

RAVENLOFT

GAZETTEER

A 5TH EDITION RAVENLOFT ATLAS



wildlands

THE JUNGLE BOOK





THE RAVENLOFT GAZETTEER

HOW TO USE THIS ATLAS

This is a series of Ravenloft Gazetteers updated for 5th edition, following closely to the original source material, and in some cases embellished with new information where ambiguity allows. Each Atlas takes on a new domain of Ravenloft, and is separated into parts. For instance, this Atlas is based around the domain called the Wildlands. Included with every part is a short prologue detailing the nature of the domain and its Darklord. These locations are sometimes bound to the intrinsic nature of the domain, but can usually be ported over to other modules or homebrew campaigns with a little ingenuity.

As time goes on, more areas will be added to the Atlas, and occasional revisions may be made for the sake of continuity. In the fashion of the original Ravenloft Gazetteers, these atlases are a combination of descriptive information, settlements, random encounter charts, boxed text, mechanics, flavour and a variety of other information based on what seems pertinent at any given time. Hack, chop and use as you will. The only person who gets a say in how you use any Ravenloft material is you (and, of course, the ineffable Dark Powers.) Enjoy, and if you like it, the surest way to make sure more get made is to leave a rating (or a review).



PROLOGUE:

LAW OF THE JUNGLE

Once, in the deep jungle, there was a Crocodile. He was so terrible, so vast, so evil, that all the jungle animals feared him greatly.

This is the story of King Crocodile. But it is also your story.

WHAT ARE THE WILDLANDS?

The Wildlands are a demiplane nested in the dark mists of Ravenloft. Like the other domains of Ravenloft, the demiplane is self-contained, and difficult to escape from. This has led many to speculate that the domains of Ravenloft hold some kind of purpose, though this has never been revealed. The first and most important feature of a domain is its Darklord. This malevolent being is a creature of darkness that committed a crime so terrible that the mists snatched them away. Many domains spring forth from the evil of the ensnared Darklord, and thus the entire demiplane is permeated by their particular brand of evil.

In the Wildlands, the Darklord is an evil, powerful and treacherous beast called King Crocodile. All animals of the jungle fear King Crocodile.

WHAT TO EXPECT

Adventurers who have the misfortune to enter the Wildlands will encounter the spirits of the animals tricked into giving up their powers to King Crocodile. Surviving these encounters will lead the characters inexorably to the swamps of the Wildlands, and eventually to King Crocodile himself. The Wildlands are a survival adventure at heart, and much of the difficulty of the area is rooted in concerns about food, water and disease.

THE DARKLORD

King Crocodile

Once upon a time, there was a horrible crocodile, who was so large, vicious and ugly that the other animals called him King Crocodile, and avoided him when they could. As King Crocodile grew, so did his hunger, and he began to eat up all the other jungle creatures, one by one.

The Hairless Apes

The animals came together to discuss what to do about King Crocodile. None were strong enough to defeat him alone, and they were all too afraid to attack him. Instead, they decided to call on the aid of the hairless ape, a distant foreigner species with a reputation for efficient murder. Unfortunately, the hairless ape came to the jungle, and began to harvest the trees, soil and animals indiscriminately, burning large swathes of forest in their death machines.

The Solution

The animals panicked, and came to King Crocodile. "Oh mighty crocodile," they said, trembling. "You are the only creature powerful enough to defeat the hairless ape. Will you not aid us?"

King Crocodile considered, and smiled his pointy smile. "Of course, best beloved," he said. "But I will need to borrow your abilities to best the hairless ape." The animals, frightened and worried, agreed one by one. All but two. King Crocodile refused the gift of the Fly, who he considered weak. And the python refused to give him his gift of wisdom.

Betrayal

King Crocodile, armed with the strength of the elephant, the craftiness of the monkey and other countless gifts, massacred the hairless apes, restoring a grim peace to the jungle. However, when the animals asked for their powers back, King Crocodile just smiled, and gobbled them up too. The spirits of the animals fled into the jungle.

Prophecy

King Crocodile, however, had not taken every power in the jungle. Python approached him once more, and finally have King Crocodile a gift. "My gift to you, King Crocodile," she said, "is a prophecy. You will die alone, at the hands of the weakest of your enemies. No-one will pity you. No-one will offer you succour. And when it is over, you will be eaten and reborn to suffer again the same fate, for there will always be a King Crocodile." The Python left, taking all the snakes from the jungle, and the mists descended upon King Crocodile, drowning his anger in their embrace.

MARKS OF HORROR

Pdiare uses several themes to achieve the desired feel, one which focuses on the brutality of nature, the predictability of mortal folly, and the inevitability of death.

