

Quests in Qualicity

Urban Adventures in the Industrial City

A Collection of Short Adventures for in a Urban Environment for the
5th edition of the world's greatest Role Playing Game

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By Xacur



Design: Xacur.

Development: Xacur.

Cover Art: David Revoy.

Interior Illustrators: David Revoy, Xacur.

Graphic Design: Xacur.

More details about credits and licenses at the end of this document.

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Introduction



quests in *Qualicity* is a collection of three short adventures to be played in an urban setting in a fantasy world inspired by the web comic **Pepper&Carrot**, created by **David Revoy**.

Qualicity my favorite city among those shown in the web comic, I love its industrial steam punk style and of course **Zombiah** is my favorite House of Witchcraft of the six, because it combines my two favorite things in Fantasy Role Playing Games, **Undeads** and **Constructs**.

From the beginning, the setting for these adventures is darker than the others I've written for this project, but with the same fantastic flair and low level of violence as the others. Events occur in dungeons in sewers, in tunnels under a side, laboratories, libraries, and so on. As you narrate these adventures, remember to keep in mind that in Hereva everything is magical, even the most industrial city uses magical constructs and undeads to carry out its daily activities, so it is not uncommon to see a zombie sweeping the entrance door of a shop or a golem working as bank guard, etc.

As with my other adventures, this document took me much longer to finish than I had anticipated. Many of the ideas I discarded and others I saved for possible future projects, in total I wrote more than 12 adventures for this book, but I only chose three that seemed the three appropriate.

The problem I still have with these projects is that I can be writing them forever, adding more parts, changing sections that no longer convince me, etc. The downside of that is that I can't meet my planned dates that way. That's something I definitely should improve.

However, I hope I have chosen the best three and that you enjoy playing them as much as I did writing them.

Thank you very much for all the support you have given to these projects so far, I hope the result has been up to expectations.

But there are still three more documents. **Cities of Hereva**, **Heroes of Hereva** and **Artifacts of Hereva** will arrive in the coming months with more options for players and Game Masters to use in their adventures in Hereva.



How to use this document

This document uses terms and mechanics created for *Witchcraft: Magic of Hereva*, a supplement for the 5th Edition fantasy of the world's most popular role playing game. In that supplement you can find rules to create characters of the class Witch of Hereva, inspired by the web comic

Pepper&Carrot, created by David Revoy. To use the adventures in this document you will need that supplement.

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

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

Scalable adventures

The first adventure in this document is for characters of first to third level. But the other two adventures are scalable. That means that you can play it as part of your campaign, no matter what level your players are. What this system tries to achieve here is make the adventure change a little in different tiers.

How does it work?

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

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

Points to consider

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



For adventure chapters or sections

Some sections of the adventure may have a specific level tier on the title. You only play sections of the adventure that don't have any specific tier or those of the level you are playing. For example, imagine the following sections:

- Call to adventure [Tier 1-4]
- The fated encounter [Tier 5-6]
- Hero's refusal
- Point of no return

Let's say you are playing a tier 3 adventure. That means you will play "Call to adventure", then "Hero's refusal" and then "Point of no return". You'll skip "The fated encounter" because it's not of the tier you are playing.

For monsters

You can find encounters in one of the following ways.

Scalable Encounters

Scalable encounters like in this example:

Scalable encounter	
Tier	Encounter
1	1x Mimic
2	1x Veteran Mimic (A1) , 1x Mimic
3	1x Ancient Mimic (A1) , 1x Veteran Mimic (A1)
4	2x Ancient Mimic (A1)
5	1x Mimic Patriarch (A1)
6	1x Mimic Patriarch (A1) , 1x Ancient Mimic (A1)

You check the row of the tier you are playing, the encounter will include the monsters in that row. In this document, those tables have links to either the Appendix I, for the new monsters, or to the website DndBeyond for the monsters included in the 5th edition SRD.

Scalable Monsters

You can also find a more standard box like this:

Encounter
Ghost of Greed

In these cases you should use the monster as it is in the appendix, unless it appears with a tier. Then that means you should choose the tier you are playing. Most probably the monster will appear 6 times in the appendix, one for each tier.





Rats in the Sewers

The adventure begins with an earthquake that awakens the entire city. Tremors are not that common in Qualicity and this does not appear to be a normal one. The head of the Qualicity guard, **Ron Whitswift**, sends a messenger to ask the adventurers for help.

When they introduce themselves to him, Whitswift mentions that not only is it the earthquake, but also cracks have been forming on the ground and a phosphorescent green liquid is emerging from them. It seems that the liquid comes from the city sewers.

A group of guards went to the sewers to investigate the problem but they were stopped by a construct that is currently protecting the entrance.

NPC

Ron Whitswift, Chief of the Qualicity Guard Bureau, cropped, curled, white hair and green eyes. He stands 5'7" tall and has a muscular build. He's often seen wearing the Qualicity Guard uniform.

The adventurers are then tasked with going to the sewers and investigating the problem, and solve it, if they can.

At the sewers door

Quality sewers are known as a dangerous place, people don't usually go near them unless absolutely necessary. Some people say that it is full of undeads or constructs that have been abandoned by their creators and that some of these have become violent towards living beings.

When the adventurers arrive at the door of the sewers, they find a construct that does not let them pass. The golem don't speak, it is only programmed to not let anyone pass. If the adventurers try to break through, it will attack immediately.

Encounter

1 x [Scrap Automaton](#)

The creature is a golem made of scrap metal, tubes, and gears. Its first attack will be Hurl Cogs, and only when approached in close combat it will attack with its two slam attacks per turn.

Scrap Automaton

Medium construct (golem), unaligned

Armor Class: 15 (Natural Armor)

Hit Point: 55 (10d8 +10)

Speed: 30 ft.

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception +10

Languages Understands the languages of its creator, but can't speak

Immutable Form. The scrap automaton is immune to any spell or effect that would alter its form.

Actions

Multiattack. The scrap automaton makes two slam attacks.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 8 (2d6+1) bludgeoning damage

Hurl Cogs. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 11 (3d6+1) bludgeoning damage

CR	STR
2	12 (+1)
PROF.	DEX
+2	10 (+0)
	CON
	12 (+1)
	INT
	6 (-2)
	WIS
	10 (+0)
	CHA
	5 (-3)

The Sewers

In addition to the construct guardian, the sewer door was secured with a bookcase from the inside, however it is easy to move for a strong character or multiple characters pushing at the same time. There is no magic or any other protection on the door. Once the adventurers manage to enter the sewers they will have to face several monsters and save several traps to find the culprit. As the place is full of giant rats, while they are advancing through the tunnels they will hear noises coming from different directions: footsteps, screeches and objects falling.

1. The Entrance

The player characters enter a dark and dirty underground road. The first thing they see is a bunch of rats running away making noises altered by the presence of the adventurers. The place gets darker as they go further, so they will need some way to light their path if they cannot see in the dark.

2. Giant Rats

When passing through this section the adventurers see how six rats come into contact with the magical liquid found in the water, they grow into giant rats, then they get aggressive and attack the adventurers.

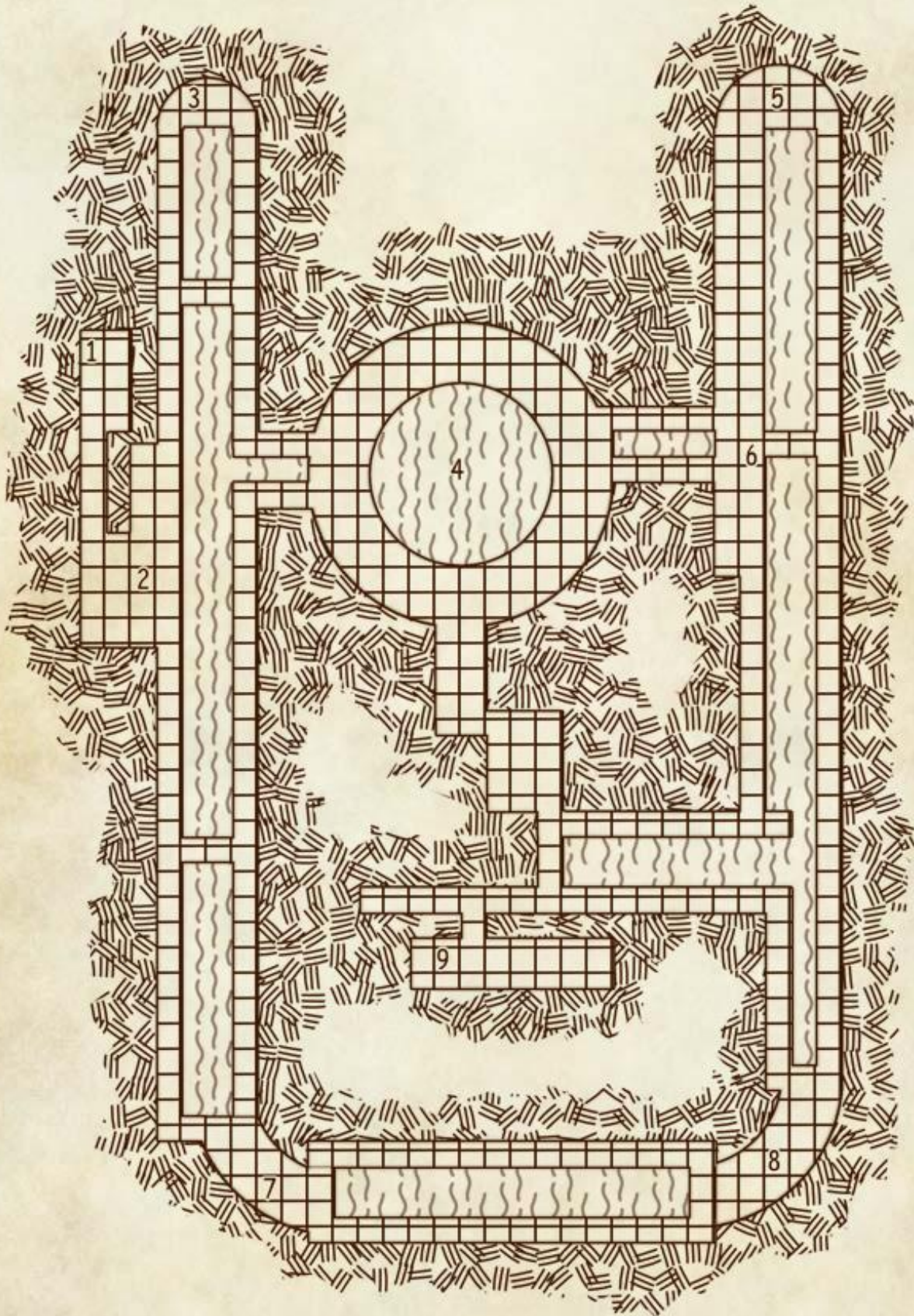
Encounter

6x [Giant Rat](#)

Upon beating the rats, adventurers notice that they are covered in a phosphorescent green liquid like the one the police chief told them was seen in the cracks on the outside. If the adventurers follow the trail of the spots on the floor of the rats it will take them north, towards point 3 on the map.

On the way to the next area you will see that in the middle of the huge corridors of this tunnel there are channels of dirty water that comes from the city. The sidewalks are separated from these channels by very low stone railings, less than 2 feet high, and pillars coming from the ceiling that form arches, as seen in the illustration below on this page.

Qualicity Sewer Map



3. First Lever

In this corner the dirty water that runs through the canal falls down a well, a lot of garbage is piled up in the sewer. As the adventurers approach, three monstrous rats leap forward.

Encounter

2x [Mutant Rat](#)

1x [Giant Rat](#)

Water in this section is poisonous.

Poisoned Water

affects each creature which touches it, DC 19 save or take 1d10 damage at the beginning of the creature in contact with the water.

At the end of this corridor, on the wall, there is a lever pointing upwards. If players turn the lever down they will hear a mechanism moving, the sound is coming from the south. They will need to switch the two levers, this one and the one in zone 5 to deactivate the mechanism that is discharging the magical contaminating liquid. Doing this will also open the door to the zone 9.

Mutant Rat

Small beast, unaligned

Armor Class: 12

Hit Point: 3 (1d6)

Speed: 30 ft.

