Väinämöinen appears almost always in loose robes with grey hair and a long unkempt beard. He often is encountered leaning on a gnarled staff, but carries no weapons or armor. He is most famous for his poems and singing ability, weaving powerful magical effects into each of his songs.



CR 11, PROF BONUS: +4

## VÄINÄMÖINEN (CASTER)

Medium fey, neutral lawful neutral

**Armor Class** 12

**Hit Points** 110 (20d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	18 (+4)	15 (+2)

**Saving Throws** Int +9, Wis +8

**Skills** Arcana +13, History +13, Insight +8, Nature +13

**Damage Resistances** damage from spells

**Senses** passive Perception 14

**Languages** Common, Dwarvish, Elvish, Sylvan

**Challenge** 11 (7,200 XP)

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

**Legendary Resistance (3/day).** If Väinämöinen fails a saving throw, it can choose to succeed instead.

**Immortality.** Väinämöinen does not age, and is immune to poison and disease.

**Beast Speech.** Väinämöinen can speak with any animal.

**Innate Spellcasting.** Väinämöinen's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

*At will:* druidcraft, prestidigitation, minor illusion, dancing lights, light

## ACTIONS

**Spellcasting, Song of Pain Cantrip.** Väinämöinen targets one creature he can see out to a range of 60 ft. That creature must succeed on a DC 17 Intelligence saving throw or suffer 23 (4d8 + 5) psychic damage.

**Spellcasting, Song of Healing (Lvl 2, 5 times per day).** Väinämöinen targets one creature he can see that can hear him. That creature removes one negative condition if applicable, and heals up to 18 (4d8) hit points.

**Spellcasting, Song of Inspiration (Level 2, 5 times per day).** All creatures within 30 ft. of Väinämöinen that can hear him will

become inspired, rolling with advantage on their next d20 roll that occurs within the next minute. This song also removes any frightened condition.

**Spellcasting, Song of Charming (Lvl 3, 4 times per day).** Any creature within 50 ft. of Väinämöinen and can hear him must succeed on a 17 Wisdom saving throw or be charmed until the end of their next turn. A charmed creature will view Väinämöinen as a close friend and ally.

**Spellcasting, Song of Transmutation (Lvl 4, 3 times per day).** Väinämöinen targets a terrain up to a 5 ft. radius area out to a range of up to 100 ft., and chooses one trait of that terrain to alter it. Rock can change to mud, sand to air, rock to slime, etc. The alteration is permanent.

**Spellcasting, Song of Conjuration (Lvl 5, 3 times per day).** Väinämöinen magically conjures any mundane object that fits within a 10 ft. cube. This object lasts for up to 24 hours or until dispelled. No living object may be conjured. Thus, Väinämöinen could conjure a boat, but not a person or tree.

**Plane Shift (2 times per day).** Väinämöinen can transport himself to the Underworld realm of the dead, or to return to the land of mortals.

## REACTIONS

**Counterspell (2 times per day).** If Väinämöinen is aware of a spell being cast, he may use a reaction to counter that spell, causing it to fail.

## LEGENDARY ACTIONS

Väinämöinen 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. Väinämöinen regains spent legendary actions at the start of his turn.

**Song of Pain.** Väinämöinen casts the Song of Pain cantrip

**Song of Armor.** Väinämöinen sing a protective song, granting him a base AC of 15 until the start of his next turn.

**Enhanced Song (2 actions).** Väinämöinen can sing any one song of his choice if he has it available to him for that day.

**Shifting Form (2 actions).** Väinämöinen disappears in a mist, reforming up to 30 ft. away in an unoccupied space of his choosing. He may do this once per day.

# VALKYRJA

CR 12, PROF BONUS: +4

VAL-KEE-RREE-AH

Valkyrjur (VAL-kee-RREE-urr) are always female, appearing as impressive warriors dressed in gleaming armor and sharp weapons. Angelic wings sprout from their shoulders, and their expression is always one of a determined warrior.

## BEHAVIOR

Valkyrjur are very mission orientated and view their assignments with extreme importance. A divine being almost always sends them to select which fallen warriors are honored in the afterlife. Thus, they rarely appear during the actual battle, but as the combat is winding down, they appear to make their selections. They swoop down from the skies atop their winged horse steeds (use the stat block for a **Pegasus**) and touch a chosen fallen warrior. The life force of that recently slain creature leaves the body in a blue-white glimmer and re-forms back in Valhalla as a new body.

The Valkyrjur fight as a unit in battle, using tactics and strategy to defeat opponents. If possible, they rely on hit and run tactics, harassing their opponents until death overtakes them. One Valkyrja might use their blinding light spell while the others swoop in immediately after to strike with advantage.

## QUIRKS

Valkyrjur are single-minded and only think about the glory of honorable death in battle. They enjoy stories of valor and bravery, and seek out the best souls to be brought to Valhalla for when Ragnarök happens. .

## HABITAT

Valkyrjur live with the gods and not on the mortal plane. They can freely travel between the two on their missions dictated by the gods. They practice fighting in their home plane of existence and are often tasked with providing service to the gods—presenting mead, food, and other menial tasks.



# LORE & RUMORS

## Background Scandanavian folklore

*Then light shone from Logafell,  
and from that radiance there came bolts of lightning;  
wearing helmets at Himingvani [came the valkyries].  
Their byrnies were drenched in blood;  
and rays shone from their spears.  
- Helgakviða Hundingsbana*

DC, Religion	Rumor
10	The Valkyrjur choose those who have been slain in battle with honor to bring back with them to Valhalla. They ride into battle upon magnificent winged horses.
13	These creatures fight with divine purpose, and to have one on your side is a blessing indeed!
15	Valkyrjur have powerful magic that they can use to assist them in battle.
17	Valkyrjur can speak many languages, including those of birds.

# INCORPORATION

- The PCs have survived a horrible battle and witness a flight of Valkyrjur descending upon the battlefield to select the warriors who go to Valhalla. One of these slain warriors is a creature the PCs would have tried to raise (or have been tasked to raise), so they must venture to Valhalla to retrieve them.
- One of the PCs has been slain but was chosen by a Valkyrjur to be brought to Valhalla. The PC does not want to remain there and/or has an urgent need to return, so a journey through the various planes must be undertaken to return to the mortal world.



