



THE SEWN SISTERS

Into the Ethereal Plane

An adventure for 10th-level characters for your *Tomb of Annihilation* campaign during the Tomb of the Nine Gods..



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INTO THE ETHEREAL PLANE

By Daniel Scheltema

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An adventure for 10th-level characters for your *Tomb of Annihilation* campaign during the Tomb of the Nine Gods.

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The Sewn Sisters

If the characters manage to open all five keyholes and have the requisite skeleton keys in their possession, the Sewn Sisters emerge from the Border Ethereal and attack them. The hags' goal is to seize one or more of the skeleton keys, thus preventing the characters from reaching the Soulmonger. If the hags obtain a skeleton key, they cackle as they return to the Border Ethereal.

The characters must find a way into the Ethereal Plane and find the Sewn Sisters. Each level of the Tomb of the Nine Gods poses its own unique challenges.

Adventure Overview

Level 6. Once the characters have all the skeleton keys, open all the keyholes, and head back to area 71 the Sewn Sisters appear into the Material Plane from the Border Ethereal. They use *essence of ether* to attempt to knock up to three characters unconscious to easily steal at least one skeleton key. Within an hour, **ether scarabs** will run into the room fleeing a **dharculus**. The **dharculus** attacks the caged clone if it is still there, or one of the characters.

Level 5. Covered in webs a **phase spider brood mother** calls this level home. She has demands for the characters to grant them safe passage.

Level 4. Three **wraiths** originating from Kubazan's Tomb wander this level. If the characters have already defeated them then 2d4+5 **specters**, raised by the **wraiths** from dead adventurers, wander this level.

Level 3. Unable to complete their goal of resurrecting the Starfallen, the Company of the Yellow Banner became **ghosts**. They wander this level looking for the Ghost Lantern. Seward

died on this level, but his body and Ghost Lantern were carried to level 2.

Level 2. The Sewn Sisters have been giving the brains of clones to a **brain collector**. It currently has eleven brains; its goal is to complete its collection of twelve.

Level 1. The Sewn Sisters will do their last stand here against the characters. The tomb is considered their lair and one is a grandmother night hag (**night hag** coven with lair actions). Each Sewn Sister has a **yeth hound** with familiar humanoid faces. A **red ethergaunt** will appear afterwards to speak with the characters.

Enhancing the Tomb of Annihilation-Random Encounters



Night Hag Sample Collection. One of the Sewn Sisters stalks the party while staying in the Border Ethereal. During the party's next long rest, the **night hag** materializes and snatches some blood or hair from a random character before returning to the Ethereal Plane.

Night hag Manipulation. During the party's next long rest, one of the Sewn Sisters *nightmare haunts* a random character appearing in the form of a known nonplayer character.

Night Hag Deal. The next time a character drops to 0 Hit Points the **night hag** appears in their mind to make a deal. The **night hag** will restore them to 1 Hit Point, saving their life, if they swear on their mortal soul that they will return a favor when the time comes. If the character reneges on the agreement they contract slimy doom, as though he or she had failed a saving throw against the *contagion* spell. If the **night hag** has not received a favor by the time the characters are in the Tomb of the Nine Gods, the **night hag** asks for the character to give her a skeleton key.

King of Feather's droppings (near or within Omu). Characters discover droppings where the horn of Rue, a member of the Company of the Yellow Banner, can be found.



Dead Clone. While a character (or nonplayer character) is not with the rest of the group, the group finds a body of the character. The Sewn Sisters made a clone of this character. The majority of the clones are not exact copies and have deformities. This time though, it is an exact copy, so instead of eating this clone they decided to put the body in the paths of the characters to try to cause distress amongst the group. The group may suspect a **doppelganger** has replaced the character.

The Beginning of the Adventure

Once the characters open all five keyholes and head back into area 71 with all five skeleton keys the Sewn Sisters appear into the Material Plane from the Border Ethereal.