Senses Darkvision 60 ft., Passive Perception +10

Languages --

Keen Smell. The mutant rat has advantage on Wisdom (Perception) checks that rely on smell.

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

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

Actions

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

CR	STR
1/4	7 (-2)
PROF.	DEX
+2	15 (+2)
	CON
	11 (+0)
	INT
	2 (-4)
	WIS
	10 (+0)
	CHA
	4 (-3)



4. Round Pool

In zone 4 there is a round-shaped dirty water pool, this is one of the main areas where the dirty water of the city falls. In the middle of the water is a misshapen blob of ochre color. When the adventurers cross this area, an Ochre Jelly jumps out of the water to attack them.

Encounter

1x *Ochre Jelly*

5. Second Lever

This corner is very similar to the one in zone 3. The water is also poisonous, and garbage piles up near the lever. There are three mutant rats that attack the adventurers as soon as they get close.

Encounter

3x *Mutant Rat*

Poisoned Water

affects each creature which touches it, DC 19 save or take 1d10 damage at the beginning of the creature in contact with the water.

6. Crossroad

Part of the roof has collapsed in this part of the tunnel, the walls look ruined and the pillars have claw marks and bite marks. A group of four giant rats are nibbling on the remains of a discarded construct. When the adventurers approach, the rats charge violently at them.

Encounter

4x *Giant Rat*

7. Left Curved Corridor

The floor in this corridor is damp, there are many rat tracks, both small and large. It is difficult to walk around here because of the slippery and muddy floor.

The same green substance drips from the ceiling of this corridor.

On the walls of this corridor there is a thunder trap. To cross it without problems a creature needs to touch one of the walls as it advances. Otherwise, the trap is triggered when someone steps on one of the center plates without making contact with the wall. A DC 18 Intelligence (Investigation) check will reveal this to a character.

Corridor 7, Thunder Trap

DC 20 to find, DC 15 to disable; affects all targets within 20 ft., DC 13 save or take 2d10 thunder damage and become deafened for 1d4 rounds

8. Right Curved Corridor

This area of the dungeon looks a bit cleaner than the others, there are no rat tracks or garbage.

In the ceiling, in a point of your choice there is a fire trap that is activated when a creature steps on the 20 "square plate just below it. The plate is unnoticeable unless someone passes a check to find it. The trap will spray fire in the area around where it was activated.

Corridor 8, Fire Spray

DC 15 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 13 save or take 2d10 fire damage

9. Potion Waste Processing Machine

The entrance to this area is closed by an iron gate. To open it, the adventurers must switch down the two levers of zones 3 and 5. Once this is done, the door will open by itself and the green liquid will stop pouring into the sewers.

When the adventurers deactivate the machine that distributes the magic liquid into the sewers, the two wererats who planned all of this will go downstairs to this room and will check the machine to find out if something is wrong with it. Upon entering the room, the adventurers will find these two rats who are ready to face whatever is trying to ruin their plans.

Encounter

2x [Wererat](#)

The stairs in this room lead to the wererats' business building on the surface. There they charge witches and other spellcasters to "properly" dispose of potions that are

discarded. Of course, that is false, they just use this machine that they created to dump the liquids around the sewers.

They don't show themselves as wererats to people, but instead they use a magic wand to disguise themselves.

Wand of Disguise

Type: Wand

Rarity: Rare

Requires Attunement: Yes

This wand has 4 charges for the following properties. It regains 1d3 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

While holding the wand, you can use an action to expend 1 charge and cast a Disguise Self spell, except that it has the touch range, and it only works on willing creatures. You choose the appearance that the target will look like.

After being defeated, the wererat are trapped and taken to jail.

Their fake business is shut down, but a soon after that an inventor from the city starts working on a machine based on the one the wererats made, but making something that actually works.



The Bank Robbery



Qualicity's bank has been robbed! The adventurers are tasked with finding whoever is responsible for these perfect robberies that investigators cannot solve.

After spending a night or two in the bank, which is protected by an anti-magic field, players will discover that the way in which the robbers enter the vault is through a false door that is actually a Mimic, so it is undetectable to normal people.

Bank Guarding

The adventurers are called again (or perhaps for the first time) by the Chief of the Qualicity Guard Bureau, **Ron Whitswift**, who tells them that the Qualicity bank has been robbed. The main problem of the mystery is that despite having night guards, none saw anyone enter during the night and the bank is covered by an anti-magic field that would not allow someone to teleport in or from the inside out.

NPC

Ron Whitswift, *Chief of the Qualicity Guard Bureau*, cropped, curled, white hair and green eyes. He stands 5'7" tall and has a muscular build. He speaks fast and repeats words a lot, but pays close attention to what is going on around him and is always making observations.

Whitswift asks the adventurers to stay the night watching alongside the guards. He suggests to them, however, that if they depend on magic it would be better for them to stay outside the bank, since inside they will not be able to cast spells.

The First Night

If the adventurers stand guard outside the bank, or if they stand guard in the bank room, the night will pass without much trouble. Except the next day, when the bank managers arrive and open the vault, there is no money again.

If the adventurers instead decide to spend the night inside the vault, then go to the **Second Night** section.

The next day

The bank has been robbed again, the guards check the vault again but find nothing. But adventurers might spot something if they are paying attention.

Investigation check

DC 15 to find. One of the large stones from which the walls of the vault are made has a drop of some transparent liquid substance. This stone is up 15 feet high adjacent to the ceiling.

That section of the wall is actually a Mimic that has been masquerading as the same material that the vault wall is made of. If a character touches the liquid substance he will notice that it is sticky. If adventurers try to make contact with the part of the wall that is actually a Mimic, it will reveal itself.

Scalable encounter

Tier	Encounter
1	1x Mimic
2	1x Veteran Mimic (A1) , 1x Mimic
3	1x Ancient Mimic (A1) , 1x Veteran Mimic (A1)
4	2x Ancient Mimic (A1)
5	1x Mimic Patriarch (A1)
6	1x Mimic Patriarch (A1) , 1x Ancient Mimic (A1)

On other worlds, smart mimics are quite rare but they do exist. In Hereva, these Mimics are a bit more common and this is one of them.

If the Mimic believes that he can have an advantage in battle he will attack at that time, in this case, the adventurers will have to first defeat the Mimic and then go through the tunnel to find the culprits of the theft.

Otherwise, the monstrosity will only flee through the tunnel through which it arrived.

If the adventurers did not find the clue of the transparent substance on the wall, Chief Whitswift will ask them to hide somewhere inside the vault this time to see if they can find out how the thief gets in and catch him.

Second Night

If the adventurers decide from the beginning that they want to stay inside the vault, then this second night is actually the first.

The first hours of the second night pass without major problem, but after midnight the adventurers can hear a noise from the wall where the substance was (which in this case the adventurers have not found). That noise sounds like the stomach when you are very hungry. Shortly after that it seems like someone starts pounding from behind that wall. The Mimic resists a bit because it knows that the adventurers are there, but ends up giving up and falls into the vault as a amorphous mass, leaving a perfect square open on the wall, where a couple of people appear dressed like the guards of the city.

They are actually Doppelgangers who were prepared in case something like this happened, that is why they were disguised as guards. While in its amorphous form, the Mimic yells at the Doppelgangers " *they caught us, let's run away,*" and then it polymorphs into a long rope that the guards pull as they flee through the tunnel.

Searching the Tunnel

If players don't suspect that the guards are actually Doppelgangers, the chase will be nearly impossible, as they can turn into smaller humanoids and hide in places where the adventurers wouldn't have imagined they would fit.

The tunnel in the wall of the vault leads to an underground dungeon that is partially below the bank building, so magic does not work in half of the dungeon.

The Shapechanger abilities of both Doppelgangers and Mimics do not work with magic, so it can still be used inside an anti-magic field.

This [Sage Advice Compendium](#) document clarify this doubt: *the background magic that is part of the D&D multiverse's physics and the physiology of many D&D creatures [...] is part of nature. It is no more dispellable than the wind.*

Bank Robbery Map



- ⊕ Wooden door
- ⊕ Iron Door
- ⊕ Secret Door

This dungeon has several traps and mimics. At the end, the adventurers will have to fight a couple of Doppelgangers, which is a difficult fight. In fact, if they had stayed to fight, the Doppelgangers could have won that fight against the heroes, but they don't know it either.

Below are the descriptions of the areas of the map on the previous page.

Anti-Magic Field

On the Bank Robbery Map, there is a shaded section that covers the southern area of the dungeon. All squares that are shaded are affected by the Qualicity bank's anti magic field.

Doors

These are the stats for the different doors in the Bank Robbery Map.

Wooden Door

All these doors are locked. DC 20 Thieves' Tools check to open, DC 15 Strength to break it open; 10hp

Iron Door

All these doors are locked. DC 20 Thieves' Tools check to open, DC 25 Strength to break it open; 60hp

Secret Door

These look like wall, but they are wooden doors. DC 20 Perception or Investigation check to find. Both doors are locked. DC 10 Thieves' Tools check to open, DC 15 Strength to break it open, 10 hp.

1. Entrance

The hole in the vault's wall leads to a narrow downward tunnel that can be easily descended thanks to a ladder mounted on that part of the wall. Down below the adventurers will find that the dungeon is made of masonry and it is very dark.

Unless they have a way to track them, the adventurers won't have a way to know if the creatures they are chasing went north or south, but a strong scent of lemon is coming from the south of the corridor.



2. The Lemon Tree

A small lemon tree is right in the middle of the room, the tree has fruits and they look very fresh and healthy to grow in a place without any sun. Around it there are various plants and flowers occupying the 10 square feet in the center of the room. These plants are a Shambling Mound that will attack the adventurers as soon as they have gotten close enough and can make use of its multiple attacks.

Scalable encounter

Tier	Encounter
1	1x Minor Shambling Mound (A1)
2	2x Minor Shambling Mound (A1)
3	1x Shambling Mound , 1x Minor Shambling Mound (A1)
4	2x Shambling Mound
5	1x Deadly Shambling Mound (A1) , 1x Shambling Mound
6	2x Deadly Shambling Mound (A1)

3. The Tentacled Beast

The south door to this room has a guillotine trap that triggers when opened.

Trap

DC 15 to find, DC 10 to disable; +10 to hit against one target, 2d10 slashing damage

In the room there is a tentacled monster that appears to be guarding a treasure chest.

Scalable encounter

Tier	Encounter
1	1x Minor Otyugh (A1)
2	2x Minor Otyugh (A1)
3	1x Otyugh
4	1x Elder Otyugh (A1)
5	1x Elder Otyugh (A1) , 1x Otyugh
6	2x Elder Otyugh (A1)

This treasure chest is not a Mimic, but possibly where the Doppelgangers hide part of the money they have been stealing from the bank.

Treasure

- 600 cp
- 700 sp
- 200 gp
- 40 pp
- 2x Potion of Greater Healing
- 1x Potion of Resistance (Lightning)

4. Lightning Orb

In the middle of this room there is a pedestal that holds an orb that glows with electricity. At the beginning of each turn with Initiative 20, the orb fires a bolt of lightning at any creature within the room, but only 4 feet from the floor. Medium or large creatures can crawl to avoid being attacked by the lightning, flying creatures can pass overhead.

The only clue to that is that over time the rays have left marks on the walls and formed a black line on the wall at that height. Also, if there is any gnome or small creatures in the party, they are not affected by this attack.

This can also be solved in Barbarian mode, charging into the orb and taking the damage.

Orb of Lightning

AC 12 (natural armor), 60 hp. Bolt 2d6 lightning damage.

If the adventurers still haven't realized it at this point, the Orb should give them an clue that magic **does work** here.

South Corridor

The south door of this room leads to a hallway that ends at a fork in the road. Precisely that section of the corridor is affected by the anti-magic field, and the Doppelgangers installed a trap in any of those squares of your choice.

Pit trap

DC 10 to find, DC 15 to disable; affects all targets entering a 10 ft. square area, 10 ft. high, spikes in the bottom, DC 14 save or take 1d10 damage

At the bottom of that hole is a huge black statue of a toad, over 2 meters high. When a character falls into the well, its eyes start to shine and it looks menacing. Its eyes are gems worth 1,000gp each. But if they are removed from its face, the statue will come to life and attack anything it can see.