## VALKYRJA (WARRIOR)

Medium celestial, typically neutral

**Armor Class** 19 (half plate, shield)

**Hit Points** 212 (25d8 + 100)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	14 (+2)	18 (+4)	20 (+5)

**Saving Throws** Str +8, Dex +8, Con +8, Int +6, Wis +8, Cha +9

**Skills** Perception +8

**Damage Resistances** acid, cold, fire, lightning, thunder

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, frightened

**Senses** truesight 60 ft., passive Perception 18

**Languages** Common, Dwarvish, Giant, The language of birds

**Challenge** 12 (8,400 XP)

**Magic Weapons.** The Valkyrja's weapon attacks are magical.

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

**Divine Awareness.** The Valkyrja knows if it hears a lie.

**Martial Advantage.** Once per turn, the Valkyrja can deal an extra 13 (2d12) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the Valkyrja that isn't incapacitated.

**Flyby Attack.** If the Valkyrja has at least 20 ft. to fly towards a target, she can attack with a spear or longsword attack, and use a bonus action to move her movement rate (or the rate of the mount) without provoking attacks of opportunity.

## ACTIONS

**Multiattack.** The Valkyrja makes three longsword or spear attacks.

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

**Spear.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

**Spellcasting, Righteous Smite Cantrip.** *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. Hit: 27 (5d8 + 5) radiant damage and the target cannot take reactions until the end of their next turn.

**Spellcasting, Blinding Light (Lvl 1, 5 times per day).** The Valkyrja creates a bright light to appear around her. Any creature within 30 ft. who can see her must succeed on a DC 17 Charisma saving throw or be blinded until the end of their next turn.

**Spellcasting, Raise Dead (Lvl 5, 2 times per day).** The Valkyrja can choose a recently slain creature and choose to not bring it to Valhalla, but to give it a second chance. By touching the creature, it will be brought back to life with 1 hit point. The creature must have been dead no longer than 1 hour.

**Spellcasting, Rejuvenate (Lvl 6, 1 time per day).** The Valkyrja can heal themselves up to 55 (10d10) points of damage, and remove all negative conditions upon themselves.

## LEGENDARY ACTIONS

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

**Spear or Longsword Attack.** The Valkyrja makes one longsword or spear attack.

**Spellcasting.** The Valkyrja casts a spell.

**Evade.** The Valkyrja can move up to her movement rate without provoking an attack of opportunity.

**Parry (2 actions).** Valkyrjur can use their weapons to parry an attack, raising their AC by 4 until the start of their next turn.

# VALRAVN



CR 2, PROF BONUS: +2

## VELL-RAHVN

Valravns appear as a hybrid between a raven and a wolf. Dark black fur covers its body, and ebony shimmering feathered wings sprout from its muscled back. The head of this creature is that of a raven, with eyes that betray a great intelligence. Iron-hard talons curl slightly from their shaggy paws.

The valravv knight is a valravv that has managed to drink the blood from a child's heart and has transformed into a humanoid. They wear jet-black armor, wispy black cloaks, and have pale grey skin with inky black eyes and hair. Otherwise, they appear as humanoids from the child's species they ate the heart from.

## BEHAVIOR

Valravv are malicious, blood-thirsty creatures who take great pleasure in causing harm and destruction to living creatures. Created from the horror of a battlefield, they have been tainted to lust for killing and gore. They have a great desire to achieve knighthood within their dark order, and go to any length, whether that be destructive or through subterfuge, to accomplish that.

A few valravv aren't evil, but they have a pang of tremendous guilt about the factors that led to their creation, and are on a constant quest for redemption.

Valravv knights are wholly evil, having been corrupted thoroughly by the final act of horror to achieve the transformation that enabled them to reach knighthood. They are ruthless and sociopathic but brilliant and shrewd commanders on the battlefield. After all, they were created from the battlefield, and that is where they feel at home. Few are more skilled tacticians than a valravv knight.

## QUIRKS

Both valravv and valravv knights only eat flesh from those who died violently in battle.

## HABITAT

Valravvs are created when ravens eat the flesh of the newly dead on the battlefield, especially if the dead is a general, king, or queen. The latter two guarantee a raven transforms into a valravv by the next new moon.

These creatures live in small flocks of 2d6 creatures on elevated locations where they have a decent view of battlefields. They are nomadic, traveling from one battle site to the next, always saying in the distance, waiting for the battle to end so they can feed.

Occasionally they are solitary creatures traveling in search of a child in hopes of attaining its final transformation. When a valravv drinks the blood from the heart of a child,



## VALRAVN (WARRIOR)

Large monstrosity, typically evil

**Armor Class** 13

**Hit Points** 59 (7d10 + 21)

**Speed** 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	12 (+1)	12 (+1)	8 (-1)

**Saving Throws** Str +5, Dex +5

**Skills** Perception +5, Stealth +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, The language of birds

**Challenge** 2 (450 XP)

**Keen Sight.** The Valravv has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The Valravv makes two attacks: one with its beak and one with its claws.

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

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

**Necrotic Rejuvenation.** By spending an action to consume the flesh of a corpse, the valravv will gain 9 (2d8) temporary hit points, lasting up to 1 minute.



it immediately begins a transformation of horrific scale. The creature alters its shape to become a humanoid of the same species that the child was, with hooked and sharp features, jet-black hair and inky pools for eyes.

## LORE & RUMORS

Background Danish folklore

DC, Religion	Rumor
15	If a raven eats the flesh of the dead slain in battle, they become a valrav.
17	These creatures are malevolent, but always seek redemption, which they can get by drinking the blood from the heart of a child.
20	When a valrav is successful in drinking the blood of a child, it transforms into a dark knight.

## INCORPORATION

- The PCs encounter a flock of valrav that have been shadowing them, feasting on the creatures the PCs have slain.
- A valrav knight has established a keep, and is utilizing valrav creatures to rule ruthlessly over the land, enslaving all other creatures under pain of torture and death.

## VALRAVYN KNIGHT



### VALRAVYN KNIGHT (WARRIOR)

Medium humanoid, any evil

**Armor Class** 19 (half plate, shield)

**Hit Points** 117 (18d8 + 36)

**Speed** 30 ft

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

**Saving Throws** Str +6, Con +5, Wis +4

**Skills** Deception +2, Insight +4, Perception +7, Stealth +5

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common, Elvish, Umbral

**Challenge** 6 (2,300 XP)

**Fey Ancestry.** The Valravyn Knight has advantage on saving throws against being charmed, and magic can't put it to sleep.

**Sunlight Sensitivity.** While in sunlight, the Valravyn Knight has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

**War Tactics.** Any ally of the Valravyn Knight within 30 ft. that can hear the Valravyn Knight will gain an additional +1 bonus to all attack rolls.

**Savage Attacks.** When the Valravyn Knight scores a critical hit with a melee weapon attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Blood Frenzy.** If the Valravyn Knight has been reduced to half of its maximum hit point total or less, then it has advantage on all attack rolls. This lasts until the Valravyn Knight is reduced to

0 or fewer hit points, or is brought back to more than half of its maximum hit point total.