Read or paraphrase:

As you approach the door three hideous elderly woman materialize in your way. They wear what appear to be rags and their skin has a purple hue. One has tarnished gold coins covering her eyes and ants crawl across her face. Another has a string of chattering children teeth around her neck and a peg leg. The third has a leather sack sewn over her head. Each one has a hand held out in front of them with their palm up, a powder can be seen in all their palms. Two quickly blow the powder towards your faces. The woman with a leather sack covering her face has a terrier crawl out the bottom of the sack and blow the powder.

Essence of Ether (inhaled poison). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Enhancing the Tomb of the Nine Gods

Modified Spells Extended and Modified.

Etherealness (modified)-The caster enters the Border Ethereal and can move through surfaces or doors in the tomb but cannot exit the tomb. The outermost perimeter walls and doors cannot be moved through. For example, the caster cannot move through the floor of level 6 or the ceiling of level 1.

See Invisibility (extended)-An adventurer will see into the Ethereal Plane, seeing the spider webs (if on level 5), and possibly creatures that dwell on each level.

True Seeing (extended)-Same as *see invisibility*.

Night Hag Coven Regional Effects. The Sewn Sisters have called the Tomb of the Nine Gods their home and lair for some time. The regional effects, normally ranging 1 mile are contained within the tomb. During any short or long rest inside the tomb the characters experience one or more of these effects:

-Shadows seem abnormally gaunt and sometimes move on their own as though alive.

-Creatures are transported to a harmless but eerie demiplane filled with shadowy forms, waxy corpses, and cackling. The creatures are trapped there for a minute or two, and then returned to the place where they vanished from.

-Intelligent creatures see hallucinations of dead friends, family members, and even themselves littering the hag's realm. Any attempt to interact with a hallucinatory image causes it to disappear.



Wandering Phase Spiders. During a short or long rest there is a chance of 2d4 **phase spiders** coming into the Material Plane. One of them is under the control of the **phase spider brood mother** using the Dominate Monster spell. She speaks through the spider in Undercommon demanding the characters to find and bring her the Navel of the Moon.

Level 1 Yeth Hounds. The characters may see the **yeth hounds** wandering this level, but the hounds do not give the characters much attention. The hounds will not attack creatures on the Material Plane. The characters may believe they are hallucinations caused by the **night hag** coven regional effects.

Level 3 Ghosts. The characters may see the **ghosts** of the Company of the Yellow Banner wandering this level. The **ghosts** do not interact with the creatures in the Material Plane and seem to be searching for something. The tomb often makes them relive their deaths, which characters may observe. The characters may believe they are hallucinations caused by the **night hag** coven effects.

Level 4 Specters. The characters may see many **specters** wandering this level, but they do not interact with creatures on the Material Plane. Again, the characters may believe they are hallucinations caused by the **night hag** coven effects.

Level 5 Aboleth Roleplay. When speaking with the characters, the aboleth speaks about “mother”. The aboleth knows about the brood mother that inhabits the same level in the Ethereal Plane and may tell the characters that mother doesn’t come out often.

Replacing Dead Characters within the Tomb Extended

Bottled (area 23). The stoppered bottle contains both the dao and a character. The character has been trapped with Kreshma for centuries and has been driven mad.

Constant Death (area 49). The character has been trapped inside the *sphere of annihilation* for years, being constantly killed by two bodaks.

Imprisoned (area 50). The character has been imprisoned for years in the mirror of life trapping.

Constant Running (area 55). The character has been trapped inside the maze running from the minotaur within. Not noticing the keys and not having the strength to climb out, they have been running for over a year.

Constant Battle (area 60). The character has been trapped inside a wardrobe fighting every day to the death for over a year.