Vicious Cirles. The Wildlands is trapped in an endless cycle of betrayals that beget more betrayals. No-one can be trusted farther than the characters can throw them.

Survival of the Fittest. The animals of the Wildlands will do anything to survive. Survive, at any cost. Nothing matters so much as this one goal.

Hungry Jungle. The jungle is anathema to civilised humanoids. There is a high chance that, rather than death by violence, the sheer hostility of the environment to most life will end the lives of the unprepared.

THE POWERS THAT BE

Like any other Ravenloft setting, Wildlands exists and continues to exist by the whim of the Dark Powers an enigmatic entity/set of entities that control (to one extent or another) the creation and maintenance of the demiplanes of dread. The reasons they might do this are unclear, as are the extent of their powers, but several theories are widely agreed upon.

Ravenloft is a punishment To become Lord of a domain of dread is to commit a terrible evil, and be stolen away for eternal torment

The punishment is self-inflicted A key component of the misery of a domain is the fact that each Darklord is bound by their own cravings and selfish impulses. In the Wildlands, King Crocodile is a victim of his own vicious impulses and treacherous ways.

Time is relative. Ravenloft's punishments are infinite, and character spirited away by the mists might later return to find no time has passed at all. Darklords are defeated, and rise again from the ashes to be challenged by yet more adventurers.

Collateral Damage. The dark powers are not afraid of collateral damage in their enforcement of the domains of dread. Adventurers die in droves. Innocent citizens picked up by the mists fall prey to creatures of the night. It's impossible to say for sure who or what the Dark Powers are, but they clearly are prepared to accept bodies piling up by the wayside.

EARLIER ITERATIONS OF WILDLANDS

The Ravenloft Gazetteer for 5th edition is pulled from multiple sources across earlier editions of Dungeons and Dragons. In this case, Islands of Terror was a particularly helpful resource. This product borrows some of the ideas from earlier sources while presenting an alternative version of The Wildlands scaled for fifth edition and this product.

ENTERING THE WILDLANDS

You can introduce parties to Odiare any way you desire, but the classic tried and tested method is an abduction by the Mists of Ravenloft.

CREEPING FOG

You are traveling down a lonely road, tired from the day's exertions. The weather looks like it might be about to take a turn for the worse, and rainclouds are moving in on the horizon. Before long, a deep and fog swallows your party whole.

This is a simple hook very familiar to Ravenloft fans. The fog obscures vision. When the fog passes some hours later, the characters find themselves having wandered into the swampy jungles of the Wildlands.

The mists recede, and you are somewhere mysterious indeed. You are in a deep and humid forest, with creepers down below and a thick canopy overhead. The trilling of exotic birds sounds in the distance, and the chittering of insects close at hand. You are already sweating.

ALTERATIONS TO MAGIC

The Wildlands resides in its own Demiplane, isolated from all others. No spell, not even a Wish spell, allows one to escape. Astral Projection, Teleport and all similar spells cast with the intent of leaving The Wildlands simply fail, as do all effects that Banish a creature to another plane of existence. These restrictions apply to magic items and artefacts. Magic that allows transit to the Border Ethereal is the exception to this rule. A creature that enters the Border Ethereal from The Wildlands is pulled back into The Wildlands upon leaving that plane.

For the purposes of spells whose effects change across planar boundaries, The Wildlands is considered its own plane. Magic that summons creatures or objects from other planes functions normally in The Wildlands, as does magic that involves an extradimensional space. Any spells cast within such a space are subject to the same restrictions as in the rest of The Wildlands.

Whilst in The Wildlands, characters who receive spells from deities or otherworldly patrons continue to do so. Spells that allow contact with beings from other planes often receive false answers.

Spells and abilities that conjure or otherwise provide infallible access to food and/or drink fail in the Wildlands eg. Goodberry.

WILDLANDS:

THE JUNGLE BOOK

*He will not play with the other children
And yet he watches them so closely
I have hope he will join them, one day
He is my son, and if I love him enough
Perhaps he will change*

THE WORLD AXIS

The Wildlands is an uncompromising and vicious jungle filled with deadly animals and resentful spirits. Leagues of jungle stretch eternally in every direction, filled to the teeth with lethal distractions and ugly demises.

THE ENDLESS JUNGLE

The Wildlands traps visitors by preventing them exiting the domain by foot. No matter how far a creature travels in the jungle or in which direction it goes, it gets turned around so that it eventually finds itself back in the Wildlands. Creatures who attempt to fly out of the jungle canopy find themselves obstructed by the grasping, obstructive canopy that blocks and frustrates their efforts. The canopy is inexhaustible, and always defies any attempt to burn or cut through it.

