



# GRAND DUCHY OF REME

FIFTH EDITION SOURCEBOOK



5TH EDITION  
COMPATIBLE



FROG GOD  
GAMES



# GRAND DUCHY OF REME

## CONVENIENT REFERENCE GUIDE TO REME

### FIFTH EDITION

Authors: Matt Finch, Casey Christofferson, Rhiannon Louve, Anthony Pryor, Kenneth Spencer  
Editor: Jeff Harkness  
Producer: Matt Finch  
Project Managers: Matt Finch, Edwin Nagy  
Cover Design: Charles A. Wright  
Cover Art: Colin Chan  
Interior Art: Julio De Carvahlo, Colin Chan, Santa Norvaisaite, Michael Syrigos  
Art Direction: Casey Christofferson  
Cartography: Robert Altbauer  
Layout: Suzy Moseby

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Bill Webb, Matthew J. Finch, Zach Glazar,  
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#### **AUTHOR BIOGRAPHY:**

Matt Finch, born November 15, 1967, is generally considered the main founder of the gaming movement known as the OSR. He won an ENNIE award in 2009 for the Swords & Wizardry game (a restatement of the rules of Original 1974-1978 Dungeons & Dragons) and is the author of the Quick Primer for Old School Gaming along with numerous other D&D resource books, including the Tome of Adventure Design. Finch is one of the founding members of Frog God Games, the successor to Necromancer Games. Matt is a graduate of Harvard College and Georgetown Law School.



# CONVENIENT REFERENCE GUIDE TO REME FIFTH EDITION

BY MATT FINCH WITH CASEY CHRISTOFFERSON, RHIANNON LOUVE, ANTHONY PRYOR, KENNETH SPENCER  
5E DEVELOPMENT: EDWIN NAGY WITH CARL DUROCHER



## ROLES AND BACKGROUNDS

This section contains rules for player character backgrounds, and class specialties and related equipment.

### ARCANUM COLLEGIUM GRADUATE (FEAT)

You have earned a degree from the prestigious Arcanum Collegium in the city of Reme. This is no small feat, for the coursework is grueling and the exams at the end are very thorough. You need not have studied the arcane arts, for the Collegium offers courses in all manner of subjects from history to medicine. Having attended and graduated from the Collegium, you likely participated in the Student Houses, spent at least one night at the Blue Rooster, and took part in other activities the students of the college are known for.

Although you focused your studies on one discipline or set of disciplines, like any graduate of the Arcanum Collegium you studied a wide range of topics. You might not be as knowledgeable about history as someone who has dedicated a great deal of time to the study of it, but you know much more than the common person. This goes for other topics and disciplines, and a little knowledge can go a long way. Your education was broad and comprehensive; you know more about a variety of topics than those who have simply studied a text or listened at the feet of a scholar. Even more, you can usually use your knowledge of one subject to support gaps in your knowledge of another.

Graduates of the Arcanum Collegium are a diverse group who come from across Akados. They share a love of lore and learning, the experience of attending one of the finest institutions of higher education on the continent, and a certain degree of pride in their accomplishment.

## COLLEGIUM EDUCATION

You have been educated at the Arcanum Collegium or similar institution of higher learning.

When you choose this feat, you gain the following:

- \* Your Intelligence score increases by 1.
- \* Choose two of the following skills; you add your proficiency bonus twice to those skills: arcana, history, medicine, nature, or religion
- \* If you are not trained in any of the skills from the above list, you may add half your proficiency bonus to checks made using those skills.

## BANDI (BACKGROUND)

You are or were a trained and equipped journeyman of the city of Reme's Honorable and Courageous Band of Free City-Holder. As a full-time artisan and part-time city watch, you are trained in combat, though you are likely not as good as someone who spends their full time preparing for war. Although you have the full complement of arms and armor required of a journeyman, these are kept at a guardhouse and you can't take them out without special permission.

Like most Bandi, you are used to being the big person on the street, the force of law, and the best armed and armored combatant on the block. The common people of the city of Reme respect the Bandi, and if they don't, they learn to. You are more than just an artisan, and the guilds of lesser cities are kept well informed that the Bandi are warriors and workers. When you walk into a room, you reflexively scan the crowd and assess the threats before settling down to business.

The Bandi are an elite group in the city, and they tend to show it. Not just warriors or watchmen, they are also educated artisans. As the official city watch and guard, they can wield enormous power, and this shows in how they deal with people outside their guild. While your flaws tend to represent this arrogance and strength, your ideals tend toward pride in working hard and fulfilling your duties.

**Skill Proficiencies:** Intimidation, Persuasion

**Tool Proficiencies:** Choose two Artisan's Tools

**Equipment:** One set of artisan's tools you are proficient with, a small folding knife with the city crest, a healer's kit, and 5 gp.

## DUKE'S LESSER JUSTICE (BACKGROUND)

You are one of the Grand Duke's lesser justices, sworn to not just the ducal service but to Yrsa the Dove, the Duke's Justice. Tasked with proactively enforcing the law, or failing that, justice, throughout the Grand Duchy of Reme, you spend most of your time traveling the land. The people chosen for lesser justices are not just warriors willing to battle evil; the grand duke and duke's justice both want arrests, trials, and executions to be conducted with all proper law and due process. This means that many if not all of the lesser justices are more than capable of infiltrating criminal organizations, gathering information from the lower reaches of society, attending noble balls and parties, and even breaking into locked rooms to acquire incriminating evidence. It is only when all the proof is in hand that they kick in doors and drag people off to the duke's dungeons.

The lesser justices are known throughout the grand duchy — not personally (as that would often defeat their purpose), but their office and existence are well known. While in disguise, most people will not believe you when you tell them whom you serve; when you present your badge, things change. The honest, true, and loyal will render aid; the lawbreakers will cower in fear or run. At least, that's the idea.

**Skill Proficiencies:** Deception, Investigation

**Tool Proficiencies:** Thieves' Tools, Disguise Kit

**Equipment:** Thieves' tools, disguise kit, an official badge, and 10 gp.

## TERRIER (BACKGROUND)

You are a Terrier, a member in good standing of the city of Reme's Guild of Rat-Catchers and Sewer Wardens. Sure, you're unappreciated, but the money is good and the work is an adventure. At least that is what the guild says. In truth, the pay is modest but fair, and the work is mostly dull and dirty with occasional moments of pants-soiling terror. You wouldn't have it any other way.

You know the city streets better than anybody. Even the most skilled thief doesn't know the hidden spots where the rats hide, the place where the Terriers work. Even more, you know the areas beneath the city streets, the sewers, basements, cellars, and even the occasional natural cave. The people who live there know you as well, and you can usually get along with the poorer segments of society.

Terriers are a small but fierce guild, proud in their work and often proud of their isolation from the rest of society. They tend to be brave, honest, and tough, if a bit coarse. Their flaws tend to reflect this coarseness and pride, for both can combine to produce prickly tempers.

**Skill Proficiencies:** Animal Handling

**Tool Proficiencies:** Rat-catcher's tools

**Equipment:** Rat-catcher's tools (see side box), a map of the city's sewer entrances, and 5 gp.

**Additional:** When you squeeze through a space, you do not take extra movement and you do not have disadvantage on Dexterity saving throws.