### ACTIONS

**Multiattack.** The Valravyn Knight makes two longsword or spear attacks.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

**Shield Bash.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 14 Strength saving throw or be knocked backwards 5 ft. and fall prone. This action is a bonus action if the Valravyn Knight is wielding a shield.

**Spellcasting, Cursed Tendril Cantrip.** *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 15 (3d8 + 2) necrotic damage and the target cannot recover hit points until the end of their next turn.

**Spellcasting, Misty Step (Lvl 2, 3 times per day).** As a bonus action, the Valravyn Knight disappears, reappearing in an unoccupied space up to 30 ft. away.

### REACTIONS

**Parry.** The Valravyn Knight adds 3 to its AC against one melee attack that would hit it. To do so, the Valravyn Knight must see the attacker and be wielding a melee weapon or shield.

# VODYANOY

CR 3, PROF BONUS: +2

VOD'-YA-NOY

These man-sized humanoids have the head of a frog with deep gills, long stringy green hair on their chins giving them a barbigerous appearance, splotched, black fish scales, and are covered with green algae. Webbed hands end in long black talons, and a row of razor-sharp teeth line its frog-like mouth. They have a fish's tail, and their eyes glow a deep dark red.

## BEHAVIOR

These creatures are malevolent and cruel, prone to fits of rage and anger. If slighted, angry, or upset, they have been known to destroy things made by people in the watery regions in which they make their home.

Their preferred method of hunting is to lay in wait, ambushing their victim, grappling them, and bringing them underwater to drown them. They then take a porcelain bottle or vial to capture the life essence of the creature, which they then display as a trophy in its lair.

Alternatively, they take these victims into their underwater lair with several air pockets within the chambers and keep them as enslaved people.

## QUIRKS

Vodyanoy are braggadocious and love to show off their trophies to others. Those it doesn't kill first, of course.

## HABITAT

A vodyanoy lair often consists of several chambers dug into the earth where the entrance is underwater and thus can only be accessed by traveling underwater to get to. Within these chambers is a trophy room of shelves that hold several porcelain vials, each containing the life essence of a previous victim. If one of these vials is broken, the essence jumps to the closest being, recovering 1d6 hit points of damage.

There are rumors that far in the north, where the lakes freeze over during the cold winter months. A vodyanoy king rules in a large underground complex that connects several lakes together.



## VODYANOY (EXPERT)

Medium fey, any evil

**Armor Class** 13 (natural armor)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

**Saving Throws** Dex +4

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

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

**Languages** —

**Challenge** 3 (700 XP)

**Ambusher.** The Vodyanoy has advantage on attack rolls against any creature it has surprised.

**Amphibious.** The Vodyanoy can breathe air and water.

**Grapple Master.** The Vodyanoy has advantage on all grapple checks if at least half of it is submerged in water.

## ACTIONS

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

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage and the target is grappled. If the Vodyanoy is grappling a target, they cannot use a claw attack against another creature.

**Spellcasting, Water Portal (Lvl 4, 2 times per day).** The Vodyanoy can disappear, reappearing in another body of water such as a river, lake, or pond up to 100 ft. away.

## LAIR ACTIONS

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

- A hole appears along the wall or ceiling of a passage within the lair, shooting a jet of water out to 10 ft. Any creature in the path of this jet must succeed on a DC 13 Dexterity saving throw or fall prone. A 30sq ft area exposed to this water jet becomes waterlogged and is considered difficult terrain.
- One of the porcelain vials breaks on its own, and the spirit flies to the vodyanoy, healing it up to 1d6 hit points of damage.
- A 10 ft. square section of the ceiling collapses, blocking a passage.

## LORE & RUMORS

**Background** Slavic folklore

DC, Nature	Rumor
12	Vodyanoy are mischief-makers, often destroying dams, fishing nets, or trying to overturn boats.
15	These creatures lurk underwater, leaping forth to grab their victims, pulling them underwater to kill them.
17	Some give tribute to the vodyanoy to keep them sated.
20	The vodyanoy collect the souls of those they kill in porcelain vials within their lair, displaying them as trophies.

## INCORPORATION

- At first, fishing nets and lines would get tangled or cut. Then boats would be found in the morning with holes, and the docks were sabotaged. The town needs someone to investigate.
- The PCs have tracked a vodyanoy to its lair and must find a way to eliminate it.

# WOLPERTINGER

**VOLP-ER-TEENG-ER**

This strange creature is a gallimaufry of a dozen different animals. It has the head and body of a hare with sharp fangs, deer-like antlers, the wings of a hawk, and some of them have the feet of a duck or bird of prey.

**CR 1/4, PROF BONUS: +2**



## WOLPERTINGER (WARRIOR)

*Small monstrosity, unaligned*

**Armor Class** 14

**Hit Points** 11 (2d6 + 4)

**Speed** 35 ft., burrow 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	15 (+2)	2 (-4)	12 (+1)	10 (+0)

**Saving Throws** Dex +6

**Skills** Stealth +6

**Senses** darkvision 30 ft., passive Perception 11

**Languages** —

**Challenge** 1/4 (50 XP)

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

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

**Nimble Escape.** The Wolpertinger can use a bonus action to dash or disengage.

### ACTIONS

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



## BEHAVIOR

Unlike normal rabbits, the wolpertinger has a more aggressive streak and is primarily a carnivore even though it can sustain itself on vegetable matter if it needs to. They are quick to evade combat if it feels like it is outmatched.

### QUIRKS

If this creature is stuffed and displayed, it creates a minor magical enchantment upon all visitors, causing them to give twice the average tip amount for services.

## HABITAT

Unless in a mated pair, these are solitary creatures living in dens or in roots in trees in temperate or mountainous climates. A female often gives birth to 1d6 young. At 6 months of age, the antlers and wings are fully formed.

## LORE & RUMORS

**Background** Germanic folklore

DC, Nature	Rumor
10	These creatures frequent the areas around hunting lodges or mountain cabins, preying on small animals such as domestic cats, chickens, or scavenging on the left-over garbage from people.
15	It is suggested that a bored wizard decided to experiment with several variations of the polymorph spell when creating this creature.

## INCORPORATION

- A wolpertinger is killing a farmer's chickens and cherished cat. The PCs are asked to investigate while they are traveling through the area.
- The PCs see a stuffed wolpertinger in an inn and inquire about its veracity.

# WULVER

WUL-VER

CR 1, PROF BONUS: +2

Wulvers are often mistaken for werewolves or even gnolls, as they have canine heads and humanoid bodies covered in short brown to black fur. They wear clothing as a normal person would and are often seen with a fishing pole.