Scalable encounter	
Tier	Encounter
1	Weaked Obsidian Giant Frog (A1)
2	Obsidian Giant Frog (A1)
3	Volcanic Giant Frog (A1)
4	Lava-burning Giant Frog (A1)
5	Lava-burning Draconic Frog (A1)
6	The Frog God Statue (A1)

5. The Plans

The entrance to this room is protected by a closed wooden door, which has a powerful magic missile trap.

As the adventurers enter this room, they will find several shelves with food supplies, ropes, tools for digging and construction, and in the northeast corner a table with some papers on it. Most of them are sketchy blueprints of Quality buildings. Hidden in the false bottom of a drawer (DC 17 to find) is the blueprint of this dungeon. It is only the drawing of the roads and rooms, it has no text or information about the antimagic field.

You can find this version of the map in the files that come with this document with a name similar to "Bank Robbery Map Players Handout".

Corridor B

From this corridor starts a different section of the dungeon, the walls look more modern, made of bricks instead of stone, and there are torches on the walls, plus there is a chandelier on the ceiling about every 30 feet.

On the walls there are many portraits of people very different from each other. At first glance there does not seem to be any pattern or common denominator between them.

However, a DC 20 Intelligence (Investigation) Check will point out to the adventurers that all the people in the pictures are posing with the same slight grin on their

mouths. It is almost imperceptible, but their lips move a little to the left, like when a nervous person bites their lips.

Other than that there is nothing special about this corridor.

6. Armory

A toppled statue lies in the south-west corner of the room, and several shattered weapons are scattered throughout the floor. There are several shelves on the walls with very old books and papyrus sheets. If the adventurers check the place they will find a few valuable objects.

Treasure
- 600 cp
- 80 sp
- 30 gp
- 2x Long sword
- 1x Long Bow
- 30x Arrow
- 3x Superior healing potion
- 1x Staff of the Python

7. The Barbarian and the Wizard

The two wooden doors in this room contain different traps. The east door has the face of an old man with a wizard hat engraved, in his eyes he has a pair of blue gems. If a creature opens the door or fails to deactivate the trap, the two eyes turn into Will-o-wisp that detach and attack whatever is closest to them.

Wizard trap
DC 15 to find, DC 20 to disable; releases two Will-o'-Wisp

Scalable encounter	
Tier	Encounter
1	2x Dying Will-o'-Wisp (A1)
2	2x Weak Will-o'-Wisp (A1)
3	2x Will-o'-Wisp (A1)
4	2x Hungry Will-o'-Wisp (A1)
5	2x Superior Will-o'-Wisp (A1)
6	2x Deadly Will-o'-Wisp (A1)



The west door is also made of wood and has the face of a warrior with a Viking helmet engraved on it. The door lock has a mechanism attached to a trap on the floor and will activate if someone opens the door or fails to disable the trap.

Viking pit trap

DC 15 to find, DC 15 to disable; affects all targets entering a 10 ft. square area.

Inside the well, there is a construct made of bones with a shape that is half human and half scorpion. The creature will attack as soon as someone falls into the well.

8. Dining Room

This room has a long table that runs the length of it. Around the table there are many chairs, the whole place looks very elegant and there is food served, but it is ruined and it smells bad. On the walls there are more portraits of different people, like in the hallways. All the chairs have traps, and there is a pendulum blade that falls across the table.

Chair trap

DC 15 to find, DC 10 to disable; affects one creature sitting on the chair, 4d10 piercing damage

Pendulum Blade

DC 15 to find, DC 15 to disable; +6 to hit against one target, 4d10 slashing damage

9. Doppelgangers' hideout

This is the lair of the doppelgangers who planned the bank robbery. They are also planning other robberies to other places, and perhaps they have already robbed other people before but have not been caught.

However, this lair is more of a trap. If the adventurers enter the room they will not find anyone, only a few chairs and small tables, on the tables there are various items including hand mirrors.

You can read or paraphrase the following:

You enter a medium-sized room, arranged more elegantly and comfortably than the others you have seen in this place. Several large, well-stuffed chairs are lined up near the walls throughout the room, along with several small tables with books, monocles, hand mirrors, pipes, and other items.

Shortly after the adventurers enter, **Ron Whitswift** and a guard arrive down the hall, both with their clothes a bit dirty from having entered the tunnel. Whitswift begins by asking the adventurers if they are okay, and continues giving them the news that they have already found the culprit, he came out through the hole in the wall **a few hours** ago, the thief was a former member of the Quacity guard.

He thanks the adventurers for their help because without them they would not have been able to catch the culprit. "A few hours" could also be "a few minutes", depending on how fast the players move through the dungeon, this does not matter either way because it is a lie. The supposed Ron Whitswift and the guard are actually the two Doppelgangers.

Overall, a gamer is unlikely to believe this to be real, unless the GM does a very good job of making it credible. Also, a DC 18 Wisdom (Perception) check will tell a player that the Chief is acting a little weird and is making a facial gesture that they have never seen him make with his mouth, something like the portraits they saw in the hallways and dining room.

If they do not realize the charade and heed what the false Ron Whitswift tells them, he will activate a trap the moment they get out of the room, closing it with a steel portcullis and dividing the group into 2 to have an advantage. In addition, the guard will have a surprise round because he is prepared for combat at that moment.

The portcullis divides the group exactly in half, if you do not use a grid in this type of situation what you can do is that all the players roll 1d20, the half that rolls the highest numbers will be left out of the room and those that roll the highest numbers bass will remain inside the room.

Iron Porticullis

DC 20 to lift, DC 25 to break; 60 hp



Those inside the room can still see the rest, they can try to lift the Porticullis or break through it. Also, if they have ranged attacks they can act in the battle that way.

For this battle, the enemies are two Doppelgangers, one named Nemo and the other Kako. Choose the stats of each one in the tier of the adventure you are playing.

Encounter

[Nemo and Kako of the respective adventure tier](#)

During combat, the Doppelgangers will try to take the fight as far away from the portcullis as possible to gain even more advantage over other out-of-range adventurers.

After the battle the Doppelgangers will be arrested and placed under security, because due to their abilities they are quite dangerous.



The Witch's Library

Coriander, a famous witch of Zombiah and queen of Qualicity, awaited the arrival of **Clove**, another well known witch of Zombiah, who would bring her a special component for a spell that she has been researching these last few days. Clove is known for her extensive knowledge of potions, but also for her unsociable personality and for being very forgetful. However, the witch never arrives, so the queen sends the guard to look for her, but when the guard knocks on her door no one answers, however they hear noises inside. Upon entering they notice that the noises come from the library door and it is closed. Fearing there is some danger they cannot handle, the guards prefer to hire the adventurers to enter the witch's library.

Synopsis

After forcing their way to the library, the players will find a dungeon made of books. There the adventurers will find out that the witch was researching a potion spell that went wrong and turned her into a bookcase full of magical books. Each of these books are passages in the memory of the Clove and in one of them is the formula of a potion that will return her to normal.

Clove reveals one of the books, when the adventurers open it they are immediately transported inside it. Once inside the book they will find many challenges and dangers that they must overcome. After the challenges of a book are overcome, three more books will appear. The players should choose one of the books to open, and so on until they find the memory of the potion that will restore the witch's body.



The Magic Laboratory

The adventurers will arrive at the witch's laboratory, which looks completely messy, but the guards say that they have not touched anything, everything is in the place where they found it. Adventurers will see on a table on which the witch seems to have been working the night before, several glass flasks with liquids of different colors and consistencies. Some of the liquids bubble, others emanate steam, others sparkle. But one of the flasks is broken, and the remainder of the liquid inside is mint color (a combination of light blue and light green).

Various noises can be heard from one of the laboratory doors, the guards think it may be something dangerous. But one of adventurers with a good perception (DC 14) could hear a slight voice that says: "don't touch my potions, get me out of here". The door has the sign "Library".

Stuck Strong Wooden Door

DC 15 to break; 20 hp

Library

Forcing the way through the library door, the adventurers arrive at an extra-dimensional space created by an accident the witch had the night before while working with magic potions. This library looks like a dungeon, but the walls are lined with books with titles like "*that time I traveled to Komona*", "*my first flight on a broom*", "*the day I injured my leg*", etc. If a character wants to take a book he will notice that they are firmly fixed, it is as if the same dungeon was made by these magic books that cannot be removed.

The voice can now be heard much clearer and will ask the adventurers to go to the end of the corridor. The entrance path will lead to a small room where they will find a huge bookcase, which is speaking to them. The witch will tell them that the night before she was trying to create a magic potion to gain knowledge, but in a miscalculation, she ended up turned into a bookshelf within this demi plane where books are passages of the memory of her entire life. Many of those passages she has already forgotten, others are newer. But she doesn't have access to them, not even in the state she is now.

The witch knows a formula to create a potion that will return her to normal, but she has such a bad memory that she does not remember it. She then asks the adventurers to go into one of those books in order to find the formula and return her to normal.

Using what bit of Rea she has left, she drops a book from the bookshelf (otherwise the books cannot be removed) before falling asleep, as she needs to rest to get back some Rea.

The book that the witch gave the adventurers has the title "The important thing about potions", as they open it, the adventurers are transported to that memory of her.

Go to **Book 1 "The important thing about potions"**. After this, the next chapters will depend on which book the players choose.

Book 1: "The important thing about potions"

When adventurers appear in this scenery, they hear the witch's voice speaking while sleeping:

"I remember this now, our carelessness have caused a lot of problems."

Inside the world of memories of the witch, everything looks darker and the colors are duller. These are the memories that Clove has almost forgotten.

The first book will take the adventurers to a farm where plants have become intelligent by the buried potions of witches. The lesson in this book is that buried potions cause problems for the Hereva nature and should instead be recycled.

Right next to a carrot field there is a huge dumpster with the recycling symbol. But right next to it, there's a hole where many discarded potions are piled up. An evil giant carrot attacks the adventurers as soon as it sees them appear. This carrot can summon smaller carrots, and even worse, other giant carrots will keep sprouting from the ground 5 rounds after the previous one has been defeated if the adventurers don't start recycling the potions.

When the adventurers start doing so, the monsters will stop attacking and will even help them move the potions to the recycling area.



Once they are done with this, the monsters will return to the field and become normal plants again. At the bottom of the hole, the adventurers will find three books with the next titles: "What I must not forget about books", "The hazard at the library", "My first serious accident with potions."

Scalable encounter	
Tier	Encounter
1	1x Evil Giant Carrot (A1)
2	2x Evil Giant Carrot (A1)
3	1x Demonic Giant Carrot (A1)
4	2x Demonic Giant Carrot (A1)
5	2x Demonic Giant Carrot (A1) , 4x Evil Giant Carrot (A1)
6	1x Abyss Lord Carrot (A1)

Book 2: "What I must not forget about books"

"The more things I learned, the more I discovered that there were things that I did not know yet, there was no time to play, there are many things to learn."

This book will place the adventurers inside a school of magic, characters who are native to Hereva will notice the old-fashioned style of the place. They will appear in a hallway that only has one exit to a study room where there is a little girl reading. In the corridor there are several windows that face out of the building. Through these windows you can various other children playing in the garden, using their little magical powers for fun, climbing trees, etc.

The lesson in this place is that there is always a time to study and a time to have fun and relax. The witch is a person who dedicates almost her entire life to study and has always had the ambition to have more knowledge.

If the adventurers convince the girl to go out to play with the other children, a door will open through which she will exit. If not, the kid will turn into giant bookworm that will attack them. Either way, the books that will be left on the table where the kid was studying have the titles: "A lesson from a friend", "The order of the factors", "My first serious accident with potions."

Scalable encounter	
Tier	Encounter
1	1x Bookworm (A1)
2	2x Bookworm (A1)
3	1x Aether Bookworm (A1)
4	2x Aether Bookworm (A1)
5	2x Aether Bookworm (A1) , 4x Bookworm (A1)
6	1x Aether Bookwyvern (A1) , 2x Aether Bookworm (A1)

Book 3: "Hazard at the library"

"I never felt so much fear as that evening."

This book will transport the players inside a library corridor with books lying on the floor, piles of books here and there. The hallway leads them to a room with a very bright light, when they enter the room, the books in it are on fire. The monster in this book is an alcohol lamp that Clove left unattended near some books a long time ago and started a fire because she was more aware of her reading than what was happening around her.