### RAT-CATCHER'S TOOLS

**Cost** 5 gp

**Weight** 10 pounds

Rat-catchers and other vermin hunters use rat-catcher's tools to do their job. They consist of traps, boxes, cages, a long pole with a spike on one end and a hook/basket arrangement on the other, heavy gloves, and various sharp instruments and mild poisons. You can use a set of rat-catcher's tools to trap a creature of Tiny of smaller size or the hooked pole to grab a creature of the same size at a range of 10 feet.

## CIRCLE OF THE OLD OAK (DRUID CIRCLE)

The schismatic druids who worship at the base of the Old Oak have formed their own druidic circle, one that is far more infected with bloodlust than other circles in the grand duchy. The Old Oak is a mighty being, not quite a deity but not truly a mortal, and grants certain powers to its worshippers. These druids tend to be of evil alignment and make great foes, but not so great player characters.

## SECRETS OF THE ACORN

At 2nd level, you gain the first hint of the hidden lore that your circle possesses. During a short rest you may spend the time motionless in order to regain a spent hit die.

## THE POWER OF SACRIFICE

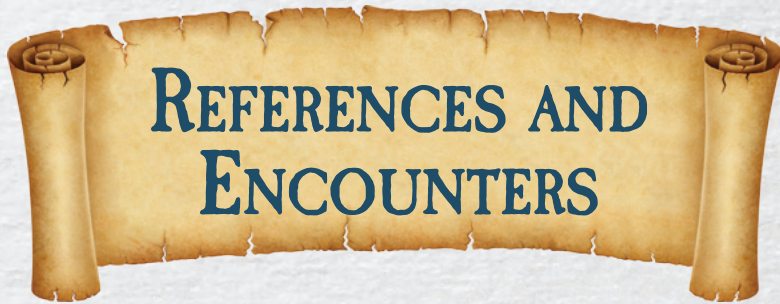
Beginning at 6th level, you may regain spent spell slots by sacrificing living creatures. This requires a one-hour ritual beneath the moon at the base of an oak tree (the Old Oak can feel the sacrifice through any oak in the Sternwood). You regain a number of levels of spent spell slots equal to the total hit dice of the creatures sacrificed.

## THE LORE OF PLANTS

Beginning at 10th level, you may cast speak with plants as a bonus action that does not require a spell slot. Furthermore, when you cast tree stride and enter an oak, you can exit from any oak in the Sternwood.

## THE OAK'S BLESSING

At 14th level you gain the ability to take on the form of the oak while still maintaining the flexibility of a fleshy being. Following an hourlong ritual and the sacrifice of at least 5 hit dice of living creatures to the Old Oak (or another oak within the Sternwood), your size becomes Large, your armor class increases by +5, and you regain all spent hit dice, lost hit points, and spell slots. Your speed becomes 40, and you ignore natural difficult terrain. Also, you gain an unarmed attack based on Strength that inflicts 2d8 bludgeoning damage. However, you are vulnerable to fire damage while in this form. This oaken form lasts for a period of time equal to your Wisdom modifier in hours, after which you revert to your natural form and gain a level of exhaustion.



For these encounters, the creature names that are bolded are found in the Fifth Edition SRD unless they have an asterisk, in which case they are found in the mini-bestiary at the end of this guide.

## 1. THE RATHOLE

Fealie Olein (halfling **assassin**), Borgo (human **bandit captain**), and Cordut (dwarf **bandit captain**).

## 2. LECROY LINENS

LeCroiy (a **master thief**\*) is accompanied by 20 Gavestone Rogues (**scouts**).

## 3. THE RED THUMB ROGUES

Ambrosguie Savion uses the stat block of an **assassin** and his 20 Red Thumb Rogues use the **scout** stat block.

## 4. ROMBLAD MARSALLE AND THE WHEELWRIGHTS

Romblad Marsalle: **spy**  
Wheelwright Thug: **footman**\*  
Wheelwright Sneak: **scout**

## 5. SLAVERS

Use a group of 1d3 + 3 **thugs** led by a **veteran**

## 6. ICE CULTISTS

Sven the Gaunt has 2d4 ice cultists with him. For ice-cultists, use **cult fanatic** but replace the clerical cantrips *light* and *sacred flame* with the wizard cantrips *chill touch* and *ray of frost*.

Sven uses the stat blocks of a **priest** with the following changes:

- \* His Speed is 30 ft.
- \* Sven is resistant to cold damage.
- \* Sven's mace is magical and does an additional 1d6 cold damage on a hit.
- \* Replace Sven's clerical cantrips *light* and *sacred flame* with the wizard cantrips *chill touch* and *ray of frost*.
- \* Sven's *spirit guardians* spell does cold damage.

## 7. RED THUMB GANG

The Red Thumb Gang comprises 3d4 **spies**, 2d4 **scouts**, 1d4 **thugs**, 2 **assassins**, and a **bandit captain**, as well as any number of **commoners** and **hardy commoners**\*. Sometimes they are supported by up to 2 **mages**. Choose from amongst these depending on your party and the type of encounter.

## 8. WAYMARCH CAVALRY TROOP

The numbers and types of people encountered are as listed in the main text. All are mounted on **warhorses**. The equivalent stat blocks are indicated below.

Waymarch Knight: use **knight**.

Loreclannic Knight: use **knight** with AC 16 (chain mail) and longbows instead of crossbows.

Cavalry Officer: use **commander**\*.

Loreclannic Scout: use **scout**.

Cleric of Mithras: use **priest**

Journeyman wizard: use **theurgist**\*.

## 9. WAYMARCH GARRISON TROOPS

This is a small military garrison with 30 foot soldiers, 25 archers and a few officers.

Officers: 3 **veterans** and 1 **commander**\*

Foot soldiers: **guard**

Archers: **scout**

## 10. LORECLAN ENCAMPMENT.

The encampment has 30 Loreclan Riders (**scouts** with **warhorses**), 2 Loreclannic Knights and 20 noncombatant **commoners**. For the Loreclannic Knights, use **knight** with AC 16 (chain mail) and longbows instead of crossbows.

## 11. HIGHWAYMEN

Black Jack Cutter is a **bandit lord**\*. The highwaymen are composed of **bandits**, **scouts**, and **spies**, as desired.

## 12. MITHRAIC PRIESTS

Rector Aubree is a **priest**. Three lesser priests (Venerates of Mitra) are two **missionaries**\* and a **cult fanatic** (replace *inflict wounds* with *cure wounds*). Nine Initiates of the Bull are **acolytes**.



## 13. WHEELWRIGHT ENFORCERS

A group of Wheelwright enforcers has 15 **thugs**, 3 **captains\***, and a **commander\***.