## BEHAVIOR

A wulver is generally peaceful, preferring to live alone in peace where it can fish and be happy. If it is left alone or treated kindly, it reacts in kind and help a creature if one is in need. However, they won't hesitate to defend themselves if needed either. Not only do they have a dangerous bite and claw attack, but if it anticipates combat, it often wears armor and use weapons.

### QUIRKS

A wulver loves to fish above all else, spending much of its days by the shore with its fishing pole trying to catch an impressive fish.

## HABITAT

Wulvers live in caves within hills or mountainsides, near lakes or rivers. They are typically solitary creatures but occasionally are part of a family unit. Because they are often mistaken for werewolves or gnolls, they try to avoid any human contact for their own self-preservation.

## LORE & RUMORS

**Background** Shetland (Scottish) folklore

DC, History	Rumor
15	Do not confuse a wulver with a werewolf, as they are not the same as those evil cursed creatures. They do not change shape and are not immune to non-silvered weapons.
17	Wulvers are generally kind in nature, preferring to avoid others and to be avoided by others. But they help if someone needs aid.



## WULVER (WARRIOR)

Medium humanoid, typically good

**Armor Class** 16 (hide armor, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	11 (+0)	11 (+0)	10 (+0)

**Saving Throws** Str +4

**Skills** Perception +2, Survival +4

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

**Languages** Common

**Challenge** 1 (200 XP)

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

### ACTIONS

**Multiattack.** The Wolverine makes one bite and one claw attack.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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

## INCORPORATION

- A werewolf has been terrorizing a village, and a wolverine in the mountains is being blamed. The actual culprit is part of the village.
- The PCs come upon a lone creature fishing along a riverbank and are surprised to see that it has a wolf's head.

## XANA

SHAN-NAH

CR 2, PROF BONUS: +2

Always appearing as beautiful young women with bluish skin and hair like flowing water, xana are a magical race of fey that make their homes near a pure body of water. They are often seen "brushing" their hair with silver combs along the banks of their lairs, and are adorned with exquisite jewelry.

## BEHAVIOR

Xana are generally benevolent creatures as long as they are treated well and with respect. They treat strangers with kindness and offer to assist them as long as they are not threatened and promised a reward (usually something shiny and valuable). Preferring to avoid combat, the xana flees unless it's vital to fight back, such as destroying her lair or someone stealing from her. However, even in these cases, she tries to enlist woodland allies in helping her rather than take a direct approach to retribution.

## QUIRKS

Creatures of beauty, xana are infatuated with giving the appearance of beauty and thus frequently groom themselves, even absentmindedly brushing their hair while talking.



## HABITAT

While typically solitary, it's not unusual for a small group of xana to live in the same body of water. Each is inexplicitly tied to a sacred water source, such as a lake, pond, river, or waterfall. They get their sustenance from this pure water, and take every precaution to protect it.

Within this lair, hidden from view, is a cave where they make their actual lair. Within this lair is a finely furnished room that also holds all of their collected treasure they've acquired.

## LORE & RUMORS

**Background** British folklore

DC, Nature	Rumor
12	The song of a water spirit soothes your aches if you are pure of heart. But if you are not, you will find it painful and overwhelming.
15	A xana often helps cure your ills in exchange for treasure.
17	If taken from their watery lairs, these water spirits begin to die.
20	If threatened, a xana takes the form of water and escape.

## INCORPORATION

- After being exhausted from a long trek, the PCs encounter a xana, and the good-aligned PCs suddenly feel refreshed after hearing her sing.
- Someone has stolen from a xana, and she asks the PCs to help recover it.
- A raging fire has destroyed the lair of a xana, and the PCs must assist in getting her to a new body of water before she perishes.
- The water to a xana's lair has been poisoned, and the PCs must investigate and solve the issue.



### XANA (CASTER)

*Medium fey, typically good*

**Armor Class** 14 (natural armor)

**Hit Points** 54 (12d8)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

**Saving Throws** Cha +6

**Skills** Insight +4, Perception +4

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

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Elvish, Sylvan

**Challenge** 2 (450 XP)

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

**Amphibious.** The Xana can breathe air and water.

**Water Bond.** The Xana is magically bound to her lair and the water there. If she is more than 100 ft. away from her water source, she will lose 1 hit point per day from her maximum and

current totals. She will perish when she is reduced to 0 or fewer hit points. If she is brought back to her water source, she will recover at a rate of 1 hit point per day.

### ACTIONS

**Xana's Song.** As long as the Xana is singing, any creature within 100 ft. that can hear her will be overcome with emotion. This emotion is based on alignment. Good aligned creatures will feel at peace and lose one level of exhaustion if applicable. Evil aligned creatures would feel suffocated and at extreme ill-ease, gaining a level of exhaustion and being unable to approach the Xana unless a DC 14 Charisma saving throw was successful. A saving throw must be attempted at the start of each turn the creature remains in earshot.

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

**Spellcasting, Healing Touch (Lvl 3, 3 times per day).** The Xana touches a creature, removing one negative condition and healing it up to 13 (3d8) points of damage.

### REACTIONS

**Waterform.** The Xana assumes a watery form until the end of her next turn, gaining immunity to all non-magical attacks and and fit in any crevice or hole as water would.

# YETH HOUND

CR 3, PROF BONUS: +2

## YETH HOW-ND

These monsters appear as great headless dogs with shaggy black fur, standing as tall as a man at the shoulders. A spin-shivering wail emits froth from the dark pit that would be its throat.

## BEHAVIOR

When these spirit creatures enter the prime material plane after nightfall, they roam the countryside looking for living creatures to kill before returning to the land of the dead at daybreak. Occasionally they are solitary, but often they are part of a larger pack numbering up to a dozen.

These are tactical thinking creatures who gang up and use their disconcerting wail on the same target they view as the greatest threat, hoping to take it down as fast as possible.

## QUIRKS

Yeth hounds are so often used as hunting hounds for powerful fey, that they have muscle and mental memory for fey commands. If someone issues forth a firm command of “sit, stay, leave it, attack, or track” in the sylvan language, the hounds obey if it is allied with the creature issuing the command, or must succeed on a DC 12 Wisdom saving throw to avoid following the command if uttered by anyone else.

## HABITAT

Yeth hounds are native to the Underworld, where they roam in perpetual hunts. They are most often transported to the Prime Material plane when called upon by a powerful fey or fiend creature, where it participates in a great hunt.

## LORE & RUMORS

**Background** British folklore

DC, Religion	Rumor
12	When you hear the wail of the yeth hound, it is on the hunt, and all who can hear perish.
15	These monstrous dogs have no heads; their horrifying visage only being matched by their equally terrifying wailing.
20	Yeth hounds are often used in the employ of Herne the Hunter or other dark masters of the hunt.