The Offer from Withers. After a death of a character inside the tomb Withers will approach the group. He will say he is impressed with the group and wants to help. He offers to make the

dead character into a **flesh golem**. He only needs their head, as he almost has one completed. He has learned how to give the golem sentience and the conscious of their former selves. He feigns that this is to help the group when truly he will be the master of the golem. If he needs to take care of the group himself, he will use the character against the group.

Sentient Flesh Golem Playable Race:

Golems are made from humble materials—clay, flesh and bones, iron, or stone—but they possess astonishing power and durability. A golem normally has no ambitions, needs no sustenance, feels no pain, and knows no remorse. An unstoppable juggernaut, it exists to follow its creator’s orders, and it protects or attacks as that creator demands.

A flesh golem is a grisly assortment of **humanoid** body parts stitched and bolted together into a muscled brute imbued with formidable **strength**. Its brain is capable of simple reason, though its thoughts are no more sophisticated than those of a young child. The golem’s muscle tissue responds to the power of lightning, invigorating the creature with vitality and **strength**. Powerful enchantments protect the golem’s skin, deflecting spells and all but the most potent **weapons**.

A flesh golem lurches with a stiff-jointed gait, as if not in complete control of its body. Its dead flesh isn’t an ideal container for an elemental spirit, which sometimes howls incoherently to vent its outrage. If the spirit breaks free of its creator’s will, the golem goes berserk until calmed, or until its shell of flesh is destroyed or completely healed.

Sentient Flesh Golem Traits:

Ability Score Increase: Your Strength score increases by 2, and your Constitution increases by 1.

Age: Sentient flesh golems are ageless guardians and guard sacred sites, tombs, and treasure vaults long after the deaths of their creators, carrying out their appointed tasks for all eternity.

Alignment: Despite their appearance, most flesh golems take comfort in order and discipline, tending toward law and neutrality. Some though have absorbed the morality of the beings with which they served.

Size: Most flesh golems stand between 5 and 6 ½ feet tall. Weight and build depend on how many bodies were needed and which races were used to create the flesh golem. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Construct: Your creature type is construct rather than humanoid.

Darkvision: You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Golem Resilience: You were created to have remarkable fortitude, represented by the following benefits: You have advantage on saving throws against being poisoned, and you have resistance to poison damage. You are immune to disease. You don't need to eat, drink, or breathe. You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Sentry's Rest: When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Aversion to Fire: If you take fire damage, you have disadvantage on attack rolls and ability checks until the end of your next turn.

Immutable Form: You are immune to any spell or effect that would alter your form.

Blind Obedience: When your creator or possessor is on hand to command you, you perform flawlessly. A sentient flesh golem can act freely only when their creator is elsewhere but is never truly free until their creator dies or releases them.

Language: A sentient flesh golem can speak, read, and write Common and one additional language of its creator.

Travelling to the Border Ethereal

Characters may have access to spells such as *etherealness* or *plane shift*. Casting *plane shift* to enter the Border Ethereal and remaining inside the tomb does not cause the caster to appear in area 57. If the characters do not have access to these spells, there are other ways to enter the Border Ethereal within the Tomb of the Nine Gods.

Strawbundle's Charm (area 71). While you have Strawbundle in your possession, this charm allows you to cast the *etherealness* spell as an action, no components required. After it is used three times, the charm vanishes.

Kreshma al-Wazir's Promise (area 23). The dao, Kreshma, first promises the characters riches in return for freedom, but if pressed for more will take the characters anywhere in the multiverse. Once freed, Kreshma will take the players into the Border Ethereal if they wish it. Since players remain inside the tomb, they will not be transported to area 57. Kreshma, though, will

then cast *plane shift* on herself and wind up in area 57.

Mirror Tomb (area 19). The halfway point of the circular corridor, directly “opposite” the intersection, is an invisible planar gate that cannot be detected with magic. Instead of any creature passing through the gate emerging into a parallel reality (as written), a player emerges in the Ethereal Plane.