## 14. WHEELWRIGHT CARAVAN

The Wheelwright Caravan is led by Caravan Master David Wheelwright (**veteran**). It comprises 10 wagons pulled by 20 oxen (**bovine\***) and 2 yak-beasts (**bovine\***) and 1 **battle-wagon\*** pulled by 4 yak-beasts (**bovine\***). Ten teamsters (**commoners**) keep the caravan moving. It is guarded by 2 **mastiffs**, 20 cavalry (**scouts** with **warhorses**), 12 archers (**scouts**), and 16 foot soldiers (**guards**). There are four merchants in the caravan:

- Clinkem Darley is a neutral male human **greater commoner\***
- Ombert Shae is a neutral male human **footman\***
- Guenivere Bartley is a neutral male human **greater commoner\***
- Peter Miller is a neutral male human **hired thug\***
- They have one passenger, a chaotic good male human **mage** by the name of Bartholomew Brown.
- **Cargo:** One-and-a-half wagons' worth of empty space (0gp), one-half wagon of local trinkets (200gp), 2 wagons of full wine casks (2000gp total), half-wagon of rare spices (3000gp), 2 wagons of semi-rare spices (5000gp total), half-wagon of paper and parchment (500gp), 2 wagons of dyes (1000gp total), half-wagon of barreled nuts (500gp), half-wagon of carpets (2000gp)
- **Cash-box:** 1038gp in varying denominations.

## 15. ROAD AGENCY GUARDS

The officer of this group of guards is a **captain\*** and the Road Agency Mercenaries use the stats of (50%) **bandits** and (50%) **guards**

## 16. AUDIT OF SEFAGRETH

Maxim Crysios, High Auditor, is a **preacher\***. The 4 auditors are **priests**. They are accompanied by 2d6 **acolytes**, 5 **knights**, and 2 **mastiffs**.

## 17. PRIESTHOODS OF VANITTHU

Chaplain Kaisla the Bold is an **emeritus chaplain**. She is served by 2 lieutenant chaplains (**priests**) and 24 **acolytes**. There are typically 12 Knights of Vannithu (**knights**) and one Paladin Watchman (**holy knight**) present

## 18. THE COMPASS TOWER

- Lord Marracin: **arcanist\***
- Cloette Herriot: **arcanist\***
- Rolphe Fennic: **mage**
- Apprentices: **theurgists**

## 19. ANCIENT GREEN DRAGON AUREENSAADOR

The **ancient green dragon** Aureensaador dwells in the Baronswood and has been the death of many an adventuring party there.

## 20. ANKHEG

**Ankheg** burrows are found throughout Reme, even alongside the roads. Bounties of 20 gp are paid for an ankheg's head in almost any large settlement in the Grand Duchy.

## 21. BANDITS

Bandits are usually encountered in small groups, but in many cases these small groups are part of a much-larger encampment. Roll 1d20 to determine whether the encounter is with a small group or whether the characters have stumbled on the actual encampment. A roll of 1–17 indicates an encounter with a smaller patrol; a roll of 18–20 indicates an encounter with the encampment itself.

A small patrol would likely have 2d4 **bandits** and a **bandit captain**. The encampment itself houses 20 + 1d10 **bandits**, 5 **bandit captains**, and a **bandit lord** along with 10 or 20 **commoners**, 1d6 **mastiffs**, and several **riding horses**.

## 22. BARGE

Barges and keelboats are the lifeblood of Reme's trade between the interior and the city. A cargo barge typically has 1d4 **guards**, who double as polemen when needed, 4 **scouts**, and a merchant (**footman\***, **theurgist\***, or **spy**). Typical cargo might include cloth, grain, ale, and similar bulky goods. The value of the cargo is 1d6 x 100 gp. For a more detailed list, roll 1d4 twice on the table below and combine the results.

1d4	Goods	Total Worth
1	10 goats, 100 chickens, 5 pigs, 5 cows, and 1000 pounds of feed	100 gp
2	100 yards each of canvas and cotton cloth, 10 yards of silk	150 gp
3	200 pounds each of iron and copper, 20 pounds of silver	170 gp
4	500 pounds each of flour and wheat, 50 pounds of spices (ginger, cloves, cinnamon, saffron)	300 gp

## 23. BEARS

The type of bear encountered depends on the terrain.

- In forests: 1d3 **black bears**
- In mountains: 1d2 **cave bears\***
- In hills: 1d3 **brown bears**
- In grassland: 1d3 **black bears**
- In river terrain: 1d3 **black bears**

## 24. BLOOD HAWK

This encounter is with 1d6 **blood hawks**.

## 25. BUGBEARS

---

This is 2d6 **bugbears**.

## 26. BULETTE

---

Roll 1d20. The encounter is with 1 **bulette** unless the die roll is a 20, in which case there are 2 of the nasty critters.

## 27. CARAVAN

---

Roll 3d6 to determine how many wagons are in the caravan. This determines the rest of the of the caravan's composition:

03–06	4 wagons
07–09	5 wagons
10–12	6 wagons
13	7 wagons
14	8 wagons
15	9 wagons
16	10 wagons
17	11 wagons
18	12 wagons

Each wagon provides the caravan's total composition with:

- 1 merchant (**greater commoner\***)
- 2 cavalry (**scouts with warhorses**)
- 1 teamster (**commoner**)
- 1 archer (**scout**)
- 1 foot soldier (**guard**)
- 1 **mastiff** (trained for attack with foot soldier as handler).

## 28. CARIBOU

---

This encounter is with 4d6 caribou (as **elk**).

## 29. CATTLE DRIVE

---

The cattle drive consists of 1d4 + 3 Loreclan riders (**scouts with riding horses**), 1 Loreclan **knight** (with AC 16 [chain mail] and a longbow instead of a crossbow) with a **warhorse**, and 4d6 cattle.

## 30. CAVALRY TROOP

---

A cavalry troop has 1 or 2 **captains** mounted on **warhorses** accompanied by 10 + 1d10 **scouts** mounted on **warhorses**. They are a mix of loreclan and foerd.

## 31. CENTAURS

---

This is 1d4 **centaurs**.

## 32. CHIMERA

---

One **chimera**. It's enough.

## 33. COCKATRICE

---

A gaggle of 3d4 **cockatrices** are bustling through the grass.

## 34. CREATURES OF SHADOW

---

Roll 1d4 or choose on the table below.

1d4	Creatures
1	3 shadows
2	1 wraith
3	1 wraith and 1d4 shadows
4	2 wraiths and 3d4 shadows

## 35. CROCODILE

---

Some of the logs are moving. 1d4 **crocodiles** float nearby.

## 36. CUTE SQUIRRELS

---

Cute squirrels in the trees appear to be gathering nuts for wintertime.

## 37. DEER

---

A family of 2d6 **deer** stand nervously.



## 38. DRAGON

---

Roll 1d100 to determine the type of dragon encounter:

### 1d100 Result

01–60 This encounter is with an insignificant and common wyrm, a youthful one that still hunts actively and fairly indiscriminately. You may substitute any type of dragon or age category, by whatever means desired, but the standard dragon encounter is with a **young green or red dragon**.