## YETH HOUND (EXPERT)

Large undead, any evil

**Armor Class** 15 (natural armor)

**Hit Points** 52 (7d10 + 14)

**Speed** 50 ft.

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

**Skills** Perception +6, Stealth +5

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

**Condition Immunities** blinded, deafened

**Senses** blindsight 60 ft., passive Perception 16

**Languages** understands Sylvan but can't speak it

**Challenge** 3 (700 XP)

### ACTIONS

**Disconcerting Wail.** The hound targets a creature within 60 ft. of it and emits a horrifying wail. If the creature can hear the hound, it must succeed on a DC 12 Wisdom saving throw or suffer 20 (4d8 + 2) psychic damage.

**Etherealness.** The Yeth Hound magically enters the Underworld Plane from the Material Plane, or vice versa.

## INCORPORATION

- The PCs have set up camp, and they hear a supernatural wailing sound in the middle of the night. A pack of hounds is on the loose.
- The PCs come to this region based on rumors of a powerful evil creature hunting people every night with its pack of yeth hounds.



# YSGITHYRWYN

CR 4, PROF BONUS: +2

ISS-GITH-THIGH-RIN

Ysgithyrwyn is a boar of exceptional size, standing taller than a horse. Dark wiry bristles cover its thick hide, and long curved tusks protrude from its jaw at more than three feet in length.

## BEHAVIOR

Ysgithyrwyn shares the same aggressive temperament as its smaller cousins. Any creature that annoys or threatens him is met with an angry charge.

## QUIRKS

Ysgithyrwyn loves truffles and can be lured to them without attacking.

## HABITAT

Ysgithyrwyn is a solitary creature roaming the darkest and most remote temperate forests.

## LORE & RUMORS

### Background Welsh folklore

*There was once a young warrior named Culhwch who was enamored with Olwen. However, Olwen's father, king Ysbaddaden, would only permit the marriage if Culhwch succeeded in completing thirty-nine tasks set upon him. The final task was the killing of Ysgithyrwyn, the king of boars, taking his tusk and forming a razor from it, and then for King Caw to shave the head of Ysbaddaden.*

*Culhwch succeeded in all tasks but for the killing of Ysgithyrwyn. After several attempts, Culhwch eventually exhausted the boar, which was then killed by Aedd. The tusk was fashioned into a razor, Ysbaddaden received his haircut, and Culhwch was allowed to marry Olwen.*

DC, History	Rumor
12	The story of Culhwch is known.
15	This giant boar is called the king of boars due to its impressive size.
20	Ysgithyrwyn is intelligent for a boar and won't fall to the same traps or tricks.



## YSGITHYRWYN (EXPERT)

*Huge monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	5 (-3)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** —

**Challenge** 4 (1,100 XP)

**Charge.** If Ysgithyrwyn moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 14 (4d6) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Relentless.** If Ysgithyrwyn starts its turn with fewer than half of its maximum hit point total and is not incapacitated, it gains resistance to all bludgeoning, slashing, and piercing damage until the start of its next turn. Additionally, each Tusk attack will inflict an additional +2 points of damage.

### ACTIONS

**Multiattack.** The Ysgithyrwyn makes one tusk attack, and if a target is prone, can use a bonus action to use a trample attack.

**Tusk.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.  
*Hit:* 19 (4d6 + 5) slashing damage.

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

## INCORPORATION

- A local ruler has tasked the PCs to hunt and bring back Ysgithyrwyn as proof of their prowess before being entrusted to partake in a vital mission.
- While hunting a normal wild boar for food, the PCs see atop a ridge this monstrosity, and it doesn't look happy.







## MYTHOLOGICAL TREASURES

Viscous beasts and horrific fiends aren't the only parts of a heroic story or folktale. Often the hero or heroine can only achieve great deeds through the use of magical items. Each region and culture has a different contribution to the type and style of the magical object. Still, we see some key similarities across all mythology, regardless of region or culture of origin.

The first of these is the view toward swords. In history, particularly from the late Iron Age to the Viking Age, crafting a sword was a highly skilled profession, and often swordsmith's techniques were highly guarded. Swords were kings' gifts and were available only to those who could afford them.

The second item frequently occurring in many myths and folktales are gauntlets and rings. These items bestowed great powers to the wearer of either.

The frequency of similar items, particularly with the aforementioned swords, creates a risk of having a list of items where several different items are essentially the same in function. Due to brevity, only the more popular or unique items are described below.



## MAGICAL ITEMS BY RARITY

### UNCOMMON

- Angrvaðall
- Armor of Beowulf
- Fail-Not
- Fairy Dust
- Mead Of Poetry
- Mistilteinn
- Shoes Of Víðarr
- Svefnthorn
- Toadstone
- Wolfssegen

### RARE

- Adder's Stone
- Ægishjálmur Helm Of Awe
- Bradamante's Lance
- Carnennan
- Cohuleen Druith
- Dyrnwyn
- Eldhrímnir
- Gunnar's Atgeir

Hrunting  
 Jökulsnautr  
 Lúin of Celtchar  
 Magic Bullet  
 Mimung  
 Necklage of the Lady of the Lake  
 Orna  
 Peter Stumpp's Magical Belt  
 Ring of Dispel  
 Seven Mile Boots  
 Singing  
 Stone Of Giramphiel

## VERY RARE

Ascalon  
 Chariot Of Morgan Mwynfawr  
 Dáinsleif  
 Devil's Green Coat  
 Egil' Wings  
 Girdle Of Brynhildr  
 Kantele  
 Levateinn  
 Excalibur  
 Olifant  
 Prima Materia  
 Ragnar's Shirt  
 Svalinn  
 Svíagris  
 Swan Cloak

## LEGENDARY

Areadbhar  
 Armor of Örvar-Oddr  
 Bragi's Harp  
 Claíomh Solais  
 Clarent  
 Durendal  
 Fairy Ointment  
 Fjaðrhamr  
 Gae Assail  
 Gobán Saor's Axe  
 Hamper Of Gwyddno Garanhir  
 Lorg Mór  
 Mantle of Arthur  
 Pridwen  
 Silver Apple  
 Sword Of Freyr

## ARTIFACT

Járngreipr  
 Joyeuse  
 Megingjörð  
 Mjölñir  
 Baugi  
 Pair Dadeni  
 Skíðblaðñir  
 Skofrung  
 Tarnhelm  
 Thor's Chariot  
 Tyrting



## MAGICAL ITEM DESCRIPTIONS

### ADDER'S STONE (RARE)

Once per day, this magical stone cures any disease or poisoned condition, even those of magical nature.