In the corner of the room is a young witch, with the appearance of a 16-year-old girl. She is huddled near a bookcase, she seems to be very afraid of fire and she does nothing to stop it or run away from it.

However, if the adventurers convince her to overcome her fears and fight the fire, she will stand up and help in the fight by casting a Chill Touch spell every round like a wizard of the same level as the party. Monsters will totally ignore her either way.

Scalable encounter	
Tier	Encounter
1	1x Hell's Lamp (A1) , 1x Magma Mephit
2	2x Hell's Lamp (A1) , 1x Azer
3	1x Superior Hell's Lamp (A1) , 1x Hell Hound
4	1x Superior Hell's Lamp (A1) , 2x Hell Hound
5	1x Efreeti , 1x Superior Hell's Lamp (A1)
6	1x Efreeti , 1x Hellfire Lamp (A1)

They just have to beat this monsters. When they defeat the monster it will become a magic lamp that lights up with magic words and does not burn to the touch, although it does produce a little heat.

Non-burning Lamp

Type: Wondrous Item

Rarity: Uncommon

Requires Attunement: Yes

This magic lamp has the ability to light up with a command word that requires a bonus action. At the choice of the owner, the lamp provides bright light in a 10-foot, 20-foot or 30-foot radius, it provides dim light for an additional similar radius. As a bonus action, its owner can command the lamp to turn off.

The lamp produces a little heat, but it is not enough to burn flammable objects.

The girl will stop being afraid, will get up and thank the adventurers. After that she'll disappear.

From the ashes of the books, only three of them remain intact with the titles: "The order of the factors", "What I must not forget about books", "A lesson from a friend."

Book 4: "My first serious accident with potions"

"The first really bad accident I had with potions was, actually, trying to make the same potion that I was researching last night. A potion that would allow me to read all the books in a library at the same time. Of course, that time everything went wrong too."

The adventurers appear in a 5 foot wide hallway. On the walls there are shelves with a few potions on it:

Treasure

Tier	Items
1	1 blue, and 1 gold potions
2	2 blue, 1 gold, and 1 green potions
3	3 blue, 1 red, 1 gold, and 1 green potions
4	4 blue, 4 red, 1 gold, and 3 green potions
5	4 blue, 4 red, 1 gold, and 3 green potions
6	4 blue, 4 red, 1 gold, and 3 green potions

There is also a box with **Komona Doubloons**, they are a rarity made of gold and Sylvan platinum that people of Komona used many years ago before changing their current most practical currency, the KO. Each of these Doubloons is worth 100 gold peaces (or 100 KO, if you are using Komona currency). The coins are neatly placed inside the box and the amount of them depends on the number of adventurers. There are 1.5 times the number of adventurers (rounded up, if there are 4 adventurers there will be 6 coins, if there are 5 adventurers it will be 8 coins, etc). Don't tell them this, just tell them the number of coins they find.

At the end of the hall, not far from where the players are, there is a door with a slot for inserting coins and a sign that says "Toll: One coin per person." When attempting to enter any item other than one of the Komona Doubloons, the item is rejected. Adventurers will be able to take any number of coins from the box and use them to pass one by one.

Upon crossing the door, the adventurers will find themselves in a magic laboratory, similar to the one in the witch's house where they were today, but larger. The door they entered through looks like a normal door and doesn't ask for any coins to pass through. The witch is very focused on her investigation and when they enter she screams:

"I don't have time for visits, please come back when I'm less busy."

To which the voice of the sleeping witch answers

"That will never happen."

The witch in this room looks like a woman in her 30s, wearing the clothes that are normally worn by the Witches of Zombiah in Qualicity, with goggles on her head and gloves. The table has many flasks with different liquids joined by crystal tubes. Clove's ability to make potions is unmatched in all Qualicity, perhaps there isn't a single person in all Hereva who has studied potion formulas as much as she has. Any character that has any proficiency making potions will notice that, and would envy her laboratory.



The witch in the room says:

"With this potion I will multiply my free time hundreds...no, THOUSANDS of times!

Wait, where is my golden potion? Bah! I don't have time to look for it, I can create a new one."

After she says this the following happens (all at the same time):

- If any of the adventurers kept any of the coins for themselves, those coins will magically detach from them and each one of them will turn into a [Ghost of Greed](#) of the appropriate adventure tier.
- If any adventurer kept any potion from the shelves, each potion will magically detach from them and will become a [Potion Gnome](#).
- Monsters completely ignore the witch in the room and the witch ignores everything else that is happening.

Depending on the actions that the adventurers have taken, there are the following ways to solve this scenario:

- **If the golden potion is still in the hallway and there are still any doubloons there as well.** They need to go back for the potion, but it will be easy for one or more of the adventurers to return for it and use another doubloon to enter back to the room. The moment one of the adventurers offers the potion to the witch, any remaining monsters will disappear and the scenario will end.
- **If they left the potion in the hall, but took all the doubloons.** They will have no way to successfully solve this scenario. They will have to defeat all the ghosts.
- **If the potion turned into a monster,** they will have to defeat it along with any doubloons that have turned into a ghost. After this, the potion golem will turn back into a golden potion and they can give it to the witch, ending the scenario unsuccessfully.

Finishing the scenario could lead to one or more of the next results:

- If the adventurers did not take more doubloons than they needed, the witch will thank them with gold doubloons.
- If the adventurers did not take any potions, she will give each one a healing potion.

- If they took the items, then defeated the monsters and returned the potion. She will just take it and say "That's why I can't trust people."
- If they took the items and can't defeat the monsters, the witch will get annoyed by the noise and will scream "Enough! people are a nuisance."
- Solve any other outcome not foreseen in this adventure with your GM judgment.

The lesson in this book is not to be greedy and don't bite off more than you can chew. After this, all the scenery will disappear and only three books will be left. Their titles are: "A lesson from a friend", "The order of the factors", "Hazard at the library".

Book 5: "A lesson from a friend"

"That was a very difficult assignment, I did not want to hand it in and have my teacher find out I could not do it."

The adventurers will appear on a hill where there is a weeping willow tree. Under the tree, a young girl with a pile of books, trying to solve a complex looking equation in a notebook. The girl is sitting on a soccer ball. The sun is setting and the kid is absorbed in her task, she only looks up from time to time to see if the sun has set.

"Ah, Professor Grandis gave me that ball. He was a wizard from another world, literally. He used to always kick that ball, but he never taught me how to play that game they played in his world. I can no longer remember why he never did."

If the adventurers ask the little girl what she's doing, she will tell them that she has to turn in this assignment before the sunset, but she still hasn't been able to solve the problem. She doesn't want her teacher to know that she couldn't solve it, nor does she want to ask for help from anyone, not even the adventurers. She keeps trying to figure it out herself.

After their first interaction with the girl, the sound of horns will explode from the

"It is true, that afternoon the great war of Hereva began, my master had to return to her world and I never saw her again."

After that first interaction with the girl, the adventurers will hear the sound of horns rumble loudly, but she doesn't seem to hear anything, she is still absorbed in her task.

Now I remember, I spent that night under the tree near the school. That afternoon Magmah and Aquah declared war on Zombiah, and Mr. Grandis was forced to return to his world.



The lesson of this book is to ask for help when you need it. The adventurers should convince the little witch to go and ask her teacher for help before the sun sets.

If the girl agrees, she'll just take the notebook and the ball and start running to the school but a ghost will appear in front of her and the adventurers, preventing her from leaving.

Scalable encounter	
Tier	Encounter
1	1x Specter of War Tier 1 (A1) , 1x Shadow
2	1x Specter of War Tier 2 (A1) , 1x Shadow
3	1x Specter of War Tier 3 (A1) , 2x Shadow
4	1x Specter of War Tier 4 (A1) , 2x Shadow
5	1x Specter of War Tier 5 (A1) , 4x Shadow
6	1x Specter of War Tier 6 (A1) , 4x Shadow

The girl will start fighting the ghost right away. The adventurers should convince the girl again to leave the problem to them, so she could go to school as soon as possible, despite the fact that the girl believes that she should stay and fight because it's her problem.

- If the adventurers fail to convince her, it will get dark during the battle, and the horns will start rumbling louder. After defeating the ghost the girl will run at full speed towards the school.
- If the adventurers do convince her, she will run straight towards the school, ignoring the ghost. After the girl leaves, the ghost also disappears.

Either way, after the girl and the ghost disappeared, there were only three books under the three where the girl was studying. The titles of the books are: "The order of the factors", "Hazard at the library", "What I must not forget about books."

Book 6: "The order of the factors"

"The events of last night repeat in my mind over and over again."

This book will transport the adventurers back to the witch's laboratory. Clearly this is a passage in the memory of the witch. Even though everything looks the same as it looked when they entered at the beginning of the adventure, the colors look duller, like in the other books, except for the potions that are very shiny, like in a dream.

On a wall there is a huge mirror, through the mirror the adventurers can see a witch who looks more than 50 years old, however some witches get that appearance before their 30's and keep it until after 100 years.

Clove is, as always, very focused on her research, and she takes different substances from the flasks and combines them. All this is seen through the mirror, in the room where they are they see the same potions and the same substances, but the witch is not there.

The witch cannot see or hear them, she is just repeating over and over the steps that she followed to make last night's potion:

- First she starts with a base of the golden potion.
- As the potion heats over the fire she pours a purple potion on it.
- Then she pours out the red and blue substance at the same time.
- She removes the mixture from the heat and shakes it strongly.
- As it starts foaming she pours the green and yellow potion at the same time.
- Then she mixes the result with an equal amount of a black substance.

After that, the jar gets bigger, the liquid starts to bubble and explodes, causing the image in the mirror to darken. When the outburst passes, the witch is in the same position as at the beginning and the image is repeated, over and over again.

To obtain the potion that will return the witch to normal, the adventurers will have to repeat the same steps that the witch did, but reversing the order of the colors:

- First they must start with a base of the black substance.
- While the fire is heating, they should continue pouring the yellow and green potions at the same time.
- They should remove the mixture from the heat and shake it.
- As it foams, they should pour the red and blue potions at the same time.
- Then they must mix the result with an equal amount of the golden potion.

Each time they miss, the potion will explode dealing 1d6 force damage, (saving throw for half damage), and the lab will return to the state it was in when they arrived. You could have the adventurers invert the order of the steps too, or any other solution that you think would work. It's

often a good idea to accept good ideas that your players come with as correct.

When they manage to create the potion, they will be sent back to the witch's library with the potion they created.