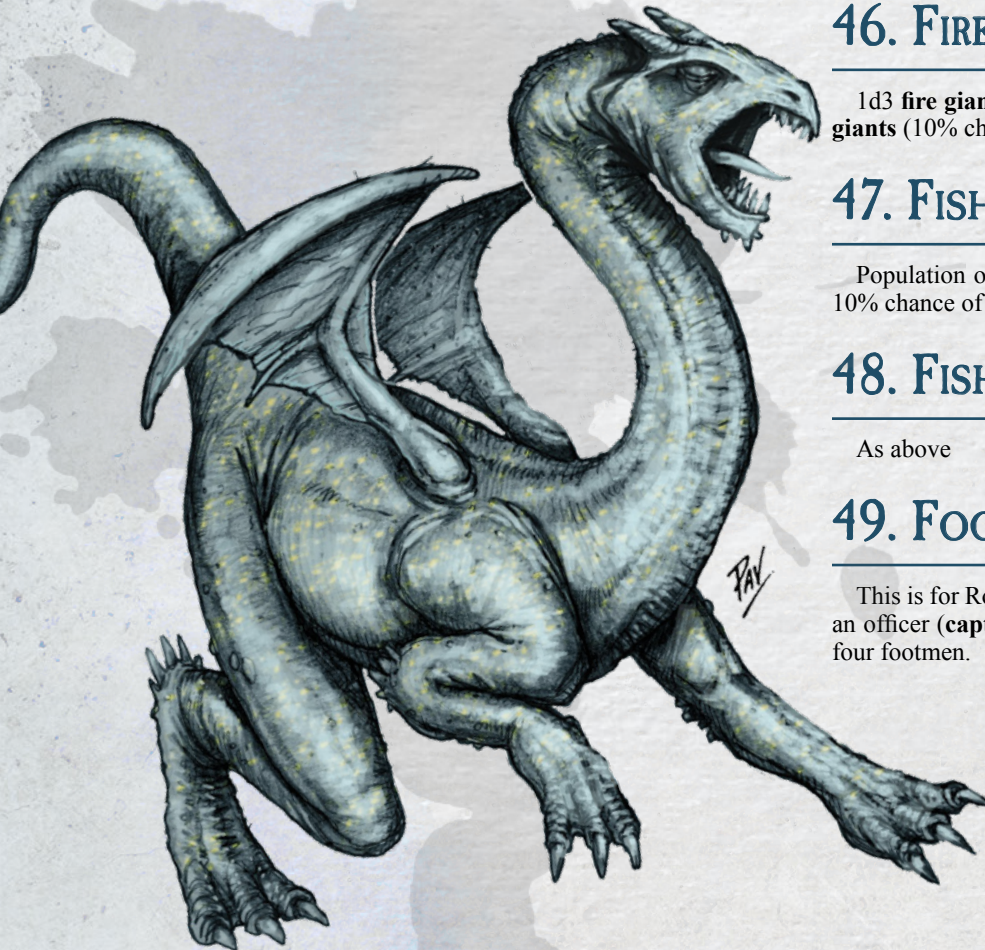
61–80 This is an encounter with one **adult black or green dragon** that is hunting.

81–00 This is an encounter with a hunting **adult red or white dragon** (white dragons are encountered only in mountainous or hilly terrain).

## 39. DRAGON, GREEN

---

This is 50/50 chance of being an **adult** or a **young green dragon**.



## 40. DRUID

---

This encounter is with a **beastshifter\*** who has a 20% chance of having 1d4 **wolves** friendly to it nearby.

## 41. DWARVES

---

3d6 dwarf **hardy commoners\*** and a dwarf **thug**.

## 42. EAGLE OR HAWKS

---

1 **eagle** or 2d6 **hawks**

## 43. ELK

---

This encounter is with 4d6 **elk**.

## 44. ELVES

---

An elven **eldritch archer\*** and 2d6 elven **scouts** are working their way through the woods.

## 45. ETTIN

---

1d2 **ettins** (or 2 to 4 heads)

## 46. FIRE GIANTS

---

1d3 **fire giants** (90% chance) or 1 **fire giant chieftain\*** and 2d6 **fire giants** (10% chance).

## 47. FISHING BOATS (FOERDEWAITH)

---

Population of 1d3 fishing boats. Each has 1 or 2 **commoners** and a 10% chance of a more flightworthy crewmember (as **bandit**).

## 48. FISHING BOATS (LORECLAN)

---

As above

## 49. FOOT PATROL

---

This is for Road encounters in general and is 10 + 1d6 **footmen\*** plus an officer (**captain\***) and one serjeant (**veteran**) for each full group of four footmen.

## 50. FROST GIANTS

---

1d3 **frost giants** (90% chance) or 1 **frost giant chieftain\*** and 2d6 **frost giants** (10% chance).

## 51. FUR TRAPPERS

---

Fur trappers move about the countryside in groups for safety, going off individually for one or two days at a time. This encounter is with a group of them. Roll 1d6 to determine the composition of the group:

### 1d6 Trapper Crew

- 1–3 Mule train with 2d6 **mules** and 1d6 fur trappers
- 4–5 2 wagons, each pulled by a pair of **riding horses**, with 1d6 fur trappers and 2 archers
- 6 3 wagons, each pulled by a pair of **riding horses**, with 1d6 + 1 fur trappers, 2 archers and 1 cavalry scouting.

The fur trappers use the **bandit** stat block, the archers are **scouts**, and the cavalry rider is a **scout** on a **warhorse**.

## 52. GIANT BADGER

---

1 or 2 **giant badgers**.

## 53. GIANT BOAR

---

1d6 **giant boars**.

## 54. GIANT CROCODILE

---

1d3 **giant crocodiles** plus 1d3 normal **crocodiles**.

## 55. GIANT EAGLE

---

One or two **giant eagles**.

## 56. GIANT ELK

---

2d4 **giant elk** plus 2d6 regular **elk**.

## 57. GIANT HYAENA

---

1d6 **giant hyaenas** and 1d3 regular **hyaena**.

## 58. GIANT MOUNTAIN GOAT (AND GIANT BIGHORN SHEEP)

---

These encounters are with 1d6 + 1 mountain **goats**, with a 10% chance for the goats to be accompanied by 1 **giant goat**.

## 59. GIANT OWL

---

One **giant owl**.

## 60. GIANT SNAKE

---

This encounter is with either 1d2 **giant constrictor snakes** or **giant poisonous snakes**, plus 1d3 normal **snakes** of the same type.

## 61. GIANT SPIDERS

---

There is a 10% chance of one lone **giant wolf spider** and a 90% chance of a 3d4 **giant spiders**.

## 62. GIANT TOAD

---

A pair of **giant toads** surrounded by hundreds of (harmless) normal toads.

## 63. GIANT WASPS

---

2d6 **giant wasps** are on the wing.

## 64. GNOLL TRIBE

---

Two gnoll warbands (see encounter 65, below), a **gnoll chieftain\***, and 3d6 noncombatant gnolls (young and too old) are either (25% chance) on the march or (75%) encamped.

## 65. GNOLL WARBAND

---

2d6+3 **gnolls**, plus one **gnoll brute\*** for each 4 regular gnolls.

## 66. GNOMES

---

This is a group of gnome traders. Roll 1d2 to determine the composition of the group.

### 1d2 Group Composition

- 1 Mule train with 2d6 **mules** with 1d6 gnome traders.
- 2 2 wagons, each pulled by 2 **ponies**, with 1d6 gnome traders, 2 gnome **guards**, and a 50% chance of 2d6 herd animals (roll 1d3: 1 — goats, 2 — donkeys, 3 — sheep.)

The gnome traders use the **greater commoner\*** stat block. If there are six of them, one of them is an **illusionist\***.

## 67. GRIFFON

---

1d4 **griffons**.