ANIMALS OF THE WILDLANDS

The animals of the Wildlands are special - they can speak common, and generally act with humanoid sensibilities. It has always been this way in the Wildlands, and the animals are spooked when humanoids approach them speaking their language.

The Wildlands boasts an impressive diversity of creatures drawn from jungle mythology, all of whom co-exist in a predatory and likely unsustainable ecosystem propped up by the will of the Dark Powers.

OPTIONAL RULE: JUNGLE MADNESS

With this approach, there is no permanent DM. Everyone makes a character, and one person starts as the DM and runs the game as normal. That person's character becomes an NPC who can tag along with the group or remain on the sidelines, as the group wishes. At any time, a player can spend a plot point to become the DM. That player's character becomes an NPC, and play continues. It's probably not a good idea to swap roles in the middle of combat, but it can happen if your group allows time for the new DM to settle into his or her role and pick up where the previous DM left off.

SETTING UP

Print out a copy of the board on page 7. When the adventure starts, find a token to represent the party. Place the token on the space marked **START**. Always keep track of which space this token is currently on.

TRAVELLING IN THE WILDLANDS

This section contains information that will help you run this domain smoothly. For each day that the party travels through the Wildlands, follow these steps:

1. Let the players decide whether the party plans to move at a normal pace, a fast pace or a slow pace.
2. Roll a d4 for slow travel, a d6 for normal travel and a d10 for fast travel. Move the party counter along the board a number of squares equal to the result, and reference the correct encounter in **ENCOUNTERS** (starting p.8)
3. At the end of the day, check for diseases, dehydration and starvation.

DEHYDRATION

Characters who explore the Wildlands need plenty of water to stay hydrated. The water found in rivers and on the ground is unfit for drinking unless it is boiled first. At the end of each day, any character who hasn't drunk at least 2 gallons of fresh water must succeed on a DC 15 Constitution saving throw or suffer 1 level of exhaustion. The saving throw is made with disadvantage if the character is wearing medium armor, heavy armor, or heavy clothing. Characters traveling at a fast pace, instead of a normal or slow pace, take a -5 penalty on their saving throws against dehydration.

STARVATION

All plants are poisonous and unfit to eat in the Wildlands unless purified by magic. However, many creatures the adventurers might meet and kill can be butchered, but the meat they yield spoils after a single day if uneaten.

Creature Size	Food Gained
Tiny	1 lb.
Small	4lb.
Medium	16lb.
Large	32lb.

SLEEPING SICKNESS

The biting flies of the Wildlands carry with them a terrible sickness that all animals of the jungle have learned to fear. In the distant past, King Crocodile spurned the allegiance of the fly, considering it beneath him. Now, he pays the price for his short-sightedness, as the humble fly is now the vector for one of the deadliest forces in the Wildlands - the sleeping sickness.

INFECTION

A humanoid or beast that takes damage from any creature in the Wildlands is exposed to the disease at the end of the encounter, as the flies congregate to the smell of blood. Humanoids (being particularly vulnerable) are also exposed to the disease when they finish a long rest.

A beast or humanoid exposed to the disease must succeed on a DC 16 Constitution saving throw or become infected. A creature with natural armor has advantage on the saving throw. It takes 3d6 hours for symptoms to develop, after which the infected creature gains a level of exhaustion. At the end of each long rest thereafter, an infected creature must make a successful DC 13 Constitution saving throw, or the infection stage increases by one.

SYMPTOMS

The symptoms themselves depend on the stage, and the symptoms are cumulative. Characters cured of the disease do not recover any ability scores lost, as the neurological damage is permanent. Spells of similar or greater power to regenerate can restore the lost ability points.

Stage	Effect
I	1 levels of Exhaustion. Headaches, muscle pain.
II	2 levels of Exhaustion. Disorientation, confusion. Reduce Intelligence or Wisdom by 1.
III	3 levels of Exhaustion. Disrupted sleep cycles. Seizures. Reduce Intelligence or Wisdom by 2.
IV	4 levels of Exhaustion. Coughing blood. Delirious ranting. Hallucinations. Reduce Intelligence or Wisdom by 3.
V	5 levels of Exhaustion. Coma. Reduce Intelligence or Wisdom by 4.
VI	Death.

DIAGNOSIS

Though this form of the disease is unique to the wildlands, it has common similarities to many parasitic diseases in other worlds. The disease is only possible to diagnose accurately in Stage II onwards. A successful DC 14 Wisdom (Medicine) check will illuminate the cause and dire prognosis of the disease.