Maze (area 55). The walls of the maze can be climbed with a successful DC 20 Strength (Athletics) check. Any character who climbs to the top of the walls or flies beyond them is expelled from the maze, taking 22 (5d8) force damage and instead of reappearing in an unoccupied space on the Material Plane (as written), they reappear in the Border Ethereal.

Dharculus (area 71). If the characters spend an hour or longer in area 71 a **dharculus** has been feeding on the clones that the **night hags** neglect. Tentacles appear in the Material Plane. Characters can be grappled and pulled into the Ethereal Plane.

Ether Scarabs (area 71). When the **dharculus** attacks, **ether scarabs** scatter into the room from the Ethereal Plane. Killing an **ether scarab** creates a temporary portal into the Ethereal Plane.

Phase Spiders. If the characters have the Navel of the Moon, a **phase spider** controlled by the **phase spider brood mother** may approach the characters telling the character to come to level 5. There the brood mother will offer to *phase shift* the characters into the Border Ethereal in exchange for the Navel of the Moon.



Stepping into the Border Ethereal

The Ethereal Plane is a Transitive Plane, existing adjacent to the Material Plane and connects the Material Plane to all the Inner Planes. It is mostly a featureless realm that serves primarily to travel from one plane to another. It is a misty, foggy dimension described as a great ocean. The Border Ethereal, the “shores” of the ocean, overlaps the Material Plane and the Inner Planes. The non-Border region is called the Deep Ethereal, only dimly seeing into the adjacent plane.

In the overlapping Border Ethereal it is possible to exist in two planes simultaneously, both the Border Ethereal and the adjacent plane. When travelling to the Broder Ethereal both the traveler and all their possessions are converted to Ethereal equivalents allowing free movement (with some exceptions) in any direction through matter of the adjacent plane. A traveler can breathe the ethereal air, cannot drown in an ethereal lake, or be crushed by an ethereal rock. Living things radiate an aura preventing passage into their interior, so one could not materialize inside a living thing. Attempted to do so shunts one to the nearest unoccupied space and results in force damage. One cannot also move through dense metals like gold or lead, and some magic can prevent passage.

Traits of the Ethereal Plane:

No Gravity: One moves by a force of will, no true up or down, objects do not fall that are dropped. Cannot fall in the Ethereal Plane.

Time: Time slows down in the Deep Ethereal, but it is the same as the Material Plane in the Border Ethereal.

Magic: Magic works normally. Force effects can extend from the Material Plane into the Border Ethereal.

Movement: One can move in any direction. Moving up or down, every foot of movement costs an extra foot.

Vision: If focusing, one can see and hear the plane adjacent, but everything looks gray. One cannot see anything more than 60 feet away.

The Border Ethereal in the Tomb of the Nine Gods

When the characters find a way to the Ethereal Plane read or paraphrase:

There's a bright flash of turquoise and in an instant, you seem to appear in the same space, but oddly different. Everything around you now seems blurred and gray. Where once you saw walls and details, it now appears you're in a large empty room. You feel weightless. There's a mustiness smell to the air and an eerie silence.

Map of each Level. Each level of the Tomb of the Nine Gods can be considered a large "empty" room. Only the outside walls, ceilings, and floors easily perceived. Characters must focus to see any details of the Material Plane. When characters move around each level do not be concerned about the walls, doors, etc.

within the Material Plane. Not only do characters traverse through them easily, they also see through almost everything that is within the Material Plane.

Travel. Adventurers travel as if they cast the *etherealness* spell. They can move through all walls and doors besides the outermost perimeter of the tomb (for example the floor of level 6 or ceiling of level 1). They also cannot pass through the *wall of force* in area 39. They cannot interact with anything, besides the phantom lever in area 73 and the maze in area 55. No traps are set off by the players and nothing, besides creatures within the Ethereal Plane, see the adventurers.