## 68. HARPY

---

2d6 harpies.

## 69. HILL GIANT

---

1d4 hill giants.

## 70. HIPPOGRIFF

---

1d4 hippogriffs.

## 71. HOBGOBLINS

---

A hobgoblin raiding party, composed of 3d4 **hobgoblins** and 1 **hobgoblin lieutenant**\*.

## 72. HUMANOID WARBAND

---

There are 3d6 humanoids mounted on appropriate animals. Roll 1d3 for type (1 — **goblins** on **wolves**, 2 — **orcs** on **dire wolves**, 3 — **hobgoblins** on **worgs**). They are led by 1d2 **ogres** mounted on **giant boars**.

## 73. HYAENAS

---

2d6 hyaenas

## 74. KOBOLDS

---

2d6 kobolds led by a **kobold assassin**\*.

## 75. LION

---

A pride of 2d4 lions.

## 76. LORECLAN RIDERS

---

There are 1d6 + 5 Loreclan Riders (**scouts** with **warhorses**) and 1 Loreclannic Knight. For the Loreclannic Knight, use **knight** with AC 16 (chain mail) and longbow instead of crossbow.

## 77. LYCANTHROPE

---

Roll for 1d10 on the table below.

1d10	Lycanthrope Type
1–3	1d2 werewolves
4–5	1 werebear
6–7	1 wereboar
8–9	1d3 + 1 wererats
10	1 weretiger

## 78. MANTICORE

---

1d3 manticores

## 79. OGRES

---

1d4 ogres

## 80. ORCS

---

2d12 orcs led by a (50%) **blood orc elder warrior**\* or a (50%) **black orc champion**\*.

## 81. OWLBEAR

---

Roll 1d10. On a 10, this encounter is with 2 **owlbears** and 1d3 **owlbear cubs**\*. Otherwise, it is with a single **owlbear**.

## 82. PASHTAR DRUID

---

Pashtars are the negotiators, mediators, scholars, and problem-solvers of the Plains of Reme. When traveling, they are usually accompanied by temporary retainers provided by Loreclans whose territory they are passing through. The pashtar druid uses the stat block of a **beastshifter**\* and is accompanied by 1d2 + 2 Loreclan rider (**scouts** with **warhorses**) and 1 Loreclannic Knight. For the Loreclannic Knight, use **knight** with AC 16 (chain mail) and longbow instead of crossbow.

## 83. PASHTAR RANGER

---

Pashtars are the negotiators, mediators, scholars, and problem-solvers of the Plains of Reme. When traveling they are usually accompanied by temporary retainers provided by Loreclans whose territory they are passing through. The pashtar ranger uses the stat block of an **eldretich archer**\* and is accompanied by 1d2 + 2 Loreclan rider (**scouts** with **warhorses**) and 1 Loreclannic Knight. For the Loreclannic Knight, use **knight** with AC 16 (chain mail) and longbow instead of crossbow.

## 84. PEGASUS

---

Roll 1d10. On a 1–9, this encounter is with 1 **pegasus**; on a 10 there is a herd of 1d6 + 1.

## 85. PERYTON

---

1d3 perytons\*.

## 86. PTERANODON

---

1d6 + 6 **giant pteranodons**\*

## 87. RAVENS

---

A **swarm of ravens** wheel in the sky — there may be something dead in the distance that attracts their attention.

## 88. ROC

---

1 roc.

## 89. SABER-TOOTHED TIGER

---

1d2 **saber-toothed tigers**.

## 90. SATYR

---

1 satyr.

## 91. SMALL SETTLEMENT (CENTAUR)

---

A settlement with 2d6 **centaurs**.

## 92. SMALL SETTLEMENT (FOERDEWAITH)

---

Foerdewaith settlements in Reme are small villages of 1d6 x 10 **commoners** living in stone or wooden buildings. The Foerdewaith are more traditionally feudalistic than the Loreclans, so these villages are generally under the care of a bailiff (**veteran**) or a knight (**knight**), ruled by a lord (who is most likely not present). Foerdewaith settlements cultivate crops and also keep domesticated cattle far more placid than the wild kine of the plains.

## 93. SMALL SETTLEMENT (GNOMES)

---

Gnomish settlements are small villages of 1d4 x 10 gnomes (**commoners**) living in well-built stone houses, often having interconnected basements and escape tunnels. These settlements are surrounded by guard animals (**mastiffs** and **eagles**), making it extremely difficult to take the gnomes by surprise. A gnomish elder (**noble** or **illusionist**) generally acts as the leader of such small settlements.

## 94. SMALL SETTLEMENT (HUMAN)

---

Human settlements in the High Downs are stone villages of 1d4 x 10 humans and 1d6 gnomes (**commoners**) with guard animals (**mastiffs** and **eagles**) and a village elder (as **acolyte**).

## 95. SMALL SETTLEMENT (LORECLAN)

---

Loreclan settlements are usually a mix of permanent wooden structures and the tents of visitors from other loreclans. These settlements usually have a total of  $(1d4 + 1) \times 10$  people with a Loreclan knight, 1d6 Loreclan riders (**scouts** with **warhorses**), and the rest **commoners**. For the Loreclan Knight, use **knight** with AC 16 (chain mail) and longbow instead of crossbow.

## 96. SNAKE

---

A den of 3d6 (50%) **poisonous** or (50%) **constrictors snakes**.

## 97. STIRGES

---

1d6+3 **stirges**.

## 98. STONE GIANTS

---

1d3 **stone giants** (90% chance) or 1 **stone giant chieftain\*** and 2d6 **stone giants** (10% chance).

## 99. TRADERS

---

Small traders are essentially small-scale caravans, usually moving from town to town on a circuit rather than crossing hundreds of miles from one major market to another. Roll 1d3 to determine the composition of the group

### 1d6 Trade Caravan

1-3 Mule train with 2d6 **mules** and 1d6 traders

4-5 2 wagons, each pulled by a pair of **riding horses**, with 1d6 traders and 2 archers

6 3 wagons, each pulled by a pair of **riding horses**, with 1d6 + 1 traders, 2 archers and 1 cavalry scouting.

Roll 1d3 for each trader (1 — **commoner**, 2 — **hardy commoner\***, 3 — **greater commoner\***). The archers are **scouts**, and the cavalry rider is a **scout** on a **warhorse**.

## 100. TREANT

---

1 treant.

## 101. TROLL

---

This encounter is with (80%) 1 **troll** or (20%) 1d3 + 1 **trolls**.

## 102. WEREBEAR

This encounter is with (95%) 1 werebear or (5%) 2 werebears.

## 103. WILD CATTLE

There are 4d10 noncombatant wild cattle with 1d2 dangerous bulls (use **elk**).

## 104. WILD HORSES

2d10 wild horses (use **ponies**)

## 105. WOLVES

A pack of 1d12 + 1 wolves.

## 106. WOOD ELVES (FOREST WOLF CLAN)

1d4 + 3 wood elves (use **eldritch archers\***)

## 107. WORGs

1d3 worgs plus 1d10 regular wolves.

## 108. WYVERNS

This encounter is with (90%) 1 wyvern or (10%) 1d4 wyverns.

## 109. ZOMBIES

3d6 zombies.