CURE

Sleeping Sickness can be cured by application of a tincture derived from a Swamp Lotus, which grow only in the vicinity of King Crocodile's lair. A character proficient in Nature can use their knowledge of common remedies and plants to deduce that a flower able to help cure such a sickness must grow in a swamp. A swamp lotus is dark but beautiful flower that hides in swamplands, specifically the Swamplands now occupied by King Crocodile - see Encounter 39. A character proficient in a herbalist's kit can attempt to concoct a cure from the lotus, which requires a DC10 ability check using the kit or a functional substitute.

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ENCOUNTERS

The following passages describe the encounters that take place when the group counter enters a certain space on the board.

GREY encounters are **HORROR** encounters, representing things that go bump, and unknown horrors in the darkness of the canopy. These slow the party down.

RED encounters are **TERROR** encounters, where violence and slaughter showcase the lethality of the jungle. These speed the party onwards.

GREEN encounters are **UNFORTUNATE EVENTS** which impact the characters' ability to survive by delaying them or attacking their resources.

WHITE indicates that the day is free from toil and trouble. These do not have a page reference.

YELLOW indicates a **STORY MOMENT**. If the party token would move through a YELLOW square, instead stop the token and proceed with the encounter. From then on, treat the square as a **WHITE** square.

1: SHADOWS IN THE RAIN

Rain falls through the thick canopy, trickling down trunks and splashing over your clothes. Overhead, thunder booms. In the quiet pattering of rain hitting leaves, you can almost hear a rhythm...the rhythm of the Jungle. And it hungers.

The hum of the jungle is syncopated, and whispers "King Crocodile" is hungry to those skilled in musical instruments. Any beasts with the party flee into the jungle, never to return. The rain soon turns torrential, and the party waste 1d4 days traveling in circles. If characters insist on traveling by foot, every character gains 1 level of exhaustion automatically and must make a successful DC 10 Constitution check or gain another.

3: TIGER, TIGER

A rustle. A shifting form somewhere in the darkness. This is all the warning you have as the tiger attacks.

The **tiger** is looking for easy meat. If subdued and confronted, it growls angrily about there being so little food anymore, now that King Crocodile eats everything he can find. If it gets the chance, the tiger slays a character and drags them off into the jungle to make a quick meal out of them.

4: THE CAT WHO WALKED ALONE

The constant chirping and buzzing of jungle creatures falls quiet, as a shadow appears on a tree branch nearby. A naked man is lounging on an overhang. As it moves, you can see that it is slightly translucent. "Hairless apes," it purrs. "Why have you returned to the jungle?"

The black panther was once feared throughout the jungle for his stealth and grace. Having given his powers to King Crocodile, the panther was gobbled up along with the rest of the animals. His spirit haunts the hidden jungle paths, avoiding the malice of King Crocodile and feeling sorry for himself. When 'hairless apes' enter the jungle, the Cat tracks them down to ascertain their intent.

The Black Panther wishes King Crocodile dead for his betrayal, and hopes that the hairless apes will agree to end his evil once and for all. Black Panther doesn't think highly of hairless apes, considering them a force for destruction, but is quite happy to point them at King Crocodile and watch chaos erupt from a distance.

Black Panther's blessing is easy to acquire. The first character that agrees to find and kill King Crocodile is offered Black Panther's blessing. Black Panther does not bless anyone who refuses.

Panther's Blessing. Whilst you have the Black Panther's blessing, your Dexterity score becomes 23 unless it is already higher. Your skin turns a deep jet black if it was not already, and your eyes become yellow and feline. You have occasional cravings for tiny rodents.

5: FUNGAL ROT

You awaken to find that the damp, dark conditions have taken a terrible toll on your rations. A rather dangerous looking fungus has rotted some of them away.

The party loses 2d6 days of rations. Anyone who eats any of the compromised rations becomes poisoned for 1d4 hours and spends that time vomiting miserably.

6: HUNGRY HUNGRY HUMANOIDS

As you walk through the jungle, a silky smooth voice permeates the trees. There is something deeply predatory about its inflection as it says "Best beloveds. You have returned. Come! Come quickly. I am waiting."

The shadow of a gigantic crocodile springs into sharp relief against the trees for a moment, then fades. Characters feel an aching hunger in their stomachs, and must consume twice as much food for the next three days.

7: A CRY FOR HELP

As you wander through the thick trees and tangled, heavy undergrowth, you find you are being watched. A snail with a sparkling iridescent shell as large as a horse is watching you from behind a nearby tree. It seems shy.

The flail snail acts demur until someone gets close, and then tries to batter them to death. If it is wounded, it retreats into its shell and begins to wail. The wailing attracts a pack of 2d6 hungry wolves, who enter combat at the start of the next round. The party can move 1d4 squares forward.