### ÆGISHJÁLMUR, HELM OF AWE (RARE)

This helmet is of the treasures taken by Sigurd when he slew Fafnir. Once per day, it allows the wearer to cast the fear spell with a spellcasting DC of 15 and grants the wearer immunity to fear.

### ANGELICA'S RING (ARTIFACT)

This elegant band of silver and gold bestows upon its wearer complete immunity to all magic from the school of enchantment. When placed in the mouth, it renders the user invisible as long as the ring remains in the mouth, regardless of any action the owner may take.

## ANGRYADALL (UNCOMMON)

Also known as the “Stream of Anguish,” this magical sword grants a +1 bonus to attack and damage rolls, as well as emitting a dim light up to 10 ft. radius in times of peace, but when combat begins, it shines brightly, emitting bright light up to 30 ft. radius. When the combat encounter ends, the sword goes back to shedding dim light.

## AREADBHAR (LEGENDARY)

This legendary spear of Lugh is renowned for being able to fight on its own, having a flaming head that inflicts an additional 2d6 fire damage with each successful hit. As a bonus action, the wielder may command the spear to fight independently. It gains a flying speed of 20 ft. per round and can be used to attack any creature on the owner’s command as a bonus action.

Additionally, the spear emits a loud exultant roar when the combat encounter begins. Any non-allied creature within 50 ft. of the wielder who can hear the spear needs to succeed on a DC 15 Wisdom saving throw or be frightened until the end of their next turn.

Areadbhar has a personality and thirsts for blood. If it does not “drink” the blood from one small or larger creature per day, its magical powers are eliminated.

## ARMOR OF BEOWULF (RARE)

While known as the armor of Beowulf specifically, this chain mail armor is any mail armor crafted by the legendary smith, Wayland. The armor grants a +1 bonus to AC and saving throws and does not impede stealth checks.

## ARMOR OF ÖRVAR-ODDR (LEGENDARY)

Made from interweaved silken threads enchanted to be impenetrable, this light armor grants a base AC of 14 and grants the wearer immunity to non-magical bludgeoning, slashing, and piercing damage.

## ASCALON (VERY RARE)

The spear used by St. George, this weapon confers a +2 bonus to attack and damage rolls and inflicts great pain upon dragon and draconic creatures (including half-dragons and dragonborn). If these creature types are struck by the spear, they must succeed on a DC 17 Constitution saving throw, or they suffer disadvantage on all attack rolls taken by the end of their next turn. .

## BRADAMANTE’S LANCE (RARE)

This enchanted lance grants a +2 bonus to all attack rolls, and if a successful attack is landed on a mounted creature, that creature needs to succeed on a DC 20 Athletics check or be un-horsed from their mount.

## BRAGI’S HARP (LEGENDARY)

The mythical harp of Bragi himself, this musical instrument grants the owner proficiency in performance if they do not already have it or expertise if they do. Three times per day, the magical instrument can be used to cast the *charm person* spell, and once per day can cast the *dominate person* spell.

## CALADBOLG (ARTIFACT)

This greatsword is a cousin to Excalibur and grants a +1 bonus to all attack and damage rolls. As an action, the wielder can twirl the sword, creating a rainbow-colored arc, which then shoot forth in a line 600 ft. in length, 5 ft. in width. Any creature caught in this line must succeed on a DC 15 Dexterity saving throw or suffer 3d12 slashing damage. A successful saving throw results in no damage taken.



## CARNWENNAN (RARE)

Also known as Little White-Hilt, this dagger was gifted to King Arthur. It confers a +1 bonus to attack and damage rolls, and as an action, it may enshroud the wielder in shadow, granting them an advantage on stealth checks for up to 1 minute. This power may be called forth up to three times per day. This dagger also grants the wielder proficiency in stealth if they do not already have it.

## CHARIOT OF MORGAN MWYNFAWR (VERY RARE)

This great magical chariot covered in gold doubles the movement rate of any creature pulling it.

## CLAÍOMH SOLAIS (LEGENDARY)

The Sword of Light grants a +2 bonus to all attack and damage rolls and emits a bright light up to 30 ft. upon command. Once per day as an action, the sword may shoot forth a bolt of lightning up to 120 ft. long, 5 ft. wide,

that inflicts 8d8 lightning damage to any who fail a DC 15 Dexterity saving throw. A successful save results in half damage.

### CLARENT (LEGENDARY)

Originally a sword meant for coronations and ceremonies, this magical weapon was stolen and used by Mordred to kill King Arthur. It is a +3 weapon, but double damage is inflicted when used against any creature of royal or noble descent or background.

### COHULEEN DRUITH (RARE)

This magical hat confers water breathing and a swim speed of 30 ft. to any creature wearing it.

### DÁINSLEIF (VERY RARE)

A sword of King Högni, this weapon has a +2 bonus to all attack and damage rolls. Additionally, any wound caused by this sword cannot be healed unless by magical means. That is, any hit point loss caused by Dáinsleif cannot be recovered via long rest or using hit die recovery.

### DEVIL'S GREEN COAT (VERY RARE)

This aptly named green coat generates 10gp per day in one of its pockets as long as the wearer never bathes, cuts their hair or nails, or takes off the coat. If any of the above occurs, the coat loses all magical powers.

### DRAUPNIR (ARTIFACT)

This golden ring of Odin magically creates 8 gold rings worth 100gp each every 9th day.

### DURENDAL (LEGENDARY)

The sword of the hero Roland, this weapon confers a +3 bonus to all attack and damage rolls. It inflicts an additional 2d8 radiant damage against any fiend, undead, or creature of evil alignment.

### DYRNWYN (RARE)

When drawn from its scabbard by a good-aligned creature, the blade enshrouds itself with flames, inflicting an additional 2d8 fire damage with each successful hit. If an evil creature unsheathes the sword, the fire damage is inflicted upon them instead. Neutral creatures using the blade don't cause either effect.

### EGIL WINGS (VERY RARE)

These wings were created by Egil to assist his brother Völund in escaping his captivity at Nidung's court. They are

crafted by a collection of many different birds, and allow the wearer to fly at a speed of 50 ft. as long as they are worn.

### ELDHRIMNIR (VERY RARE)

This magical cauldron never empties of food.

### EXCALIBUR (ARTIFACT)

The renowned sword of King Arthur, granted to him by the Lady of the Lake, this mystical sword is not just a +3 longsword. On a natural 20 attack roll, the target suffers an additional 4d8 bleeding damage at the start of their next turn if the wound isn't bandaged or healed.