Conclusion

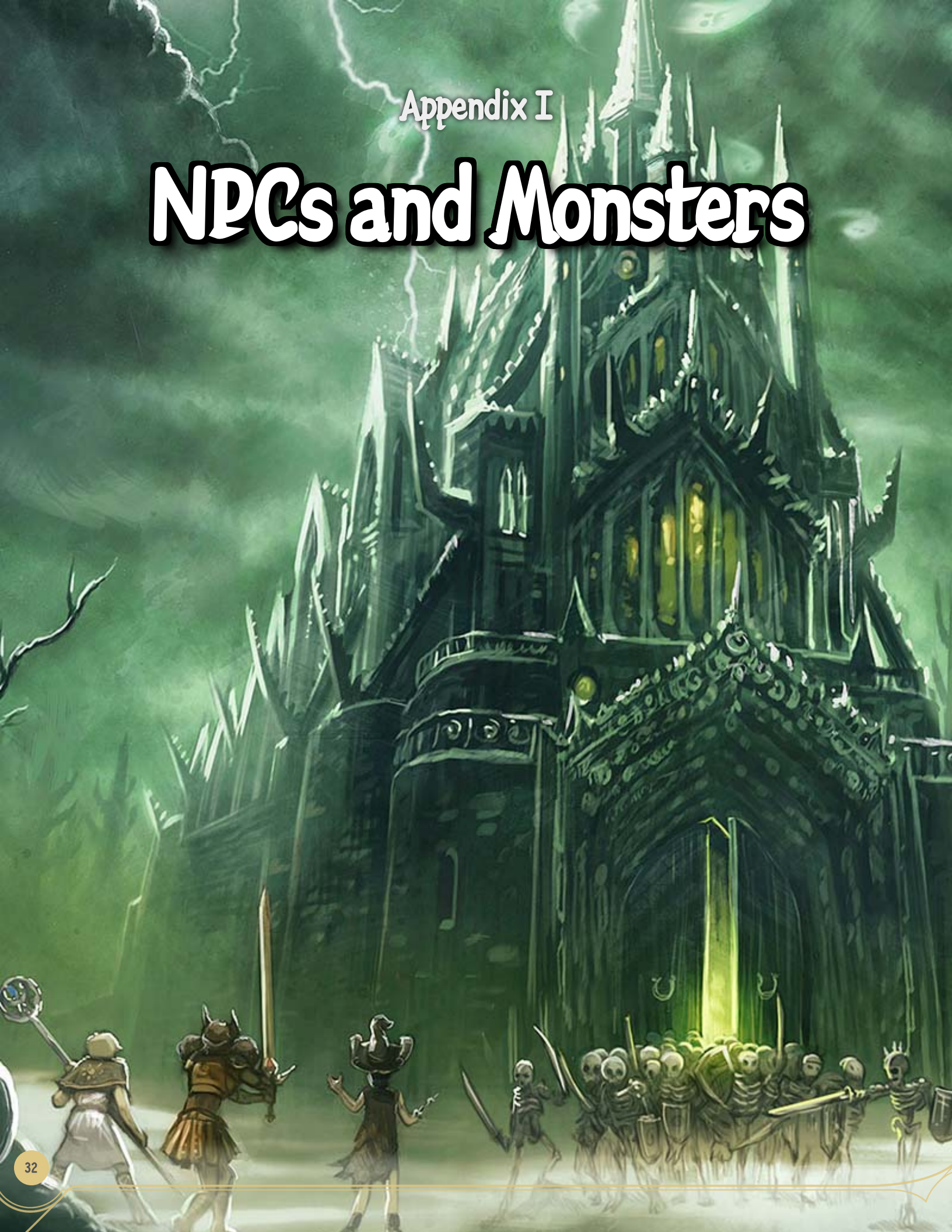
When the adventurers appear in the library, the liquid from the potion comes out of the flask by itself and expands around the library. The place that now looks like a dungeon made of books, starts taking the form of a normal library with bookshelves and books all over the place.

In the center of the library there is a table and sitting at it is the witch they saw in the mirror, asleep. At that moment, she awakens and the library door opens, revealing that they are now back on the primary material plane.

After that, Coriander will summon the adventurers to thank and reward them for their work.

Appendix I

NPCs and Monsters



Veteran Mimic

Medium monstrosity (shapechanger), neutral

Armor Class: 13 (Natural Armor)

Hit Point: 90 (12d8 +36)

Speed: 15 ft.

Skills: Stealth +5

Damage Immunities Acid

Condition Immunities Prone

Senses Darkvision 60 ft., Passive Perception +11

Languages --

Shapechanger. The veteran mimic can use its action to polymorph into an object or back into its true form. Its statistics 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.

Adhesive (Object Form Only). The veteran mimic adheres to anything that touches it. A Huge or smaller creature adhered to the veteran mimic is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the veteran mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The veteran mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (3d8+4) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) piercing damage and 7 (2d6) acid damage.

CR

4

PROF.

+2

STR

19 (+4)

DEX

12 (+1)

CON

17 (+3)

INT

12 (+1)

WIS

13 (+1)

CHA

8 (-1)

Ancient Mimic

Medium monstrosity (shapechanger), neutral

Armor Class: 15 (Natural Armor)

Hit Point: 135 (18d8 +54)

Speed: 15 ft.

Skills: Stealth +8

Damage Immunities Acid

Condition Immunities Prone

Senses Darkvision 60 ft., Passive Perception +11

Languages --

Shapechanger. The ancient mimic can use its action to polymorph into an object or back into its true form. Its statistics 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.

Adhesive (Object Form Only). The ancient mimic adheres to anything that touches it. A Huge or smaller creature adhered to the ancient mimic is also grappled by it (escape DC 16). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the ancient mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The ancient mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 27 (5d8+5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8+5) piercing damage and 14 (4d6) acid damage.

CR

7

PROF.

+3

STR

21 (+5)

DEX

14 (+2)

CON

17 (+3)

INT

14 (+2)

WIS

13 (+1)

CHA

10 (+0)

Mimic Patriarch

Large monstrosity (shapechanger), neutral

Armor Class: 17 (Natural Armor)

Hit Point: 266 (28d10 +112)

Speed: 25 ft.

Skills: Stealth +13

Damage Immunities Acid

Condition Immunities Prone

Senses Darkvision 60 ft., Passive Perception +12

Languages --

Shapechanger. The mimic patriarch can use its action to polymorph into an object or back into its true form. Its statistics 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.

Adhesive (Object Form Only). The mimic patriarch adheres to anything that touches it. A Huge or smaller creature adhered to the mimic patriarch is also grappled by it (escape DC 19). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic patriarch remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic patriarch has advantage on attack rolls against any creature grappled by it.

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

Actions

Multiattack. The mimic patriarch attacks twice with its Pseudopod.

Pseudopod. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 33 (6d8+6) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 42 (8d8+6) piercing damage and 28 (8d6) acid damage.

Reactions

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

Legendary Actions

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

Detect. The shapechanger makes a Wisdom (Perception) check.

Move. The mimic patriarch moves up to its speed without provoking opportunity attacks.

Polymorph. The mimic patriarch polymorphs into an object or back into its true form.

Pseudopod. Makes a Pseudopod attack.

CR	STR
16	23 (+6)
PROF.	DEX
+5	16 (+3)
	CON
	19 (+4)
	INT
	16 (+3)
	WIS
	15 (+2)
	CHA
	12 (+1)

Minor Shambling Mound

Medium plant, unaligned

Armor Class: 14 (Natural Armor)

Hit Point: 39 (6d8 +12)

Speed: 20 ft., Swim 20 ft.

Skills: Stealth +2

Damage Resistances Cold, Fire

Damage Immunities Lightning

Condition Immunities Blinded, Deafened, Exhaustion

Senses Blindsight 60 ft. (blind beyond this radius),

Passive Perception +9

Languages --

Lightning Absorption. Whenever the plant is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The plant makes two slam attacks. If both attacks hit a Small or smaller target, the target is grappled (escape DC 12), and the plant uses its Engulf on it.

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

Engulf. The minor shambling mound engulfs a Small or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 12 Constitution saving throw at the start of each of the mound's turns or take 7 (1d8+3) bludgeoning damage. If the plant moves, the engulfed target moves with it. The plant can have only one creature engulfed at a time.

CR	STR
1	16 (+3)
PROF.	DEX
+2	10 (+0)
	CON
	14 (+2)
	INT
	3 (-4)
	WIS
	8 (-1)
	CHA
	3 (-4)

Deadly Shambling Mound

Large plant, unaligned

Armor Class: 15 (Natural Armor)

Hit Point: 161 (17d10 +68)

Speed: 20 ft., Swim 20 ft.

Skills: Stealth +2

Damage Resistances: Cold, Fire

Damage Immunities: Lightning

Condition Immunities: Blinded, Deafened, Exhaustion

Senses: Blindsight 60 ft. (blind beyond this radius),

Passive Perception +10

Languages: --

Lightning Absorption. Whenever the plant is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Paralyzing Touch. A creature that touches the plant or hits it with a melee attack while within 5 feet of it takes 10 (3d6) poison damage and must succeed on a DC 16 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.

Actions

Multiattack. The plant makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 16), and the plant uses its Engulf on it.

Slam. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. Hit: 23 (4d8+5) bludgeoning damage

Engulf. The deadly shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 16 Constitution saving throw at the start of each of the mound's turns or take 23 (4d8+5) bludgeoning damage. If the plant moves, the engulfed target moves with it. The plant can have only one creature engulfed at a time.

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the deadly shambling mound. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 16 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

CR	STR
9	20 (+5)
PROF.	DEX
+4	6 (-2)
	CON
	18 (+4)
	INT
	5 (-3)
	WIS
	10 (+0)
	CHA
	5 (-3)

Young Otyugh

Large aberration, neutral

Armor Class: 13 (Natural Armor)

Hit Point: 42 (5d10 +15)

Speed: 30 ft.

Senses: Darkvision 120 ft., Passive Perception +11

Languages: Otyugh

Limited Telepathy. The young otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The young otyugh makes two attacks with its tentacles.

Bite. *Melee Weapon Attack.* +4 to hit, reach 10 ft., one target. Hit: 6 (1d8+2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack.* +4 to hit, reach 10 ft., one target. Hit: 6 (1d8+2) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 12) and restrained until the grapple ends. The young otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The young otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 12 Constitution saving throw or take 5 (1d6+2) bludgeoning damage and be stunned until the end of the aberration's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

CR	STR
1	14 (+2)
PROF.	DEX
+2	11 (+0)
	CON
	17 (+3)
	INT
	6 (-2)
	WIS
	13 (+1)
	CHA
	6 (-2)

Elder Otyugh

Large aberration, neutral

Armor Class: 16 (Natural Armor)

Hit Point: 178 (17d10 +85)

Speed: 30 ft.

Senses Darkvision 120 ft., Passive Perception +11

Languages Otyugh

Limited Telepathy. The elder otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The elder otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. Melee Weapon Attack. +8 to hit, reach 10 ft., one target. Hit: 26 (5d8+4) piercing damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 11 (2d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. Melee Weapon Attack. +8 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) bludgeoning damage plus 9 (2d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 16) and restrained until the grapple ends. The elder otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The elder otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 16 Constitution saving throw or take 14 (3d6+4) bludgeoning damage and be stunned until the end of the aberration's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

CR	STR
9	18 (+4)
PROF.	DEX
+4	13 (+1)
	CON
	21 (+5)
	INT
	6 (-2)
	WIS
	13 (+1)
	CHA
	6 (-2)

Weaked Obsidian Giant Frog

Large beast, unaligned

Armor Class: 13 (Natural Armor)

Hit Point: 42 (5d10 +15)

Speed: 30 ft., Swim 30 ft.

Skills: Perception +2, Stealth +4

Senses Passive Perception +12

Amphibious. The weakened obsidian giant frog can breathe air and water.

Standing Leap. The weakened obsidian giant frog's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The weakened obsidian giant frog makes two bite attacks. It can choose to grapple on any hit.

Bite. Melee Weapon Attack. +4 to hit, reach 10 ft., one target. Hit: 5 (1d6+2) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the weakened obsidian giant frog can't bite another target.

Swallow Whole. The weakened obsidian giant frog makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the weakened obsidian giant frog, and it takes 3 (1d6) acid damage at the start of each of the weakened obsidian giant frog's turns. The weakened obsidian giant frog can have only one target swallowed at a time, but it can still attack with its bite. If the weakened obsidian giant frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Sleep Breath (Recharge 5-6). The weakened obsidian giant frog exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

CR	STR
1	14 (+2)
PROF.	DEX
+2	15 (+2)
	CON
	16 (+3)
	INT
	5 (-3)
	WIS
	11 (+0)
	CHA
	6 (-2)

Obsidian Giant Frog

Large beast, unaligned

Armor Class: 15 (Natural Armor)

Hit Point: 114 (12d10 +48)

Speed: 30 ft., Swim 30 ft.

Skills: Perception +2, Stealth +5

Senses: Passive Perception +12

Amphibious. The obsidian giant frog can breathe air and water.

Standing Leap. The obsidian giant frog's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The obsidian giant frog makes two bite attacks. It can choose to grapple on any hit.

Bite. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. Hit: 17 (4d6+3) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the obsidian giant frog can't bite another target.

Swallow Whole. The obsidian giant frog makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the obsidian giant frog, and it takes 7 (2d6) acid damage at the start of each of the obsidian giant frog's turns. The obsidian giant frog can have only one target swallowed at a time, but it can still attack with its bite. If the obsidian giant frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Sleep Breath (Recharge 5-6). The obsidian giant frog exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

CR

4

STR

16 (+3)

PROF.

+2

DEX

17 (+3)

CON

18 (+4)

INT

5 (-3)

WIS

11 (+0)

CHA

6 (-2)

Volcanic Giant Frog

Large beast, unaligned

Armor Class: 16 (Natural Armor)

Hit Point: 136 (13d10 +65)

Speed: 30 ft., Swim 30 ft.