# CREATURE STAT BLOCKS

Creatures from the encounters that are not listed in the Fifth Edition SRD have their stat blocks here.

## ARCANIST

Medium humanoid (any), any alignment

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	19 (+4)	15 (+2)	14 (+2)

**Saving Throws** Int +7, Wis +5

**Skills** Arcana +10, History +7, Perception +5

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

**Languages** Common, Elvish, Ignan

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

**Changeable Illusions.** When the arcanist casts an illusion spell with a duration greater than 1 round, it can use an action to modify the form of that illusion.

**Illusory Double (recharge 6).** When the arcanist is targeted by an attack, it creates a temporary illusory copy of itself. The illusion is hit by the attack instead of the arcanist.

**Persistent Illusions.** When the arcanist casts an illusion spell with a duration greater than 1 round which requires concentration, the spell will continue for 1 round for every four caster levels of the arcanist, even after concentration ends. This ability can extend the duration of an illusion beyond its normal limit but does not function if the arcanist is unconscious or dead.

**Spellcasting.** The arcanist is a 12th level spellcaster. The arcanist's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *dancing lights, fire bolt, light, mage hand, minor illusion, prestidigitation*

1st level (4 slots): *charm person, disguise self, fog cloud, silent image, unseen servant*

2nd level (3 slots): *blur, invisibility, mirror image, misty step, suggestion*

3rd level (3 slots): *counterspell, hypnotic pattern, lightning bolt, major image*

4th level (3 slots): *greater invisibility, phantasmal killer, resilient sphere, stoneskin*

5th level (2 slots): *cone of cold, creation, seeming*

6th level (1 slot): *programmed illusion*

## Actions

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

## BANDIT LORD

Medium humanoid (any race), any non-lawful alignment

**Armor Class** 16 (breastplate)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

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

**Saving Throws** Str +5, Dex +4, Wis +2

**Skills** Athletics +5, Deception +4, Intimidation +4

**Senses** passive Perception 10

**Language** Any two languages

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

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

### Actions

**Multiattack.** A bandit lord makes three melee or ranged attacks.

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

**Leadership (recharges after a short or long rest).** For 1 minute, the bandit lord can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the bandit lord. A creature can benefit from only one Leadership die at a time. This effect ends if the bandit lord is incapacitated.

The bandit lord can be found in *Tome of Beasts* by **Kobold Press**.

## BATTLE-WAGON

Large vehicle (8 ft. by 20 ft.)

**Armor Class** 16

**Hit Points** 60 (Threshold 10)

**Speed** 20

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

**Capacity** 4 Crew, 4 passengers

**Max Cargo** 500 pounds

**Movement** The battle-wagon is meant to be drawn by 4 yak-beasts or similar. For each beast less than that, its speed is reduced by 5.

**Cover** The battle-wagon provides half-cover to the driver, three-quarters cover to all creatures that are using the arrow slots, and full cover to all other creatures within it.

## BEASTSHIFTER

Medium humanoid (any race), any alignment

**Armor Class** 17 (studded leather)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	18 (+4)	14 (+2)

**Skills** Animal Handling +7, Medicine +7, Nature +6

Perception +7, Survival +7

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

**Languages** Common, Druidic, Goblin

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

**Spellcasting.** The beastshifter's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *bramble whip*<sup>4</sup>, *druidcraft*, *poison spray*, *produce flame*

1st level (4 slots): *cure wounds*, *faerie fire*, *fog cloud*, *longstrider*, *thunderwave*

2nd level (3 slots): *barkskin*, *enhance ability*, *flame blade*, *heat metal*

3rd level (3 slots): *call lightning*, *conjure animals*, *sleet storm*, *wind wall*

4th level (2 slots): *blight*, *conjure minor elementals*, *stoneskin*

**Primal Strike.** While in beast form, the beastshifter's attacks are considered magical.

### Actions

**Club.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Wild Shape (2/day).** *The* beastshifter can take a bonus action to magically assume the shape of a beast that it has seen before, provided that the beast has a challenge rating of 2 or lower, and has no flying speed. It can use this feature twice per day.

While in a new form, the beastshifter retains its ability to speak, and its Intelligence, Wisdom, and Charisma scores. It also retains all of its skill and saving throw proficiencies in addition to gaining those of the creature whose form it assumes. It assumes the Hit Dice, hit points, AC, movement modes, Strength, Dexterity, and Constitution scores, and the attack and damage statistics of the beast.



## BOVINE

Large beast, unaligned

**Armor Class** 10

**Hit Points** 22 (3d10 + 6)

**Speed** 30 ft.

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

**Senses** passive Perception 10

**Languages** —

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

### Actions

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

Male bovine (referred to as bulls) tend to be more muscular and aggressive than females of the same species. A Bull uses the statistics of a **bovine** (see Appendix A) with the following changes:

- \* Its challenge rating is 1 (200 XP)
- \* It has a Strength of 18 (+4).
- \* It has a Constitution of 16 (+3).
- \* It has 34 (4d10 + 12) hit points.
- \* Its Gore attack has been upgraded (+6 to hit, 8 [1d8 + 4] piercing damage).



## CAPTAIN

Medium humanoid (any race), any alignment

**Armor Class** 18 (chain mail and shield)

**Hit Points** 65 (10d8+20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

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

**Skills** Athletics +6, Perception +5, Intimidation +7

**Senses** passive Perception 15

**Languages** Common, Dwarven

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

**Brave.** The captain has advantage on all saving throws against fear.

**Leadership (recharges after a short or long rest).** For 1 minute, the captain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the captain. A creature can benefit from only one Leadership die at a time. This effect ends if the captain is incapacitated.

### Actions

**Multiattack.** The captain makes three melee attacks.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) if used with two hands.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400, one target. *Hit:* 5 (1d10) piercing damage.

## CAVE BEAR

Large beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 95 (10d10 + 40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	2 (-4)	13 (+1)	7 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

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

### Actions

**Multiattack.** The cave bear makes one Bite attack and two Claw attacks.

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

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus an additional 10 (3d6) slashing damage if two Claw attacks hit the same target

## COMMANDER

Medium humanoid (any race), any alignment

**Armor Class** 19 (splint, shield)

**Hit Points** 110 (17d8+34)

**Speed** 30 ft.

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

**Saving Throws** Str +7, Con +5

**Skills** Animal Handling +5, Athletics +7, Insight +5, Perception +5

**Senses** passive Perception 15

**Languages** Common, Dwarven

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

**Indomitable (1/day).** The commander rerolls a failed saving throw.

**Second Wind (recharges after a short or long rest).** As a bonus action, the commander can regain 10 hit points.

**Leadership (recharges after a short or long rest).** For 1 minute, the commander can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the commander. A creature can benefit from only one Leadership die at a time. This effect ends if the commander is incapacitated.