As an action, the wielder can command the twin chimera heads on the hilt to exhale forth a cone of flame up to 15 ft. in length. All creatures within this cone must succeed on a DC 20 Dexterity saving throw or suffer 5d10 fire damage. A successful save results in half damage. This power recharges on a roll of 5 or 6 on a d6 at the start of every round if it has been previously used.



### EXCALIBUR'S SCABBARD (ARTIFACT)

An item Merlin explained to Arthur that is more powerful and more important than Excalibur itself, this scabbard grants upon its wearer immunity to all slashing damage, prevents any and all bleeding from wounds, and grants resistance to all piercing and bludgeoning damage.

### FAIL-NOT (UNCOMMON)

The bow of the knight Tristan, this weapon grants advantage on the next attack roll if taken on the same turn by invoking its power as a bonus action. The bow's power can be used up to three times per day.

## FAIRY DUST (UNCOMMON)

When this dust is sprinkled in a circle upon the earth, a circle of mushrooms grows after an hour, turning the circle into a Fairy Circle, allowing transport into the Fey Realm.

## FAIRY OINTMENT (LEGENDARY)

Once rubbed on the eyelids, this magical and highly protected ointment grants the creature the ability to see invisible creatures and objects up a range of 100 ft. permanently. It is typically used by the fey folk to rub on the eyelids of mortal babes they have kidnapped or sired. The fey guard this jealously, and if they find out a mortal has used it themselves, they react with anger. Stories say that the fairies will attempt to pluck out the eyes of those who use this ointment without permission.

## FJADRHAMR (LEGENDARY)

The magical cloak of the goddess Freyja, this item is fashioned with the feathers of a hawk. Upon command as a bonus action, the cloak allows the wearer to take the form of a falcon until another bonus action is used to end the effect or if the wearer becomes incapacitated.

## FRAGARACH (ARTIFACT)

Said to be forged by the gods themselves, "The Answerer" was wielded by Manannán mac Lir and Lugh Lamfada. It normally acts as a +3 sword, but also emits a zone of truth with a 10 ft. radius, detecting any lie spoken within this radius. It also ignores any bonus to AC from shields and allows the wielder to cast the gust of wind spell once per day.

## GÆ ASSAIL (LEGENDARY)

The spear of Lugh is a +2 spear that returns to the wielder's hands upon command. It also grants advantage on all ranged attack rolls.

## GÆ BULGA (ARTIFACT)

The spear of Cú Chulainn, given to him by Scáthach, is not used as a normal spear. Instead it is thrown from the foot. It confers a +3 bonus to all attack and damage rolls, and if it hits and the wielder commands it, it embeds itself within the target's body, elongating barbs within its head to lengthen twist within the body of the victim. The target suffers an additional 3d6 piercing at the start of each of its turns when the spear is embedded. The weapon cannot be removed short of the owner commanding it, or a *wish* or *dispel magic* spell is cast.

## GIRDLE OF BRYNHILDR (VERY RARE)

This magical girdle increases the wearer's strength by 4 points for as long as it is worn.

## GJALLARHORN (ARTIFACT)

The horn of the god Heimdallr triggers Ragnarök when blown. This significantly impacts your campaign world, so incorporate this item wisely.

## GOBAN SAOR'S AXE (LEGENDARY)

While granting a +2 bonus to all attack and damage rolls, this axe creates a sphere 50 ft. radius where no liquid can penetrate when placed on the ground and the command word is spoken. All water and other liquids form around the sphere but not enter.

## GRAM (ARTIFACT)

The mighty sword of the hero Sigurd, slayer of the dragon Fafnir, grants a +3 bonus to all attack and damage rolls, but against any creature wearing armor or having natural armor, the wielder enjoys advantage on attack rolls. If the attack hits by 5 or more, an additional 2d8 slashing damage is inflicted.



## GREEN ARMOR (ARTIFACT)

The armor worn by the Green Knight, this chain mail makes the wearer immune to all slashing damage.

## GRIM REAPER'S SCYTHE (ARTIFACT)

This weapon's scythe of the Grim Reaper itself has a base damage of 2d6 and grants a +4 bonus to attack rolls. Living creatures struck by this weapon must succeed on a DC 20 Constitution saving throw or suffer 5d8 necrotic damage, suffer a level of exhaustion, and become *frightened* until the end of their next turn.

## GUNGNIR (ARTIFACT)

The spear of Odin himself is a +4 weapon and has double the normal range distances. If an opponent attacking the wielder of Gungnir with a melee weapon attack rolls a natural 1, their weapon breaks and become worthless.

## GUNNAR'S ATGEIR (RARE)

The halberd of Gunnar grants a +2 bonus to attack and damage rolls but is most known for singing in battle. At the start of the initiative, the wielder of this weapon can choose one ally within 30 ft. to give an inspiration die. This die is a d6 and can be used by the recipient to add to any attack roll, saving throw, or skill check.

## HAMPER OF GWYDDNO GARANHIR (LEGENDARY)

If food is placed within this hamper and the lid closed, it is revealed that the food has been duplicated when re-opened.

## HRUNTING (RARE)

The magical sword given to Beowulf by Unferth was deemed to have never failed in battle. However, Unferth has resentment toward Beowulf and tricked him. While it grants a +2 bonus to attack and damage rolls, attack rolls is made at a disadvantage when used against any **giant** creature.

## JÄRNGREIPR (ARTIFACT)

The iron gauntlets worn by Thor himself, these items grant advantage on all ranged attack rolls by the wearer. It is said that the hammer Mjölfnir can only be lifted by one wearing these gauntlets.

## JÖKULSNAUTR (RARE)

These magical swords have a natural +1 to all attack and damage rolls, but against undead inflicts an additional 1d8 radiant damage.

## JOYEUSE (ARTIFACT)

The sword of Charlemagne, this weapon is rumored to have the Lance of Longinus within its pommel. This weapon acts as an unbreakable +3 longsword, granting advantage on all attack rolls against undead and fiends, doing double damage against the same.

## KANTELE (VERY RARE)

This musical instrument was crafted from the jawbone of a giant pike and the hair from Hiisi's stallion. One time per day the musician can cast the *Call Woodland Beings* spell.

## LÆVATEINN (VERY RARE)

These arrows grant a +3 bonus to attack and damage rolls but inflict triple damage against **monstrosities**. Once used, they lose their magic. They typically come in groups of 1d6.

## LORG MÖR (LEGENDARY)

The greatclub of Dagda, while conferring a +2 bonus to attack and damage rolls, has the ability once per day to case raise dead by touching the handle of a deceased person.

## LUIN OF CELTCHAR (RARE)

These spears enshroud the head with flame upon command, which add 2d6 points of fire damage to all damage rolls.