Skills: Perception +3, Stealth +6

Senses: Passive Perception +13

Amphibious. The volcanic giant frog can breathe air and water.

Standing Leap. The volcanic giant frog's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Burning Body. A creature that touches the volcanic giant frog or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Multiattack. The volcanic giant frog makes two bite attacks. It can choose to grapple on any hit.

Bite. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 18 (4d6+4) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the volcanic giant frog can't bite another target.

Swallow Whole. The volcanic giant frog makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the volcanic giant frog and it takes 7 (2d6) acid damage at the start of each of the volcanic giant frog's turns. The volcanic giant frog can have only one target swallowed at a time, but it can still attack with its bite. If the volcanic giant frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Sleep Breath (Recharge 5-6). The volcanic giant frog exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

CR

7

STR

18 (+4)

PROF.

+3

DEX

17 (+3)

CON

20 (+5)

INT

5 (-3)

WIS

11 (+0)

CHA

6 (-2)

Lava-burning Giant Frog

Large beast, unaligned

Armor Class: 17 (Natural Armor)

Hit Point: 184 (16d10 +96)

Speed: 30 ft., Swim 30 ft.

Skills: Perception +4, Stealth +7

Senses: Passive Perception +14

Amphibious. The lava-burning giant frog can breathe air and water.

Standing Leap. The lava-burning giant frog's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Burning Body. A creature that touches the lava-burning giant frog or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Multiattack. The lava-burning giant frog makes two bite attacks. It can choose to grapple on any hit.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (5d6+5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the lava-burning giant frog can't bite another target.

Swallow Whole. The lava-burning giant frog makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the lava-burning giant frog, and it takes 10 (3d6) acid damage at the start of each of the lava-burning giant frog's turns. The lava-burning giant frog can have only one target swallowed at a time, but it can still attack with its bite. If the lava-burning giant frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Sleep Breath (Recharge 5-6). The lava-burning giant frog exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

CR

10

STR

20 (+5)

PROF.

+4

DEX

17 (+3)

CON

22 (+6)

INT

5 (-3)

WIS

11 (+0)

CHA

6 (-2)

Lava-burning Draconic Frog

Large beast, unaligned

Armor Class: 19 (Natural Armor)

Hit Point: 225 (18d10 +126)

Speed: 30 ft., Swim 30 ft.

Skills: Perception +5, Stealth +8

Senses: Passive Perception +15

Languages: Draconic

Amphibious. The lava-burning draconic frog can breathe air and water.

Standing Leap. The lava-burning draconic frog's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Burning Body. A creature that touches the lava-burning draconic frog or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Multiattack. The lava-burning draconic frog makes two bite attacks. It can choose to grapple on any hit.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 23 (5d6+6) piercing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the lava-burning draconic frog can't bite another target.

Swallow Whole. The lava-burning draconic frog makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the lava-burning draconic frog, and it takes 10 (3d6) acid damage at the start of each of the lava-burning draconic frog's turns. The lava-burning draconic frog can have only one target swallowed at a time, but it can still attack with its bite. If the lava-burning draconic frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Fire Breath (Recharge 5-6). The beast exhales fire in a 15-foot cone. Each creature in that line must make a DC 20 Dexterity saving throw, taking 91 (26d6) acid damage on a failed save, or half as much damage on a successful one.

CR

13

STR

22 (+6)

PROF.

+5

DEX

17 (+3)

CON

24 (+7)

INT

5 (-3)

WIS

11 (+0)

CHA

6 (-2)

The Frog God Statue

Large beast, unaligned

Armor Class: 20 (Natural Armor)

Hit Point: 287 (23d10 +161)

Speed: 30 ft., Swim 30 ft.

Skills: Perception +8, Stealth +9

Senses: Passive Perception +18

Languages: Draconic

Amphibious. The Frog God Statue can breathe air and water.

Standing Leap. The Frog God Statue's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Burning Body. A creature that touches The Frog God Statue or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Legendary Resistance (3/Day). If The Frog God Statue fails a saving throw, it can choose to succeed instead.

Innate Magmah Magic. The Frog God Statue has 5 Rea points. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The Frog God Statue can spend one Rea point to cast one of the following spells as a 3rd-level spell:

Cantrips (at will): [produce flame](#), [flambé](#)*

1st-level: [burning hands](#), [charm person](#), [stroke of genius](#)*

2nd-level: [continual flame](#), [heat metal](#)

3rd-level: [fireball](#), [hypnotic pattern](#), [witch blast](#)*

Actions

Multiattack. The Frog God Statue makes two bite attacks. It can choose to grapple on any hit.

CR

17

PROF.

+6

STR

22 (+6)

DEX

17 (+3)

CON

24 (+7)

INT

15 (+2)

WIS

14 (+2)

CHA

16 (+3)

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 30 (7d6+6) piercing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and The Frog God Statue can't bite another target.

Swallow Whole. The Frog God Statue makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside The Frog God Statue, and it takes 14 (4d6) acid damage at the start of each of The Frog God Statue's turns. The Frog God Statue can have only one target swallowed at a time, but it can still attack with its bite. If The Frog God Statue dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Fire Breath (Recharge 5-6). The beast exhales fire in a 15-foot cone. Each creature in that line must make a DC 21 Dexterity saving throw, taking 115 (33d6) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Frog God Statue 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 Frog God Statue regains spent legendary actions at the start of its turn.

Detect. The beast makes a Wisdom (Perception) check.

Move. The Frog God Statue moves up to its speed without provoking opportunity attacks.

Cantrip. The Frog God Statue casts a cantrip.

Dying Will-o'-Wisp

Tiny undead, chaotic evil

Armor Class: 15

Hit Point: 7 (3d4)

Speed: Fly 50 ft. (hover)

Damage Resistances Acid, Cold, Fire, Necrotic, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 120 ft., Passive Perception +12

Languages Any languages it knew in life

Consume Life. As a bonus action, the dying will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the dying will-o'-wisp regains 7 (2d6) hit points.

Ephemeral. The dying will-o'-wisp can't wear or carry anything.

CR	STR
1/4	1 (-5)
PROF.	DEX
+2	20 (+5)
	CON
	10 (+0)
	INT
	13 (+1)
	WIS
	14 (+2)
	CHA
	11 (+0)

Incorporeal Movement. The dying will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends her turn inside an object.

Variable Illumination. The dying will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d8) lightning damage

Invisibility. The dying will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Weak Will-o'-Wisp

Tiny undead, chaotic evil

Armor Class: 17

Hit Point: 12 (5d4)

Speed: Fly 50 ft. (hover)

CR	STR
1/2	1 (-5)
PROF.	DEX
+2	24 (+7)
CON	CON
	10 (+0)
INT	INT
	13 (+1)
WIS	WIS
	14 (+2)
CHA	CHA
	11 (+0)

Damage Resistances Acid, Cold, Fire, Necrotic, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 120 ft., Passive Perception +12

Languages Any languages it knew in life

Consume Life. As a bonus action, the weak will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the weak will-o'-wisp regains 3 (1d6) hit points.

Ephemeral. The weak will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The weak will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends her turn inside an object.

Variable Illumination. The weak will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d8) lightning damage

Invisibility. The weak will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Hungry Will o' Wisp

Tiny undead, chaotic evil

Armor Class: 20

Hit Point: 37 (15d4)

Speed: Fly 50 ft. (hover)

CR	STR
5	1 (-5)
PROF.	DEX
+3	30 (+10)
CON	CON
	10 (+0)
INT	INT
	13 (+1)
WIS	WIS
	14 (+2)
CHA	CHA
	11 (+0)

Damage Resistances Acid, Cold, Fire, Necrotic, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 120 ft., Passive Perception +12

Languages Any languages it knew in life

Consume Life. As a bonus action, the hungry will o' wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 11 Constitution saving throw against this magic or die. If the target dies, the hungry will o' wisp regains 21 (6d6) hit points.

Ephemeral. The hungry will o' wisp can't wear or carry anything.

Incorporeal Movement. The hungry will o' wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends her turn inside an object.

Variable Illumination. The hungry will o' wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. Hit: 22 (5d8) lightning damage

Invisibility. The hungry will o' wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Superior Will-o'-Wisp

Tiny undead, chaotic evil

Armor Class: 21

Hit Point: 57 (23d4)

Speed: Fly 50 ft. (hover)

CR	STR
9	1 (-5)
PROF.	DEX
+4	32 (+11)
CON	10 (+0)
INT	13 (+1)
WIS	14 (+2)
CHA	11 (+0)

Damage Resistances Acid, Cold, Fire, Necrotic, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 120 ft., Passive Perception +12

Languages Any languages it knew in life

Consume Life. As a bonus action, the superior will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 12 Constitution saving throw against this magic or die. If the target dies, the superior will-o'-wisp regains 42 (12d6) hit points.

Ephemeral. The superior will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The superior will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends her turn inside an object.

Variable Illumination. The superior will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. Hit: 40 (9d8) lightning damage

Invisibility. The superior will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Deadly Will-o'-Wisp

Tiny undead, chaotic evil

Armor Class: 22

Hit Point: 77 (31d4)

Speed: Fly 50 ft. (hover)

CR	STR
13	1 (-5)
PROF.	DEX
+5	34 (+12)
CON	10 (+0)
INT	13 (+1)
WIS	14 (+2)
CHA	11 (+0)

Damage Resistances Acid, Cold, Fire, Necrotic, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 120 ft., Passive Perception +12

Languages Any languages it knew in life

Consume Life. As a bonus action, the deadly will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 13 Constitution saving throw against this magic or die. If the target dies, the deadly will-o'-wisp regains 59 (17d6) hit points.

Ephemeral. The deadly will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The deadly will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends her turn inside an object.

Variable Illumination. The deadly will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. Hit: 58 (13d8) lightning damage

Invisibility. The deadly will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Nemo [Tier 1]

Medium monstrosity (shapechanger), neutral

Armor Class: 13

Hit Point: 39 (6d8 +12)

Speed: 30 ft.

Skills: Deception +6, Insight +3

Condition Immunities Charmed

Senses Passive Perception +11

Languages Common

Shapechanger. Nemo 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.

Ambusher. Nemo has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If Nemo 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.

Actions

Read Thoughts. Nemo magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Nemo can continue reading its thoughts, as long as Nemo's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Nemo has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

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

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

Nemo [Tier 2]

Medium monstrosity (shapechanger), neutral

Armor Class: 15 (Leather Armor)

Hit Point: 91 (14d8 +28)

Speed: 30 ft.

Skills: Deception +6, Insight +3

Condition Immunities Charmed

Senses Passive Perception +11

Languages Common

Shapechanger. Nemo 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.

Ambusher. Nemo has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If Nemo surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 17 (5d6) damage from the attack.

Actions

Multiattack. Nemo makes two melee attacks.

Read Thoughts. Nemo magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Nemo can continue reading its thoughts, as long as Nemo's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Nemo has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Whip. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d4+4) Slashing damage.

CR	STR
4	13 (+1)
PROF.	DEX
+2	18 (+4)
	CON
	14 (+2)
	INT
	11 (+0)
	WIS
	12 (+1)
	CHA
	14 (+2)

Nemo [Tier 3]*Medium monstrosity (shapechanger), neutral***Armor Class:** 16 (Leather Armor)**Hit Point:** 120 (16d8 +48)**Speed:** 30 ft.**Skills:** Deception +8, Insight +4**Condition Immunities** Charmed**Senses** Passive Perception +11**Languages** Common

Shapechanger. Nemo 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.

Ambusher. Nemo has advantage on attack rolls against any creature it has surprised.

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

Actions

Multiattack. Nemo makes two melee attacks.

Read Thoughts. Nemo magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Nemo can continue reading its thoughts, as long as Nemo's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Nemo has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Whip. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 7 (1d4+5) Slashing damage.

CR	STR
6	14 (+2)
PROF.	DEX
+3	20 (+5)
	CON
	16 (+3)
	INT
	11 (+0)
	WIS
	12 (+1)
	CHA
	14 (+2)

Nemo [Tier 4]*Medium monstrosity (shapechanger), neutral***Armor Class:** 18 (Studded leather)**Hit Point:** 165 (22d8 +66)**Speed:** 30 ft.**Skills:** Deception +10, Insight +5**Condition Immunities** Charmed**Senses** Passive Perception +11**Languages** Common

Shapechanger. Nemo 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.