8: THIEVING MONKEYS

The chatter of mischievous monkeys flutters down from the canopy overhead. Chimps are lumbering down the branches to meet you...and they are carrying cudgels. "Give us the food" they gurn. "And no-one gets hurt."

These 3d6 monkeys are looking for food, and have no compunction becoming violent to take it. Use opposed strength (athletics) and dexterity (sleight of hand checks) where necessary to have the monkeys steal as much as they can before they are routed.

9: PAPER ROT

A wave of sickening, moist heat ripples through the jungle, rotting boots and disintegrating organic materials. The smell is horrible.

All mundane papers and parchments carried by the party are destroyed, including spellbooks. Countermeasures. Magical items, scrolls, and items in extradimensional spaces are unaffected.

10: THE ELEPHANT'S CHILD

You almost trip on something large protruding from the undergrowth, but quickly see it for what it is - a huge tusk half-buried in mud. Other skeletons of large elephantine forms are scattered here in the muck and grime. A whisper passes through the trees. "What do you want from me, murderers?"

The White Elephant was the first animal to give its powers to King Crocodile. Whilst strong and hardy, the elephant is fearful and anxious inside, which King Crocodile leveraged to his advantage. The Elephant grieves, for many of her kind were killed by hairless apes, and her child was eaten by King Crocodile.

The White Elephant is quick to anger, and hates herself for her cowardice and inability to protect her own. If angered, she raises a **skeleton** from the bones, and attacks with it. She coos and dotes on halflings and gnomes, considering them to be children. She will offer her blessing to anyone who says they will avenge her child, eaten by King Crocodile.

Elephant's Blessing. Whilst you have White Elephant's blessing, your Strength score becomes 23 unless it is already higher. You begin to grow tusks over the next 1d4 days.

11: MONUMENT TO WISDOM

There is a statue here, abandoned in the jungle and half-obscured by strangling vines. It seems to depict a large river snake, coiled to strike. The air is dead around it, the atmosphere heavy and lifeless.

Anyone who touches the statue hears the last words of Python to King Crocodile

"My gift to you, King Crocodile, is a prophecy. You will die alone, at the hands of the weakest of your enemies. No-one will pity you. No-one will offer you succour. And when it is over, you will be eaten and reborn to suffer again the same fate, for there will always be a King Crocodile."

12: PAPER ROT

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13: TOUCH ME

Your wanderings are interrupted by bright spots of virulent colour dotted amongst the trees. Tiny frogs are appearing everywhere, painted with neon colours. They all gibber the same refrain in high pitched voices: "touch me."

The **frogs** are curious, and highly poisonous. They swarm the party. Anyone foolish enough to touch a frog with their bare skin takes 12d6 poison damage as a lethal dose of frog poison courses through their system.

14: HUMBUGS

At night, you often find bugs in your shoes, hair and pockets. They hum a dreary harmony. It's incredibly distracting.

Each character's shoes and hair are infested with humbugs, a tiny jungle insect that lets off a peculiar buzzing. Humbugs are scared off by loud noises and jaunty music.

16: WANDERING SPIDER

There is something in the trees. A vast, stealthy presence crunching through the foreground. It has eight legs, and an engorged abdomen. As it nears your location, it pauses. "I can hear your steps, little morsels" it chitters. "You cannot run from me."

This is a **phase spider** (but Huge sized and with 102 hit points), one of the most tenacious threats in the Jungle. If the party flee from the spider, it follows them. There is a 50% chance that as long as the spider is alive, whenever the party land on a new square, you repeat this encounter instead.

17: MONKEY'S PAW

There is a thwack as a monkey nut hits the floor beside you. Then, another. Soon enough, the sky is raining nuts, as hooting and ooking monkeys hurl them at you from tree branches. Something is moving amongst them, up there in the canopy. A spectre of twilight barely visible from this distance.

Monkey is a trickster and a lover of things going delightfully awry. His shenanigans came to an end when King Crocodile took Monkey's cunning. Monkey resents King Crocodile in an abstract way, but mostly wants to see the wretched reptile get some kind of embarrassing comeuppance.

To talk with Monkey, adventurers will need to climb the 100ft tall trees to the canopy, where the monkeys are cackling at them. Some of the monkeys will harrass. or even attack those who climb upwards. Monkey manifests as a gloating, many armed ape with a toothy smile, and he is rude to just about everyone. To secure Monkey's blessing, a character must show some willing to take King Crocodile down a peg and humiliate him in some way.

Monkey's Blessing. Whilst you have Monkey's blessing, one of your hands becomes a monkey's paw, but retains the functionality of your normal hand. This hand acts as both gloves of missile snaring, gloves of swimming and climbing and gloves of thievery.