## MAGIC BULLET (RARE)

Initially created by a fiend for Freischütz, these magic bullets always strike their target as long they are within range of the sling. No attack roll is needed. Once struck, they lose their magical power. They typically come in a bag of 2d4 bullets.

## MANTLE OF ARTHUR (LEGENDARY)

When this mantle is worn, it turns the wearer invisible for as long as the mantle remains in place.

## MEAD OF POETRY (UNCOMMON)

This magical mead grants the imbiber proficiency in Performance for 1 hour when quaffed. If the creature is already proficient, then it makes all persuasion rolls with advantage for 1 hour.

## MEGINGJÖRÐ (ARTIFACT)

The magical belt worn by Thor, this item increases the wearer's strength by 6 for as long as it is worn.

## MIMUNG (RARE)

One of the best swords crafted by Wayland the Smith, these are +1 weapons that never break or tarnish.

## MISTILTEINN (UNCOMMON)

These weapons, originally owned by Hromundr Gripsson, can never be blunted or take on rust.

## MJÖLNIR (ARTIFACT)

The most famous of Thor's artifacts, the hammer Mjölnir can be thrown up to twice the range of a normal hammer, and returns to the hand immediately after landing a blow. The hammer can also be called forth, no matter the distance, as long as the wielder also is wearing Meginjöð and Járngræipr, as a speed of 200 ft per round. In addition to being a +4 hammer, it has a base damage of 1d10, and anyone struck by the hammer must succeed on a DC 20 Constitution saving throw or be stunned until the end of their next turn. Against giants, the hammer inflicts an additional 3d10 damage and the critical range is reduced by 1.

## NÁBRÓK (VERY RARE)

One of the more macabre and obscene items, these pants are made from the skin of a willing individual before they died. Once their skin has been fashioned into pants and worn, they attach to the wearer magically and cannot be removed unless the wearer takes an action to do so.

A coin must be stolen from a widow and placed within the scrotum sac along with a magical rune, nábrókarstafur, written on a piece of paper. From that point on, the pants duplicate the coin every dawn for as long as the original coin is never removed.

## NECKLACE OF THE LADY OF THE LAKE (RARE)

These jeweled necklaces grant advantage on all persuasion checks, and increase the Charisma of the wearer by 2.

## ODIN'S WHETSTONE (ARTIFACT)

When used to sharpen a weapon, this stone permanently alters the weapon to become magical with a +1 bonus to attack and damage rolls if it is not magical already. This may be done once per day. If thrown at a giant (range 30 ft.) and successful, the stone slays the giant if it fails a DC 15 Constitution saving throw.

## OLIFANT (VERY RARE)

The horn of the hero Roland, once per day as an action the owner can blow the horn, summoning four guards to appear in unoccupied spaces within 30 ft. of the wielder.

These guards remain for up to 1 minute or until slain, and follow the commands of the horn's owner.



## ORNA (RARE)

The sword of the Fomorian king Tethra, this is a +2 weapon, but it is sentient with intelligence and the ability of speech. However, the speech is limited to retelling deeds it has accomplished. To which it does with enthusiastic abandon. Sometimes during unwanted periods.

## PAIR DADENI (ARTIFACT)

This magical cauldron brings back to life any creature that was placed within. If the creature fails a DC 10 Wisdom saving throw, it emerges alive, but mindless. This ability can be used but once per day.

## PETER STUMPP'S MAGICAL BELT (RARE)

This belt, belonging to the infamous Peter Stumpp, allows the wearer to spend a bonus action to polymorph into that of a normal wolf. They can remain as such until they spend a bonus action to revert to true form, or if they are incapacitated.

## PRIDWEN (LEGENDARY)

The magical shield carried by King Arthur, this item is considered a +2 shield, but reflects back upon the caster any hostile magic that specifically targets the wielder of this shield. Area of effect spells, or those spells that target the environment are not reflected. Only spells that directly target the wielder specifically.



## PRIMA MATERIA (VERY RARE)

This material is considered the basis of all matter among alchemists. If used as an ingredient when crafting a potion, it results in the automatic success of the crafting of said potion.

## RAGNAR'S ENCHANTED SHIRT (VERY RARE)

It is said that when King Ælla threw Ragnar into the snake pit, Ragnar was wearing this shirt which protected him. Anyone who wears this mail shirt gains immunity to all poison damage.

## RING OF DISPEL (RARE)

The magical ring of Sir Lancelot allows the wearer to cast *dispel magic* as if they were a 12th level caster. This can be done once per day.



## SEVEN MILE BOOTS (RARE)

When worn, once per day these boots can transport the wearer up to seven miles away.

## SHOES OF VIDARR (UNCOMMON)

This magical footwear allows the wearer to traverse over harmful terrain such as spikes, thorns, ice, fire, acid, and poison without suffering harm to their feet. This does not protect the wearer from these hazards as a whole, only if they are traversing over them.

## SILVER APPLE (LEGENDARY)

Eating one of these magical apples extends the life of the consumer by 100 years.

## SINGING SWORD OF CONAIRE MÓR (RARE)

While being a +1 sword, the additional power of this sword is revealed when battle starts. Upon command, up to three times per day, the sword sings for up to 1 minute. During this time, an ally chosen by the wielder is able to add a d6 to any attack roll, saving throw, or skill check roll. The wielder can choose up to three different allies within 30 ft., but an ally cannot use the die more than once during the minute.

## SKIDBLAÐNIR (ARTIFACT)

The folding boat of the god Frey, this boat can be folded down to six inches on a side by spending 1 minute folding it. It can be unfolded in the same time frame, up to a size that allows up to two dozen occupants to ride within.

## SKOFNUNG (ARTIFACT)

The legendary weapon of King Hrólfr Kraki grants a +3 bonus to all attack and damage rolls. Any wound suffered reduce the maximum hit point total of the victim by the amount of damage taken by the sword, and cannot be healed until the end of a long rest. Once per day it can call forth a berserker for up to one minute who listens to the commands of the wielder.

## STONE OF GIRAMPHIEL (RARE)

Holding or carrying this magical stone confers magical immunity to fire to the owner.

## SVALINN (VERY RARE)

Gleaming like the sun, this magical shield provides not only an additional +2 bonus to AC over a normal shield, but also protect the wielder completely from fire and heat damage.

## SVEFNTHORN (UNCOMMON)

If pricked by one of these thorns, the creature must succeed on a DC 15 Constitution saving throw or fall into a deep sleep for up to 1 hour. Any damage or extreme rough handling of the creature wakes them, otherwise they remain asleep.

## SVIAGRIS (VERY RARE)

This highly prized magical ring compels others to own it. If it is seen laying about, anyone who sees it must succeed on a DC 15 Wisdom saving throw or be compelled to spend their actions trying to retrieve the ring.