Ambusher. Nemo has advantage on attack rolls against any creature it has surprised.

Sneak Attack. Once per turn, Nemo deals an extra 17 (5d6) 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 Nemo that isn't incapacitated and Nemo doesn't have disadvantage on the attack roll.

Actions

Multiattack. Nemo makes two melee attacks.

Whip. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 16 (4d4+6) slashing damage

Read Thoughts. Nemo magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Nemo can continue reading its thoughts, as long as Nemo's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Nemo has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

CR	STR
9	14 (+2)
PROF.	DEX
+4	22 (+6)
	CON
	16 (+3)
	INT
	11 (+0)
	WIS
	12 (+1)
	CHA
	14 (+2)

Nemo [Tier 5]*Medium monstrosity (shapechanger), neutral***Armor Class:** 18 (Studded leather)**Hit Point:** 195 (26d8 +78)**Speed:** 30 ft.**Skills:** Deception +10, Insight +5**Condition Immunities** Charmed**Senses** Passive Perception +11**Languages** Common

Shapechanger. Nemo 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.

Ambusher. Nemo has advantage on attack rolls against any creature it has surprised.

Sneak Attack. Once per turn, Nemo deals an extra 21 (6d6) 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 Nemo that isn't incapacitated and Nemo doesn't have disadvantage on the attack roll.

Actions

Multiattack. Nemo makes two melee attacks.

Whip. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 16 (4d4+6) slashing damage

Read Thoughts. Nemo magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Nemo can continue reading its thoughts, as long as Nemo's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Nemo has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

CR	STR
11	14 (+2)
PROF.	DEX
+4	22 (+6)
	CON
	16 (+3)
	INT
	11 (+0)
	WIS
	12 (+1)
	CHA
	14 (+2)

Nemo [Tier 6]*Medium monstrosity (shapechanger), neutral***Armor Class:** 19 (Studded leather)**Hit Point:** 240 (32d8 +96)**Speed:** 30 ft.**Skills:** Deception +12, Insight +6**Condition Immunities** Charmed**Senses** Passive Perception +11**Languages** Common

Shapechanger. Nemo 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.

Ambusher. Nemo has advantage on attack rolls against any creature it has surprised.

Sneak Attack. Once per turn, Nemo deals an extra 24 (7d6) 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 Nemo that isn't incapacitated and Nemo doesn't have disadvantage on the attack roll.

Actions

Multiattack. Nemo makes two melee attacks.

Whip. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 22 (6d4+7) slashing damage

Read Thoughts. Nemo magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Nemo can continue reading its thoughts, as long as Nemo's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Nemo has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

CR	STR
14	14 (+2)
PROF.	DEX
+5	24 (+7)
	CON
	16 (+3)
	INT
	11 (+0)
	WIS
	12 (+1)
	CHA
	14 (+2)

Kako [Tier 1]

Medium monstrosity (shapechanger), neutral

Armor Class: 13

Hit Point: 52 (8d8 +16)

Speed: 30 ft.

Skills: Deception +6, Insight +3

Condition Immunities Charmed

Senses Passive Perception +11

Languages Common

Shapechanger. Kako 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.

Ambusher. Kako has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If Kako 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.

Actions

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

Read Thoughts. Kako magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Kako can continue reading its thoughts, as long as Kako's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Kako has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

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

Kako [Tier 2]

Medium monstrosity (shapechanger), neutral

Armor Class: 14

Hit Point: 91 (14d8 +28)

Speed: 30 ft.

Skills: Deception +6, Insight +3

Condition Immunities Charmed

Senses Passive Perception +11

Languages Common

Shapechanger. Kako 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.

Ambusher. Kako has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If Kako surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 17 (5d6) damage from the attack.

Actions

Multiattack. Kako makes two melee attacks.

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

Read Thoughts. Kako magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Kako can continue reading its thoughts, as long as Kako's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Kako has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

CR	STR
4	11 (+0)
PROF.	DEX
+2	18 (+4)
	CON
	14 (+2)
	INT
	11 (+0)
	WIS
	12 (+1)
	CHA
	14 (+2)

Kako [Tier 3]*Medium monstrosity (shapechanger), neutral***Armor Class:** 17 (Studded leather)**Hit Point:** 117 (18d8 +36)**Speed:** 30 ft.**Skills:** Deception +8, Insight +4**Condition Immunities** Charmed**Senses** Passive Perception +11**Languages** Common

Shapechanger. Kako 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.

Ambusher. Kako has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If Kako surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 21 (6d6) damage from the attack.

Actions

Multiattack. Kako makes two melee attacks.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) piercing damage

Read Thoughts. Kako magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Kako can continue reading its thoughts, as long as Kako's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Kako has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

CR	STR
6	11 (+0)
PROF.	DEX
+3	20 (+5)
CON	INT
14 (+2)	11 (+0)
WIS	CHA
12 (+1)	14 (+2)

Kako [Tier 4]*Medium monstrosity (shapechanger), neutral***Armor Class:** 17 (Studded leather)**Hit Point:** 165 (22d8 +66)**Speed:** 30 ft.**Skills:** Deception +10, Insight +5**Condition Immunities** Charmed**Senses** Passive Perception +11**Languages** Common

Shapechanger. Kako 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.

Ambusher. Kako has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If Kako surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 35 (10d6) damage from the attack.

Actions

Multiattack. Kako makes two melee attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 18 (3d8+5) piercing damage

Read Thoughts. Kako magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Kako can continue reading its thoughts, as long as Kako's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Kako has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

CR	STR
9	11 (+0)
PROF.	DEX
+4	20 (+5)
CON	INT
16 (+3)	11 (+0)
WIS	CHA
12 (+1)	14 (+2)

Kako [Tier 5]*Medium monstrosity (shapechanger), neutral***Armor Class:** 17 (Studded leather)**Hit Point:** 195 (26d8 +78)**Speed:** 30 ft.**Skills:** Deception +10, Insight +5**Condition Immunities** Charmed**Senses** Passive Perception +11**Languages** Common

Shapechanger. Kako 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.

Ambusher. Kako has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If Kako surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 42 (12d6) damage from the attack.

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

Actions

Multiattack. Kako makes two melee attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 23 (4d8+5) piercing damage

Read Thoughts. Kako magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Kako can continue reading its thoughts, as long as Kako's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Kako has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

CR	STR
11	11 (+0)
PROF.	DEX
+4	20 (+5)
	CON
	16 (+3)
	INT
	11 (+0)
	WIS
	12 (+1)
	CHA
	14 (+2)

Kako [Tier 6]*Medium monstrosity (shapechanger), neutral***Armor Class:** 17 (Studded leather)**Hit Point:** 238 (28d8 +112)**Speed:** 30 ft.**Skills:** Deception +12, Insight +6**Condition Immunities** Charmed**Senses** Passive Perception +11**Languages** Common

Shapechanger. Kako 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.

Ambusher. Kako has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If Kako surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 52 (15d6) damage from the attack.

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

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

Actions

Multiattack. Kako makes two melee attacks.

Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 27 (5d8+5) piercing damage

Read Thoughts. Kako magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Kako can continue reading its thoughts, as long as Kako's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Kako has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

CR	STR
14	11 (+0)
PROF.	DEX
+5	20 (+5)
	CON
	18 (+4)
	INT
	11 (+0)
	WIS
	12 (+1)
	CHA
	14 (+2)

Evil Carrot

Medium plant, chaotic evil

Armor Class: 16 (Natural Armor)

Hit Point: 4 (1d8)

Speed: 30 ft., Burrow 20 ft.

Skills: Stealth +4, Perception +1

Damage Vulnerabilities Cold, Fire

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception +11

Languages Any one language (usually Common), Abyssal

Summoning Weakness. The evil carrot was summoned by another creature. It cannot summon other creatures, and it has only 1 hit die. However, it doesn't grant XP when defeated.

Actions

Multiattack. The evil carrot makes two bite attacks.

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

CR	STR
1/8	12 (+1)
PROF.	DEX
+2	15 (+2)
	CON
	10 (+0)
	INT
	8 (-1)
	WIS
	9 (-1)
	CHA
	10 (+0)

Evil Giant Carrot

Large plant, chaotic evil

Armor Class: 15 (Natural Armor)

Hit Point: 39 (6d10 +6)

Speed: 30 ft., Burrow 20 ft.

Skills: Stealth +3, Perception +2

Damage Vulnerabilities Cold, Fire

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception +12

Languages Any one language (usually Common), Abyssal

Keen Sight. The evil giant carrot has advantage on Wisdom (Perception) checks that rely on sight.

Fear of Fire. If the evil giant carrot takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Necrotic Burst. When the evil giant carrot dies, it explodes in a cloud of necrotic steam. Each creature within 5 feet of the evil giant carrot must succeed on a DC 11 Dexterity saving throw or take 3 (1d6) necrotic damage.

Actions

Multiattack. The evil giant carrot can use its Summon Evil Carrot and attacks with its Bite.

Bite. *Melee Weapon Attack.* +4 to hit, reach 10 ft., one target. Hit: 6 (1d8+2) piercing damage and 3 (1d6) necrotic damage.

Summon Evil Carrot. An Evil Carrot appears in an unoccupied space within 60 feet of the evil giant carrot and it acts as an ally of the evil giant carrot. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

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

Demonic Giant Carrot

Large plant, chaotic evil

Armor Class: 16 (Natural Armor)

Hit Point: 90 (12d10 +24)

Speed: 30 ft., Burrow 20 ft.

Skills: Stealth +3, Perception +2

Damage Vulnerabilities Cold, Fire

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception +12

Languages Any one language (usually Common), Abyssal

Keen Sight. The demonic giant carrot has advantage on Wisdom (Perception) checks that rely on sight.

Fear of Fire. If the demonic giant carrot takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Necrotic Burst. When the demonic giant carrot dies, it explodes in a cloud of necrotic steam. Each creature within 5 feet of the demonic giant carrot must succeed on a DC 11 Dexterity saving throw or take 3 (1d6) necrotic damage.

Actions

Multiattack. The demonic giant carrot can use its Summon Evil Carrot and attacks with its Bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 7 (1d8+3) piercing damage and 3 (1d6) necrotic damage.

Summon Evil Carrot. An Evil Carrot appears in an unoccupied space within 60 feet of the demonic giant carrot and it acts as an ally of the demonic giant carrot. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

CR	STR
4	16 (+3)
PROF.	DEX
+2	13 (+1)
	CON
	14 (+2)
	INT
	13 (+1)
	WIS
	11 (+0)
	CHA
	12 (+1)

Abyss Lord Carrot

Large plant, chaotic evil

Armor Class: 17 (Natural Armor)

Hit Point: 153 (18d10 +54)

Speed: 40 ft., Burrow 40 ft.

Skills: Stealth +4, Perception +4

Damage Vulnerabilities Cold, Fire

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception +14

Languages Any one language (usually Common), Abyssal

Keen Sight. The abyss lord carrot has advantage on Wisdom (Perception) checks that rely on sight.

Fear of Fire. If the abyss lord carrot takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Necrotic Burst. When the abyss lord carrot dies, it explodes in a cloud of necrotic steam. Each creature within 5 feet of the abyss lord carrot must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) necrotic damage.

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

Actions

Multiattack. The abyss lord carrot can use its Summon Evil Carrot and attacks with its Bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 8 (1d8+4) piercing damage and 3 (1d6) necrotic damage.

Summon Evil Carrot. An Evil Carrot appears in an unoccupied space within 60 feet of the abyss lord carrot and it acts as an ally of the abyss lord carrot. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

CR	STR
7	18 (+4)
PROF.	DEX
+3	13 (+1)
	CON
	16 (+3)
	INT
	15 (+2)
	WIS
	13 (+1)
	CHA
	14 (+2)

Bookworm

Large aberration, chaotic evil

Armor Class: 15 (Natural Armor)

Hit Point: 51 (6d10 +18)

Speed: 40 ft., Burrow 40 ft.