### Actions

**Multiattack.** The commander makes three melee attacks.

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

**Heavy Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 100/400, one target. *Hit:* 6 (1d10 + 1) piercing damage.

## COMMONER, GREATER

Medium humanoid (any), any

**Armor Class** 12

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

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

**Skills** Athletics +5, Survival +3

**Senses** passive Perception 11

**Languages** Common

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

### Actions

**Multiattack.** The greater commoner makes two Improvised Weapon attacks (either melee or ranged).

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

**Improvised Ranged Weapon.** *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning, piercing, or slashing damage.

## COMMONER, HARDY

Medium humanoid (any), any

**Armor Class** 12

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

**Speed** 30 ft.

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

**Skills** Athletics +4, Survival +2

**Senses** passive Perception 11

**Languages** Common

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

### Actions

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

**Improvised Ranged Weapon.** *Ranged Weapon Attack:* +4 to hit, range 20 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning, piercing, or slashing damage.

## ELDRITCH ARCHER

Medium humanoid (elf), neutral

**Armor Class** 16 (chain mail)

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

**Speed** 30 ft.

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

**Saving Throws** Dex +8, Int +6

**Skills** Perception +6, Stealth +8, Survival +6

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

**Languages** Common, Elven

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

**Eldritch Arrow.** Once per turn, the eldritch archer can apply an eldritch effect to an arrow fired from its longbow. The eldritch effect does 4 (1d8) damage. The damage type can be either acid, cold, fire, lightning, or poison.

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

**Keen Hearing and Sight.** The elf has advantage on Wisdom (Perception) checks related to hearing or sight.

**Spellcasting.** The eldritch archer is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells:

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

1st level (4 slots): *burning hands*, *expeditious retreat*, *shield*

2nd level (3 slots): *darkness*, *enhance ability*, *silence*

3rd level (2 slots): *blink*, *gaseous form*

### Actions

**Multiattack.** The eldritch archer makes two melee or three ranged weapon attacks.

**Rapier.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

*Hit:* 9 (1d8 + 5) piercing damage.

**+2 Longbow.** *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

## FOOTMAN

Medium humanoid (any race), any alignment

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

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

**Speed** 30 ft.

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

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

### Actions

**Multiattack.** The footman makes two Spear attacks or two Longsword attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) piercing damage if used with two hands.

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

## GIANT, FIRE, CHIEFTAIN

Huge giant, lawful evil

**Armor Class** 18 (plate)

**Hit Points** 187 (15d12 + 90)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	16 (+3)

**Saving Throws** Dex +3, Con +10, Cha +6

**Skills** Athletics +12, Perception +6

**Damage Immunities** fire

**Senses** passive Perception 16

**Languages** Giant

**Challenge** 10 (5,900 XP)

### Actions

**Multiattack.** The giant makes two Greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

**Rock.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

**Leadership (recharges after a short or long rest).** For 1 minute, the fire giant chieftain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add 1d4 to its roll provided it can hear and understand the fire giant chieftain. A creature can benefit from only one Leadership die at a time. This effect ends if the fire giant chieftain is incapacitated.

## GIANT, FROST, CHIEFTAIN

Huge giant, neutral evil

**Armor Class** 16 (patchwork armor)

**Hit Points** 184 (16d12 + 80)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	12 (+1)	10 (+0)	14 (+2)

**Saving Throws** Con +9, Wis +4, Cha +6

**Skills** Athletics +11, Perception +4

**Damage Immunities** cold

**Senses** passive Perception 14

**Languages** Giant

**Challenge** 9 (5,000 XP)

### Actions

**Multiattack.** The giant makes two Greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage.

**Rock.** *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

### Reactions

**Parry.** The frost giant chieftain adds 4 to its AC against one melee attack that would hit it. To do so, the fire giant chieftain must see the attacker and be wielding a melee weapon.



## GIANT, STONE, CHIEFTAIN

Huge giant, neutral

**Armor Class** 17 (natural armor)

**Hit Points** 149 (13d12 + 65)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	10 (+0)	16 (+3)	12 (+1)

**Saving Throws** Dex +6, Con +8, Wis +5

**Skills** Athletics +13, Perception +4

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

**Languages** Giant

**Challenge** 8 (2,900 XP)

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

### Actions

**Multiattack.** The giant makes two Greatclub attacks.

**Greatclub.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

### Reactions

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

## GNOLL BRUTE

Medium humanoid (gnoll), chaotic evil

**Armor Class** 16 (chain mail)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	8 (-1)	7 (-2)

**Condition Immunities** frightened

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

**Languages** Gnoll

**Challenge** 1 (200 XP)

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a Bite attack.

### Actions

**Multiattack.** The giant makes one Bite attack and one Spear attack.

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

**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.

## GNOLL CHIEFTAIN

Medium humanoid (gnoll), chaotic evil

**Armor Class** 16 (chain mail)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+2)	9 (-1)	10 (+0)	9 (-1)

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

**Languages** Gnoll

**Challenge** 2 (450 XP)

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a Bite attack.

### Actions

**Multiattack.** The giant makes two Longspear attacks and uses its War Cry action if it can.

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

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

**War Cry (recharge 6).** The gnoll chieftain unleashes a violent howl. Any ally of the chieftain within 60 ft. that hear the chieftain may use its reaction to make a melee attack.

## HIRED THUG

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather)

**Hit Points** 18 (4d8)

**Speed** 30 ft.

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

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

**Senses** passive Perception 13

**Languages** Thieves' cant plus any one language

**Challenge** 2 (450 XP)

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

**Sneak Attack** (1/turn). Once per turn, the hired thug deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hired thug that isn't incapacitated and the hired thug doesn't have disadvantage on the attack roll.

### Actions

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

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

## HOBGOBLIN LIEUTENANT

Medium humanoid (hobgoblin), lawful evil

**Armor Class** 17 (scale mail, shield)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

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

**Languages** Common, Goblin

**Challenge** 3 (700 XP)

**Martial Advantage.** Once per turn, the hobgoblin lieutenant can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

### Actions

**Multiattack.** The hobgoblin lieutenant 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.

**Shield Bash.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## ILLUSIONIST

Medium humanoid (any), any

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 30 ft.

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

**Saving Throws** Int +5, Wis +3

**Skills** History +5, Performance +4, Persuasion +4

**Senses** passive Perception 11

**Languages** Common

**Challenge** 3 (700 XP)

**Spellcasting.** The illusionist is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared: Cantrips (at will): *chill touch, dancing lights, minor illusion, prestidigitation*  
1st level (4 slots): *disguise self, silent image, sleep*  
2nd level (3 slots): *invisibility, mirror image, phantasmal force*  
3rd level (2 slots): *hypnotic pattern, major image*

### Actions

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

## KOBOLD ASSASSIN

Small humanoid (kobold), lawful evil

**Armor Class** 15 (studded leather armor)

**Hit Points** 49 (9d6 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

**Saving Throws** Dex +4, Int +2

**Skills** Deception +2, Perception +2, Sleight of Hand +4, Stealth +4

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

**Languages** Common, Draconic, Thieves' Cant

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

**Assassinate.** The kobold assassin has advantage on attack rolls against any creature that hasn't yet acted in the combat. In addition, any hit it scores against a creature that is surprised counts as a critical hit.

**Cunning Action.** The kobold assassin can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**Evasion.** The kobold assassin can nimbly dodge out of the way of certain area effects. When it is subjected to an effect that allows it to make a Dexterity saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Innate Spellcasting.** The kobold assassin may cast *disguise self* on itself (spell save DC 15) 3/day with no material components.