18: EXPLORER CAMP

You stumble into a open clearing, scattered around with the wreckage of tents, an overturned cooking pot and skeletons in a variety of strange positions. The scene is one of carnage, though it has likely remained here for some considerable time after the tragedy occurred.

This is all that remains of a hunting expedition from a neighboring domain destroyed by the ravages of the jungle. Investigation of the corpses with a successful Wisdom (Medicine) check DC 15 reveals that whilst the cause of death was likely an attack by a large predator, the hunters were also gravely sick and dehydrated. The camp's supplies are largely inert, destroyed or rotten.

20: TRENCH FOOT

The trek through the humid, damp jungles had wreaked havoc on your feet and legs. They are itchy, sore, waterlogged and are showing signs of fungal infection. Pushing on without handling it could have consequences.

If characters insist on traveling with Trench Foot, every character gains 1 level of exhaustion automatically and must make a successful DC 10 Constitution check or gain another.

Countermeasures. Drying out boots somehow and resting for a day, or casting *lesser restoration* on each character.



21: HORRORPOTAMUS

You are walking alongside a wide murky river, when a large disturbance breaks the surface of the water. A gigantic hippopotamus looms towards you with an evil smile. "OH GOODIE" it rumbles. "I LIKE THE SQUISHIES TWO LEGS".

The Hippopotamus *use the statistics for a **mammoth**, but remove the Gore attack and rename Stomp to Bite) is a dangerous but lazy predator. If seriously wounded or inconvenienced, it gives up and sinks back into the river.

22: FABRIC ROT

The humid weather is having a deleterious effect on your clothes. Fabrics and leathers are rapidly rotting away before your eyes.

Have each character roll a d6. On a 1, that character's clothes are all ruined and fall apart by sundown. On a 2-5, they must choose two items of clothing and discard them. On a 6, their clothes are unaffected. This does not affect metal armour.

23: LURE

A sing-song voice, edged with a nasty temperament, wafts through the trees. *Little birds, lost, astray, little birds coming my way, little birds to feed my hunger, little birds are lost no longer.*

A pathway opens up in the treeline, seeming to stretch into the distant jungle. If the party heads down it, move them to square 39.

24: HOW THE SLOTH BEGAN TO DREAM

You come to a fork in the jungle path. It seems oddly calm here, with the jungle sounds fading to a low hum in the background. A stone is planted in the earth, around which animals of all kinds, from big cats to monkeys, are sound asleep, snoozing peacefully.

Grey Sloth is slumbering under the stone, and wakes up only if the stone is touched by a humanoid creature, or damaged in some way. Animals near the stone are sleeping normally, with disadvantage on Wisdom (Perception) checks made to detect intruders. If awoken, the animals act as they would in the wild - this is, of course, likely to quickly devolve into bloody chaos, which also awakens Grey Sloth. The spirit emerges from the stone ever-so-slowly, and takes a dim view of anyone who has brought bloodshed into his home.

Sloth requires time to think about whether he can help the characters. He retreats back into his slumber, and refuses to move for an entire day. At the end of the day, he bestows his blessing on any character who has shown patience and poise.

Sloth's Blessing. Whilst you have Sloth's blessing, your Constitution is increased to 23 unless it is already higher. You grow coarse hair all over your body, and your speed is halved.

25: BLIGHT

The putrid stench has become almost overwhelming. An infection from the jungle has attacked your wooden materials, turning them a sickly yellow and rendering them prone to snapping.

All wooden materials on the party rot or break, including but not limited to wands, quarterstaves and ten-foot poles.

Countermeasures. Quickly applied, the *mending* cantrip can cure this affliction on 1d4 items before the damage becomes irreversible.

26: MURDER MIST

Mist seeps into the jungle behind you, laden with an acrid poison that stings your nostrils. A touch from it is agony, and it is creeping fast towards you.

The mist advances at a rate of 10 feet per round. A creature that touches the mists must succeed on a Dexterity saving throw or take 2d10 acid damage and 2d10 poison damage. Move the characters forward 3 squares.

Countermeasures. A *dispel magic* spell destroys the mist in a 20-foot square starting at a point chosen by the caster within the spell's range, and allows the characters to pass unscathed. More specific spells such as *gust* or *warding wind* may have similar effects, at your discretion.



27: THE BUTTERFLY EFFECT

There's something hanging in your path. It looks a little like a cocoon, but covered in slime and as big as a human, if they curled up. A fluttering, shimmering presence surrounds it. "Oh," a disembodied voice frets from inside. "Don't look at me. I'm hideous."