Withers. Withers uses the scrying pool in area 25 to watch the tomb. He can see through a **flesh golem's** eyes into the Ethereal Plane as if casting a *see invisibility* spell. A DC 15 Wisdom (Perception) check may notice a **flesh golem** following the group. The **flesh golem** has no way to attack the adventurers. Withers realizes how close the adventurers are to opening the skeleton gate and will use the control gem to send the **gray slaad** from area 24, if still alive. The **gray slaad** while cast *plane shift* to enter the Ethereal Plane, retaining its invisibility, and attack the adventurers.



Level 6

If the characters spend an hour or longer on level 6 read or paraphrase:

Tiny, foot-long, rips in the space above the floor begin to appear. What appear to be beetles about a foot-tall crawl through the tears with large mandibles and tentacles for legs. Intricate orange and yellow designs cover its elytra. They scurry quickly as if running from something. Almost immediately after the beetles materialize six large floating eel-like creatures with no eyes appear in the room. The tentacle creatures end in maws with jagged teeth.

Dharculus Attack. If the characters spend an hour or more in this level 2d4+2 **ether scarabs** appear in area 71. They appear to be running away from something. Shortly after appearing, tentacles or eel-like creatures appear to consume the clone, if still in their cage, or attacks the characters.



Dharculus Behavior. The **dharculus** has six tentacles that in end mouths filled with sharp teeth that it uses to hunt prey in the Material Plane. It has five additional tentacles that end in eyes that remain in the Border Ethereal. Its body is cylindrical with a large maw, that also stays in the Border Ethereal. The **dharculus** attempts to pull one character into the Ethereal

Plane to consume them. If the **dharculus** loses four or more of its mouth tentacles without pulling a character into the Ethereal Plane, it will retreat. If it successfully pulls a character into the Ethereal Plane it will remove its tentacles from the Material Plane and attempt to kill its prey to consume them, attacking them with both its tentacles and large maw on its body.



Level 5

This level is covered from floor to ceiling in spider webs. These webs were not here while on the Material Plane. You get an uneasy feeling that you're being watched.

Web. Most spiders weave thick, sticky webs across passages to snare prey, but the Ethereal Plane has little life. The **phase spider brood mother** made these webs as an alarm system for intruders. These web-filled areas are difficult terrain. Moreover, a creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained in

the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. Each 10-foot cube of giant webs has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

Phase Spider Brood Mother Demands. The **phase spider brood mother** lives on this level. She was put inside the tomb by Acererak so that her **phase spiders** will help clean up bodies that the tomb dwarves miss. She is stuck in the tomb and wishes to leave. She believes the Navel of the Moon will provide her the way out of the tomb. She believes it is a spider egg that she can hatch; the hatchling will then lead her out of the tomb. If the characters give her the Navel of the Moon, she will leave them alone and may be willing to provide information about what lies on the levels above. She will not join the adventurers though. If the characters have the Navel of the Moon but won't give it to her she'll fight to the death for it. If they don't have it, she'll demand that the adventurers go find it for safe passage.



Level 4

This level seems empty and an unnerving silence fills the air. As you look around the shadows seem to move unnaturally.

Undead Spirits. Three **wraiths** originating from Kubazan's Tomb wander this level and attack the adventurers on sight. If the characters have already defeated them then 2d4 + 5 **specters**, raised by the **wraiths** from dead adventurers, wander this level. The **specters** also attack on sight.



Level 3

Something seems oddly more peaceful on this level. That feeling of being watched dissipates.



Unfinished Business. The **ghosts** of the Company of the Yellow Banner wander this level. They ask the adventurers for both the Ghost Lantern and Eye of Zaltec. If the adventurers have either item and refuse to give it to them, they'll attack as a last resort. Otherwise the Company of the Yellow Banner requests for them to bring the items to them if they find either. They know little about the other levels.

The Company of the Yellow Banner

The Company of the Yellow Banner is Will Doyle's real life 4th edition D&D campaign group. All roleplay mentioned below are quotes from Will Doyle on how they are roleplayed by the players.