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

**Sneak Attack.** Once per turn, the kobold assassin can deal an extra 4d6 damage to one creature it hits with a Dagger attack if it has advantage on the attack roll. It doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of the target and that enemy isn't incapacitated.

**Sunlight Sensitivity.** While in sunlight, the kobold assassin has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Uncanny Dodge.** When an attacker the kobold assassin can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

### Actions

**Multiattack.** The kobold assassin makes two Dagger attacks (melee or ranged).

**Dagger.** Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. The target must make a DC 15 Constitution saving throw. On a failed save, the target takes 10 (3d6) poison damage and is poisoned. On a successful saving throw, the target takes half as much damage and is not poisoned. A poisoned target may repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

## ORC, BLACK, CHAMPION

Medium humanoid (black orc), chaotic evil

**Armor Class** 18 (plate)

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	9 (-1)	12 (+1)	18 (+4)

**Saving Throws** Wis +4, Cha +7

**Skills** Intimidation +7, Perception +4, Religion +2

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

**Languages** Abyssal, Common, Orc

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

**Blessing of Orcus.** Black orcs have advantage on saving throws against the spells and effects of undead creatures.

**Spellcasting.** The black orc champion is a 7th level spellcaster.

Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *detect evil and good*, *false life*, *protection from evil and good*, *shield of faith*

2nd level (3 slots): *magic weapon*, *silence*, *protection from poison*

**Unholy Strike.** Once on each of the black orc champion's turns when it hits a creature with a weapon attack, the champion can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

### Actions

**Multiattack.** The black orc champion makes two melee attacks.

**Greatsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Dreadful Glare (Recharges on a Short or Long Rest).** Each enemy within 30 feet of the champion must succeed on a DC 15 Wisdom saving throw or drop whatever it is holding and become frightened for 1 minute. A frightened creature can repeat the saving throw on the end of each of its turns, ending the effect on a success.

### Reactions

**Parry.** The black orc champion adds 3 to its AC against one melee attack that would hit it. To do so, the champion must see the attacker and be wielding a melee weapon.

## ORC, BLOOD, ELDER WARRIOR

Medium humanoid (blood orc), chaotic evil

**Armor Class** 14 (chain shirt)

**Hit Points** 75 (10d8 + 30)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	16 (+3)	8 (-1)	6 (-2)	6 (-2)

**Saving Throws** Str +8, Con +6

**Skills** Intimidation +1, Perception +1, Survival +1

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

**Languages** Common, Orc

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

**Bloodfrenzy.** When the blood orc begins its turn with half or fewer of its hit points, it can make a bite attack as a bonus action when it takes the attack action, it has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and other effects, and the elder warrior has resistance to bludgeoning, piercing, and slashing damage.

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

### Actions

**Multiattack.** The elder warrior makes two melee attacks.

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

**Greataxe.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

**Terrorize (1/day).** The elder warrior roars and displays its trophies, which are visible to all creatures within 30 feet that can see it. Creatures of the elder warrior's choice within that area must make a DC 16 Wisdom saving throw or be frightened of the warrior for 1 minute. While frightened, they are paralyzed. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## OWLBEAR CUB

small monstrosity, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 32 (5d6 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	2 (-5)	9 (-1)	8 (-1)

**Skills** Perception -1

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

**Languages** —

**Challenge** 1 (200 XP)

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

### Actions

**Beak.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

*Hit:* 6 (1d6 + 3) piercing damage.

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

*Hit:* 8 (2d4 + 3) slashing damage.

## PERYTON

Medium monstrosity, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 39 (6d8 + 12)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	11 (+0)	9 (-1)

**Skills** Perception +2

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

**Senses** passive Perception 10

**Languages** —

**Challenge** 3 (700 XP)

**Flyby.** The peryton doesn't provoke an opportunity attack when it flies out of an enemy's reach.

**Heart Devourer.** If the peryton slays a creature which possesses a heart, it may use a bonus action to rend the creature's heart from its chest and eat it. The peryton gains 10 temporary hit points and has advantage on attack rolls for the next round. Any creatures within 30 feet who witness this devouring must succeed on a DC 13 Wisdom (fear) saving throw or become frightened until the end of their next turn.

**Slash and Snatch.** If the peryton dives at least 30 feet straight toward a target and then hits it with a Talon attack on the same turn, the target takes an additional 10 (3d6) slashing damage. If the target is size Small or smaller, it is grappled (escape DC 13). The peryton has picked it up and may begin flying away with it.

### Actions

**Multiattack.** The peryton makes one Antler attack and one Talon attack

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

*Hit:* 8 (1d8 + 3) piercing damage.

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

*Hit:* 10 (2d6 + 3) slashing damage.

## PREACHER

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	13 (+1)	20 (+5)	17 (+3)

**Saving Throws** Con +5, Wis +8

**Skills** History +4, Performance +6, Persuasion +9, Religion +4

**Senses** passive Perception 15

**Languages** any three languages

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

**Spellcasting.** The preacher is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The preacher has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, bless, command, cure wounds, inflict wounds*

2nd level (3 slots): *aid, hold person, spiritual weapon*

3rd level (3 slots): *beacon of hope, mass healing word, tongues*

4th level (3 slots): *freedom of movement, locate creature*

5th level (2 slots): *flame strike, geas*

**Unshakeable Faith.** The preacher has advantage on Wisdom and Charisma saving throws.

### Actions

**Multiattack.** The preacher uses its Speech and makes three melee attacks.

**Morningstar.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Speech.** The preacher makes one of the following speeches; it can't use the same speech two rounds in a row:

**Condemning Speech.** The preacher speaks words of condemnation at one target within 30 feet of it. The target must make a DC 16 Wisdom saving throw. On a failure, the target takes 28 (8d6) thunder damage and is frightened for 1 minute. On a success, the target takes half the damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the preacher's Condemning Speech for the next 24 hours.

**Inspiring Speech.** The preacher targets up to three creatures it can see within 30 feet of it and speaks words of inspiration. Each target has advantage on its next attack roll, saving throw, or ability check.

**Swaying Speech.** The preacher speaks persuasively to one target within 30 feet of it. The target must make a DC 16 Wisdom saving throw. On a failure, the target takes 28 (8d6) psychic damage and is charmed for 1 minute. On a success, the target takes half the damage and isn't charmed. A charmed 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 preacher's Swaying Speech for the next 24 hours.

## PTERANODON, GIANT

Large beast, unaligned

**Armor Class** 14

**Hit Points** 78 (12d8 + 24)

**Speed** 10 ft., fly 50 ft.

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

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** —

**Challenge** 3 (700 XP)

**Flyby.** The giant pteranodon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

### Actions

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

## THEURGIST

Medium humanoid (any), any alignment

**Armor Class** 13 (16 with *mage armor*)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	18 (+4)	15 (+2)	11 (+0)

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

**Skills** Arcana +6, History +6

**Senses** passive Perception 12

**Languages** Common

**Challenge** 2 (450 XP)

**Spellcasting.** The theurgist is a 3rd level spellcaster. The theurgist's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

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

1st level (4 slots): *burning hands, false life, mage armor, magic missile*

2nd level (2 slots): *acid arrow, mirror image, scorching ray*

### Actions

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

**Sling.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.



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