Pink Butterfly is stuck in his cocoon phase, unable to progress into a true Butterfly ever since Crocodile took his gift of graceful movement and never returned it. Butterfly is incredibly vain and self-obsessed and he only cares about killing King Crocodile so that he can be a beautiful butterfly again. He will not grant his blessing for anything less, but he also won't grant it to anyone he considers ugly.

Butterfly's Blessing. Whilst you have Butterfly's blessing, your Charisma is increased to 23 unless it is already higher. You grow vestigial antennae, and your skin becomes brightly patterned in pink.

29: THOSE WHO CAME BEFORE

The jungle paths have become damper, and wetter, until you find yourself in something of a bayou. Human corpses drift by under the water, too many to count, all brutalized and half-eaten. Behold, the jungle seems to say, the legacy of man.

These corpses are damaged, but 2d4 are coherent enough to pose a threat as **zombies**, in addition to 2d6 **crawling claws**. The **zombies** are the remnants of humans killed by King Crocodile on his road to ascension.

30: HOW SPIDER GOT HER MEAL

One night, as you sleep, a strange dream comes to you. The silhouette of a spider talks to you. Pleads with you. Bargains with you. You must defeat King Crocodile, she insists. But you will need a plan.

Red Spider wants King Crocodile gone, as ever since the nasty amphibian took spider's intellect, the Spider hasn't been able to weave her webs around the Wildlands without the crocodiles being one step ahead of her. Red spider is wheedling and convincing, insisting that with her help, King Crocodile can be brought low.

Butterfly's Blessing. Whilst you have Butterfly's blessing, your Intellect is increased to 23 unless it is already higher. You grow six vestigial eyes on your forehead, and a climb speed of 20ft.

31: RUSSET MOLD

Your path is blocked by a sinister red rusty fungus growing on the path in front of you. It reeks of poison and death.

Any creature that comes within 5 feet of russet mold must make a DC 13 Constitution saving throw as the mold emits a puff of spores. On a failed save, the creature becomes poisoned. While poisoned in this way, the creature takes 7 (2d6) poison damage at the start of each of its turns, sprouting mold as it takes damage. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Any magic that neutralizes poison or cures disease kills the infestation. A creature reduced to 0 hit points by the mold's poison damage dies.

Russet mold can be hard to kill, since weapons and most types of damage do it no harm. Effects that deal acid, necrotic, or radiant damage kill 1 square foot of russet mold per 1 damage dealt. A pound of salt, a gallon of alcohol, or a magical effect that cures disease kills russet mold in a square area that is 10 feet on a side. Sunlight kills any russet mold in the light's area.

Going around the Russet Mold requires a detour, causing the party to return 1d6 spaces back.

32: BLINDING SICKNESS

You awaken in the morning to pitch blackness. You can't see a thing!

The ubiquitous flies of the Wildlands have worked their dark ways once more, and infected the party with a Blinding Sickness. This sickness lasts only 24 hours, after which it fades. The party can choose to travel whilst blind, at their own peril.

33: MIRE THE MIND

This place. The things you've seen. The constant heat, the bugs, the damp...you can't take it any more. You have to get out.

Each character must succeed on a Wisdom saving throw (DC12) or gain the Long Term Madness trait "I have to get out of here, at any cost."



34: RUST

You awaken to a dreadful sight. Your weapons, armour and other metal gear has rusted during the night....almost to nothing.

All non-magical metal equipment has rusted.

Weapons take a permanent and cumulative -1 penalty to damage rolls

Armour and shields take a permanent and cumulative -1 penalty to the AC they offer

All other non-magical metal equipment is destroyed.

36: CATOBLEPAS

The foul smell of the swampy jungle reaches new and ever more disgusting heights, like a dwarf's foot stuck in a trash can. An ugly looking bovine creature with a spiked tail and a foul expression seems to be the cause.

The **catoblepas** is a nasty-spirited animal. It demands belly rubs from adventurers, and spends a long time bullying them into stroking it and petting it. If it doesn't get what it wants (and this is likely) it uses its Death Ray to make an example of the person who irritates it the most.

37: THE FLY

The constant buzzing of flies around you becomes louder and louder, with thousands of the pestilent vermin humming around you in swarms. It is then that you notice the presence in the swarms. A singular, malign entity of far greater power than anything you have yet encountered.

King Crocodile never accepted a gift from the Fly, so the Fly is stronger than all the animal spirits bar King Crocodile himself. Fly is a venomous, poisonous, vicious little monster, who exists only to kill creatures with diseases.