The Company of the Yellow Banner is an adventuring group that ventured to Omu and died within the tomb (or just before it). The bodies of each can provide clues to the traps within. Their **ghosts** now wander in the Ethereal Plane trapped inside the tomb, never finishing their goal.

The group traveled to the Tomb of the Nine Gods before the death curse to try to resurrect a spirit, the Starfallen, using the Eye of Zaltec, said to be within the tomb. The Starfallen is within the Ghost Lantern. She was a moon elf warlock that was killed 1,000 years ago by a fomorian giant.

The Company arrived in Chult at Kitcher's Inlet. They followed the River Olung to Lake Lao. The Company made it to Omu and searched for the puzzle cubes. One member, Rue, was eaten by the King of Feathers. They were captured by Ras Nsi, stripped of their weapons, and thrown into the tomb as sacrifices to Acererak. Within the tomb, they got split up while fighting a four-armed gargoyle.

Members of the Company of the Yellow Banner:

Lord Brixton (Male Human Knight of Cormyr): Leader of the group and carries the Yellow Banner (all others wear a torn strip of the flag around their bicep). Has a magic sword that lets one speak Draconic. He died from poisonous gas when trapped in area 63. He also wrote the journal handout 13. Roleplay: He is a "soppy goody goody".

Bravus Boulderborn (Male Gold Dwarf Cleric of Moradin): He wears a turban, wields a shield, and dons chainmail. He was eaten alive by locusts after setting off a trap when stepping on a pressure plate in area 35b. Roleplay: "He is proud, loyal, and impeccably well-groomed".

Seward (Male Human Chondathan Ranger): He is turned into a tomb dwarf (a **flesh golem** with plate armor, AC 17) in area 27. He carried the Ghost Lantern that has the spirit Starfallen. Roleplay: "Impulsive, but fearful of the gods".

Sephirus "Seph" Stormclaw (Male Dragonborn Paladin of Bahamut): Wields a +1 yklwa and an ivory backscratcher. Died in a rotating crawlway in area 32. Roleplay: "Pure dragonborn attitude".

Devlin Bashir (Male Human Calishite Wizard): Carries a cursed staff that was slowly turning him into a goat. He drank a potion to keep the transformation at bay. He was killed by tomb dwarves in area 19. Roleplay: "Has a habit of panicking when thing go south".

Rue (Female Human Druid): In Omu she awakened a lizard and gave it to Bravus. Bravus used the lizard to set off traps in the tomb. She was killed and eaten by the King of Feathers. Adventurers can find her mangled horn inside droppings left by the King of Feathers. She is who Lord Brixton wrote to in handout 13. Roleplay: "Little lost child".

Biff Longsteel (Human adventurer but replaced by a **doppelganger** named Pox): Trapped in the mirror in area 50. He joined the group inside the tomb. Pox spied on the Yellow Banner while adventuring through Omu and learned about the Eye of Zaltec. Motivated by greed, he decided to tail them and steal the relic from them when they recovered it. When Ras Nsi threw the Banner into the tomb, Pox managed to slip inside and present himself as the trapped adventurer "Biff". Sephirus came to suspect that there was something odd about their new companion, and in private floated the theory that he could be a **doppelganger**. Before they could act on it, the Banner was separated by the battle with the four-armed gargoyle.

The Starfallen: The Starfallen is a title, every few hundred years a female moon elf fey

warlock is born as the new Starfallen and entrusted with a great and world changing destiny-to stop a cataclysm, unseat a tyrant, etc. This Starfallen is a wild, moon elf orphan called "Dia". However, she died long before her destiny could be fulfilled, killed by a fomorian giant. Her soul is trapped in the Ghost Lantern. She is a female moon elf warlock prophesized to save the world. The Company was searching for the Eye of Zaltec, a Maztican jewel that was fabled to raise the ancient dead with its powers alone. They hoped to raise the Starfallen.