Senses Blindsight 30 ft., Tremorsense 60 ft.,

Passive Perception +10

Languages Undercommon, Draconic

Tunneler. The bookworm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Bite. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. Hit: 6 (1d6+3) piercing damage

Spell burning. The bookworm chooses a spellcaster within 60', the Rea inside the caster causes an explosion. That spellcaster loses one random prepared spell and it's dealt a number of d6 Psychic damage equal to the level of the spell lost.

Sleep Breath (Recharge 5-6). The bookworm exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

CR

1

PROF.

+2

STR

16 (+3)

DEX

12 (+1)

CON

16 (+3)

INT

9 (-1)

WIS

11 (+0)

CHA

7 (-2)

Aether Bookworm

Large aberration, chaotic evil

Armor Class: 16 (Natural Armor)

Hit Point: 123 (13d10 +52)

Speed: 40 ft., Burrow 40 ft.

Senses Blindsight 30 ft., Tremorsense 60 ft.,

Passive Perception +11

Languages Undercommon, Draconic

Tunneler. The aether bookworm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

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

Actions

Multiattack. The aether bookworm uses its Spell burning and then attacks with its Bite.

Bite. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 28 (7d6+4) piercing damage

Spell burning. The aether bookworm chooses a spellcaster within 60', the Rea inside the caster causes an explosion. That spellcaster loses one random prepared spell and it's dealt a number of d6 Psychic damage equal to the level of the spell lost.

Sleep Breath (Recharge 5-6). The aether bookworm exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

CR

6

PROF.

+3

STR

18 (+4)

DEX

12 (+1)

CON

18 (+4)

INT

9 (-1)

WIS

13 (+1)

CHA

9 (-1)

Aether Bookwyvern

Huge aberration, chaotic evil

Armor Class: 18 (Natural Armor)

Hit Point: 161 (14d12 +70)

Speed: 30 ft., Fly 60 ft.

Senses Blindsight 30 ft., Tremorsense 60 ft.,

Passive Perception +11

Languages Undercommon, Draconic

Tunneler. The aether bookwyvern can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

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

Actions

Multiattack. The aether bookwyvern uses its Spell burning and then attacks with its Bite.

Bite. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. Hit: 41 (8d8+5) piercing damage

Spell burning. The aether bookwyvern chooses a spellcaster within 60', the Rea inside the caster causes an explosion. That spellcaster loses one random prepared spell and it's dealt a number of d6 Psychic damage equal to the level of the spell lost.

Necrotic Breath (Recharge 5-6). The aberration exhales necrotic fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 80 (23d6) necrotic damage on a failed save, or half as much damage on a successful one.

CR

9

PROF.

+4

STR

20 (+5)

DEX

14 (+2)

CON

20 (+5)

INT

12 (+1)

WIS

13 (+1)

CHA

9 (-1)

Hell's Lamp

Medium construct, any alignment

Armor Class: 12

Hit Point: 22 (4d8 +4)

Speed: 20 ft.

Damage Vulnerabilities Cold

Damage Immunities Fire

Condition Immunities Charmed, Unconscious

Senses Passive Perception +10

Languages Any one language (usually Common)

Burning Body. A creature that touches the hell's lamp or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Fire Absorption. Whenever the hell's lamp is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt

Actions

Multiattack. The hell's lamp makes two Pyrophobia attacks.

Pyrophobia. *Melee Spell Attack.* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) fire damage. Target must succeed a Wisdom saving throw (DC 13) or become frightened. If the target is a flammable object that isn't being worn or carried, it also catches fire.

CR

1/2

PROF.

+2

STR

12 (+1)

DEX

15 (+2)

CON

13 (+1)

INT

15 (+2)

WIS

11 (+0)

CHA

16 (+3)

Superior Hell's Lamp

Medium construct, any alignment

Armor Class: 14 (Natural Armor)

Hit Point: 104 (19d8 +19)

Speed: 20 ft.

CR	STR
5	12 (+1)

PROF.	DEX
+3	15 (+2)

Damage Vulnerabilities Cold

Damage Immunities Fire

Condition Immunities Charmed, Unconscious

Senses Passive Perception +10

Languages Any one language (usually Common)

CON
13 (+1)

INT
15 (+2)

WIS
11 (+0)

CHA
16 (+3)

Burning Body. A creature that touches the superior hell's lamp or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Fire Absorption. Whenever the superior hell's lamp is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt

Actions

Multiattack. The superior hell's lamp makes two Pyrophobia attacks.

Pyrophobia. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. Hit: 16 (4d6+2) fire damage. Target must succeed a Wisdom saving throw (DC 14) or become frightened. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Hellfire Lamp

Medium construct, any alignment

Armor Class: 15 (Natural Armor)

Hit Point: 176 (32d8 +32)

Speed: 20 ft.

CR	STR
10	12 (+1)

PROF.	DEX
+4	15 (+2)

Damage Vulnerabilities Cold

Damage Immunities Fire

Condition Immunities Charmed, Unconscious

Senses Passive Perception +10

Languages Any one language (usually Common)

CON
13 (+1)

INT
15 (+2)

WIS
11 (+0)

CHA
16 (+3)

Burning Body. A creature that touches the hellfire lamp or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

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

Actions

Multiattack. The hellfire lamp makes two Pyrophobia attacks.

Pyrophobia. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. Hit: 40 (11d6+2) fire damage. Target must succeed a Wisdom saving throw (DC 15) or become frightened. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Charm. One humanoid the construct can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the construct's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to the hellfire lamp's Charm for the next 24 hours.

The construct can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Specter of War [Tier 1]

Medium undead, chaotic evil

Armor Class: 12

Hit Point: 38 (7d8 +7)

Speed: 40 ft.

CR	STR
1	5 (-3)
PROF.	DEX
+2	14 (+2)
	CON
	13 (+1)
	INT
	11 (+0)
	WIS
	8 (-1)
	CHA
	13 (+1)

Skills: Stealth +4

Damage Vulnerabilities Radiant

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

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception +9

Languages --

Amorphous. The specter of war can move through a space as narrow as 1 inch wide without squeezing.

Actions

Mind Slash. One living intelligent creature that the specter of war can see within 30 feet of it must make a DC 11 Charisma saving throw. The target takes 5 (1d10) psychic damage on a failed save, or half as much damage on a successful one.

Mind Blast (Recharge 5-6). The specter of war magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 10 Intelligence saving throw or take 9 (2d8) psychic damage and be stunned 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.

Specter of War [Tier 2]

Medium undead, chaotic evil

Armor Class: 12

Hit Point: 104 (19d8 +19)

Speed: 40 ft.

CR	STR
5	5 (-3)
PROF.	DEX
+3	14 (+2)
	CON
	13 (+1)
	INT
	13 (+1)
	WIS
	8 (-1)
	CHA
	15 (+2)

Skills: Stealth +5

Damage Vulnerabilities Radiant

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

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception +9

Languages --

Amorphous. The specter of war can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The specter of war uses its Mind Slash action twice.

Mind Slash. One living intelligent creature that the specter of war can see within 30 feet of it must make a DC 13 Charisma saving throw. The target takes 11 (2d10) psychic damage on a failed save, or half as much damage on a successful one.

Mind Blast (Recharge 5-6). The specter of war magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 12 Intelligence saving throw or take 13 (3d8) psychic damage and be stunned 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.

Specter of War [Tier 3]

Medium undead, chaotic evil

Armor Class: 13

Hit Point: 132 (24d8 +24)

Speed: 40 ft.

CR	STR
7	5 (-3)
PROF.	DEX
+3	16 (+3)
	CON
	13 (+1)
	INT
	15 (+2)
	WIS
	8 (-1)
	CHA
	17 (+3)

Skills: Stealth +6

Damage Vulnerabilities Radiant

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

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception +9

Languages --

Amorphous. The specter of war can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The specter of war uses its Mind Slash action twice.

Mind Slash. One living intelligent creature that the specter of war can see within 30 feet of it must make a DC 14 Charisma saving throw. The target takes 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one.

Mind Blast (Recharge 5-6). The specter of war magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 13 Intelligence saving throw or take 18 (4d8) psychic damage and be stunned 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.

Specter of War [Tier 4]

Medium undead, chaotic evil

Armor Class: 14

Hit Point: 165 (30d8 +30)

Speed: 40 ft.

CR	STR
9	5 (-3)
PROF.	DEX
+4	18 (+4)
	CON
	13 (+1)
	INT
	17 (+3)
	WIS
	8 (-1)
	CHA
	19 (+4)

Skills: Stealth +8

Damage Vulnerabilities Radiant

Damage Resistances Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception +9

Languages --

Amorphous. The specter of war can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The specter of war uses its Mind Slash action twice.

Mind Slash. One living intelligent creature that the specter of war can see within 30 feet of it must make a DC 16 Charisma saving throw. The target takes 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one.

Mind Blast (Recharge 5-6). The specter of war magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (5d8) psychic damage and be stunned 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.

Specter of War [Tier 5]

Medium undead, chaotic evil

Armor Class: 15

Hit Point: 225 (41d8 +41)

Speed: 40 ft.

Skills: Stealth +10

Damage Vulnerabilities Radiant

Damage Resistances Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception +9

Languages --

CR	STR
13	5 (-3)
PROF.	DEX
+5	20 (+5)
	CON
	13 (+1)
	INT
	19 (+4)
	WIS
	8 (-1)
	CHA
	21 (+5)

Amorphous. The specter of war can move through a space as narrow as 1 inch wide without squeezing.

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

Actions

Multiattack. The specter of war uses its Mind Slash action twice.

Mind Slash. One living intelligent creature that the specter of war can see within 30 feet of it must make a DC 18 Charisma saving throw. The target takes 27 (5d10) psychic damage on a failed save, or half as much damage on a successful one.

Mind Blast (Recharge 5-6). The specter of war magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 27 (6d8) psychic damage and be stunned 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.

Legendary Actions

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

Detect. The undead makes a Wisdom (Perception) check.

Move. The specter of war moves up to its speed without provoking opportunity attacks.

Mind Slash (Costs 2 Actions). The specter of war uses its Mind Slash.

Specter of War [Tier 6]

Medium undead, chaotic evil

Armor Class: 16

Hit Point: 269 (49d8 +49)

Speed: 40 ft.

Skills: Stealth +11

Damage Vulnerabilities Radiant

Damage Resistances Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception +9

Languages --

CR	STR
16	5 (-3)
PROF.	DEX
+5	22 (+6)
	CON
	13 (+1)
	INT
	21 (+5)
	WIS
	8 (-1)
	CHA
	23 (+6)

Amorphous. The specter of war can move through a space as narrow as 1 inch wide without squeezing.

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

Actions

Multiattack. The specter of war uses its Mind Slash action twice.

Mind Slash. One living intelligent creature that the specter of war can see within 30 feet of it must make a DC 19 Charisma saving throw. The target takes 33 (6d10) psychic damage on a failed save, or half as much damage on a successful one.

Mind Blast (Recharge 5-6). The specter of war magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 18 Intelligence saving throw or take 31 (7d8) psychic damage and be stunned 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.

Legendary Actions

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

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Mind Slash (Costs 2 Actions). The specter of war uses its Mind Slash.

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About the author

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

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The World of Hereva

The world of Hereva is a world of magic, inhabited by fantastic creatures and brave adventurers. The world itself is so magical that it doesn't have a static map, it changes so fast that people need to update their maps every once in a while. In this world, everybody is capable of manifesting magic in small ways, but there are few as proficient in magic as the Witches of Hereva.

Pepper & Carrot is a web comic created by David Revoy, about a young witch called Pepper and her mischievous orange cat Carrot. In the comic, Pepper learns about how to be a witch from her three teachers, who despite not being like teachers in other magic schools, always teach her good lessons in their own way.

In Hereva, magic reaches everywhere, all people can do at least a little magic, even animals and places have magical aspects in them.

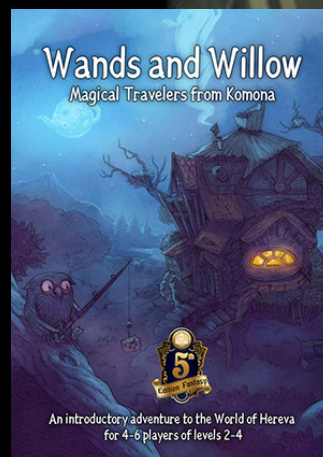
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