So you've come to kill the crocodile, have you? It laughs, nastily. He's already dying, you know. I killed him. The sickness is in him, just like it is in you. You'll all die. All die. All die.
The clouds of flies dissipate, still crying out that last refrain. *Die. Die. Die.*

38: THE POINT OF NO RETURN

The ground breaks away nearby into a sharp cliff. There are jagged rocks at the bottom, and hundreds of feet below what look like the skeletons of countless humanoids. The path continues on past it...but perhaps you would prefer this route? It would be quick. And easy.

Characters who hurl themselves from the cliff meet a quick and painless end.



39: HEART OF DARKNESS

Blackened trees and fetid waters surround this clearly. Evil bleeds from every weeping tree, every pestilent pool of water. This is where your journey ends, one way or another.

Before you have had a chance to truly take in your surroundings (and perhaps that is something to be thankful for, best beloved) something moves in the water. What you had mistaken for a tranch of land is rising from the earth, shining black scales covered in mud and filth. A wicked smile full of sharp teeth. Yellow eyes full of cruelty and cunning. An unnatural grace. His rising form blocks out the sun.

King Crocodile.

This is **King Crocodile** (see Appendices). As soon as King Crocodile appears, all the animal spirits remove their blessings, hastily apologizing but fleeing the scene. Characters lose all benefits and cosmetic effects from the blessings.

King Crocodile laughs, a dark laugh. "Fools." he chuckles. "Did you really think you ever stood a chance? The weak are doomed to be eaten. And you are weak. Tired. Alone." His eyes are hypnotic, and exultant.

There are several topics King Crocodile is eager to discuss. He can be distracted and kept talking indefinitely on these topics.

- A possible cure for the Sleeping Sickness
- The treachery of the Serpent, and the foolishness of prophecy
- How beautiful and strong King Crocodile is

Eventually, of course, no matter what deal the characters make with King Crocodile, he attacks them with an intent to consume them. King Crocodile is beyond rehabilitation, and treacherous to the core. Allow the charade to continue as long as possible, with King Crocodile slowly, ever so slowly, moving closer and smiling his toothy grin. King Crocodile is a terrible actor, so his intent to eat them should be obvious to all but the most gullible souls.

When King Crocodile attacks, 6 **crocodiles** emerge from the swamp to aid him.

AFTERMATH

If the characters are successful in slaying King Crocodile, read the following:

King Crocodile falls into the swamp with a crash, water surging around you. Crocodiles leap from the waves to pounce on the body, tearing off chunks. Reptile turns on reptile, until they are gouging each other to shreds for supremacy. Undoubtedly, one will prevail, and grow fat on the flesh of the others. You see, best beloved, there must always be a King Crocodile. A mist billows through the trees, clouding the carnage, and sweeping you into darkness.

I:

MONSTERS

Ravenloft harbours horrors both old and new, the ever changing mists conspiring to introduce adventurers to new vistas of horror. New monsters that appear in this volume of the Gazetteer are described below.

King Crocodile

King Crocodile is the Darklord of the Wildlands, and a more vicious and treacherous animal never did exist. He cares only for his endless hunger, and for murder. His sweet words and diplomacy are betrayed every single time. There is nothing to redeem in King Crocodile.

KING CROCODILE

Gargantuan beast chaotic evil

Armor Class 18 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	21 (+5)	21 (+5)	21 (+5)	4 (-3)	21 (+5)

Saving Throws CON +8, WIS +0

Skills Athletics +11, Intimidation +8, Perception +3, Stealth +8

Damage Immunities Acid

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Paralyzed, Petrified

Senses Blindsight 60 ft., Passive Perception 13
Challenge 7

Hold Breath. King Crocodile can hold its breath for up to 24 hours

Legendary Resistance (5/Day). If King Crocodile fails a saving throw, he can choose to succeed instead..

Confidence. King Crocodile regains 10 hit points at the start of his turn. If King Crocodile sees a snake, this trait doesn't function at the start of his next turn. King Crocodile dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. King Crocodile makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and King Crocodile can't bite another target.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by King Crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Swallow. Melee Weapon Attack: +7 to hit, reach 5 ft., one Medium or smaller creature King Crocodile is grappling. Hit: 16 (2d10 + 5) piercing damage, 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 King Crocodile, and it takes 10 (3d6) acid damage at the start of each of King Crocodile's turns. King Crocodile can have up to five targets swallowed at a time.

If King Crocodile dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

LEGENDARY ACTIONS

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

Move. King Crocodile moves up to his speed without provoking opportunity attacks.

Bite. King Crocodile makes one Bite attack.

Evil Laugh. King Crocodile laughs evilly. Each creature of King Crocodile's choice that is within 120 feet of King Crocodile's and aware of him must succeed on a DC 16 Wisdom saving throw or become frightened until the end of their next turn.