Level 2

A huge creature rushes you as soon as you emerge into this level as if it knew you were coming. It has a yellow-orange bloated body and dozens of short writhing tentacles. It scuttles towards you on six crablike legs. Four yellow, bulging eyes and a tooth-filled maw are set in its bulbous head. You can see twelve lumps on its head with all, but one housing a brain. Two large crablike hands snap as it approaches you.

Brain Collector's Collection. The Sewn Sisters have been giving the **brain collector** brains from some of the clones, intentionally leaving it one short of twelve. The **brain collector** immediately attacks the adventurers. It only wants one more brain, completing its collection of twelve, then it will attempt to go to the Deep Ethereal. Since it cannot collect more than twelve brains it has no reason to keep fighting.



Level 1

As you emerge into this level you can see the three elderly women flying on brooms. Mad cackling echoes the room. Three hounds slowly approach you with misshaped faces. As they get closer you realize their faces are humanoid, and they look familiar.

Yeth Hounds. Each Sewn Sister has a **yeth hound**. They were created by the Sewn Sisters using samples from the current or past characters. Their human-like faces have an obvious resemblance of the characters of your choosing. They stand 5 feet tall at the shoulder and weigh around 400 pounds. The Sewn Sisters created them in the Material Plane, then forced them into the sunlight banishing them into the Ethereal Plane. They have been commanded to remain in the Border Ethereal.

Grandmother Night Hag Lair Actions. One of the Sewn Sisters is a grandmother. On initiative count 20 (losing initiative ties), she can take a lair action to cause one of the following:

-One creature the hag can see within 120 feet of her must succeed on a DC 15 Charisma saving throw or be banished to a prison demiplane. To escape, the creature must use its action to make a Charisma check contested by the hag's. If the creature wins, it escapes the demiplane. Otherwise, the effect ends on initiative count 20 on the next round. When the effect ends, the creature reappears in the space it left or in the nearest unoccupied space if that one is occupied.

-The hag targets up to three creatures that she can see within 60 feet of her. Each target must succeed on a DC 15 Constitution saving throw or be flung up to 30 feet through the air. A creature that strikes a solid object or is released in midair takes 1d6 bludgeoning damage for every 10 feet moved or fallen. Note: There is no

gravity in the Border Ethereal and most objects the characters can pass through harmlessly. On level 1, though, the ceiling cannot be passed through and therefore if thrown into the ceiling they will take the appropriate damage.

Acererak's Gift-Black Key. The Sewn Sisters share a *charm of nine lives*. When any Sewn Sister drops to 0 hit points as a result of taking damage, they can choose to drop to 1 hit point instead. Once used nine times in total by any of the Sewn Sisters, the charm goes away.

Flyby. The Sewn Sisters use their brooms to travel across Chult quickly while in the Border Ethereal. The Sewn Sisters do not provoke opportunity attacks when flying out of an enemy's reach with their *brooms of flying*.

Broom of Flying (wondrous item, uncommon). This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you.

Red Ethergaunt. Once the Sewn Sisters are defeated a **red ethergaunt** appears to the adventurers and offers a way back to the Material Plane. It communicates in Common by writing, it cannot speak it without using an enslaved cohort. It carries an Ethergaunt Device of Plane Shift that it'll use to cast *plane shift* for the characters. It will then return to the Ethereal Plane. The ethergaunts reproduce asexually once in a lifetime, making the death curse a concern. This ethergaunt is a scout and

has been sent to investigate the death curse, leading it to the tomb. It has been watching the group for some time. Since ethergaunts live for 1,000 years, even though the death curse is a concern, it is currently a low concern. The **red ethergaunt** will not fight alongside the characters (unless a character dies then the red ethergaunt playable race guide below can be used).



The Ethergaunts:

Travelers to the Ethereal Plane report vast fields of nothingness, roiling fog cloaking a barren landscape. Sometimes, however, they come upon fantastic stone pyramids or cyclopean menhirs topped with flashing magical flames, relics of an ancient race. Knowledgeable scholars refer to the fearsome creators of these structures as ethergaunts, after their emaciated, delicate frames. An advanced culture that abandoned the Material Plane more than 10,000 years ago, the ethergaunts are finally coming back.

Adult ethergaunts stand 8 feet tall and resemble extraordinarily thin humanoids. An ethergaunt's long, thin arms reach to mid-calf;

each hand has three agile fingers and a thumb. An inhuman face caps a short neck that protrudes from the center of the creature's chest, giving the ethergaunt a somewhat stooped appearance. Because few creatures can gaze upon an ethergaunt's face without taking severe damage to their psyches, the creatures have developed bisected masks that serve to give them a somewhat humanlike appearance. Dozens of colorful, prehensile tendrils emerge from behind the mask like a mane of thick, fleshy hair. The faceplate resembles a featureless porcelain visage, and the mask's color reveals the ethergaunt's role in the creatures' pragmatic society. Red ethergaunts serve the race as scientists and explorers. White ethergaunts manage the reds' affairs and form the primary government of the race. The dreaded black ethergaunts control the entire society of ethergaunts; fewer than one hundred blacks are thought to exist. Other colors and roles may exist.

Ethergaunts have a great disdain for the creatures that have inhabited "their world" since their ancient departure. They have progressed technologically and philosophically to a point where they consider most inhabitants of the Material Plane no more relevant than insects. While they see themselves as beyond good and evil in the classic sense, they are not pleased at the current infestation of their old home, and have set upon the most devastating extermination in history.

Ethergaunts communicate with each other by wriggling their head tendrils, which transmits a psychic "soundprint" identifiable as language to other ethergaunts within normal hearing range. They occasionally communicate with members of Material Plane races by revealing their true faces to one of the creature's cohorts and using that dominated ally as a psychic puppet-envoy. In such communications, the ethergaunts refer to themselves as the *khen-zai*. Ethergaunts can hear normally, despite the fact that they cannot speak.

Ethergaunts communicate with each other using their own language, Khen-Zai, which cannot be learned by those who lack their unique anatomy. Most know a smattering of other languages—usually tongues plucked from the minds of enslaved envoys. Common additional languages include Common, Draconic, Dwarven, and Elven.

Ethergaunt society serves the dual goals of philosophical progress and self-preservation. The khen-zai define progress as the culling of emotion in order to approach perfect rationality. They define self-preservation as the removal of any threat to their carefully developed objective philosophy. The inhabitants of the Material Plane threaten both philosophy and preservation, and hence must be destroyed.

Rigidly stratified through an immutable caste system, an ethergaunt's role in society is largely defined by the actions (or lack thereof) of its predecessors. The khen-zai long ago eliminated irrational ambition by ensuring that no ethergaunt can ever achieve a greater status. Once during its lifetime, however, an ethergaunt can produce a young khen-zai through asexual reproduction. The child's caste, and hence the color it will bear upon its faceplate for its entire life, is decided before it is born by a cadre of black ethergaunts who weigh the achievements of the child's ancestors before assigning the child's caste.

Ethergaunts gather in small communities known as enclaves, usually situated around a large central pyramid that serves as a center of learning for the entire community. The largest such settlements boast as many as ten black ethergaunts, fifty white ethergaunts, and as many as five hundred reds.

Red Ethergaunt Characters:

By far the most frequently encountered caste of ethergaunts, reds serve the race as scouts, trackers, and low-level diplomats

(particularly when diplomacy in fact means exterminating natives to send a political message). Though they hold an arrogant opinion of their own importance in relation to the current residents of the Material Plane, reds fully understand their role as the rank and file of the ether legions. The fact that ethergaunt grunts generally are more brilliant than the brightest human mages reveals much regarding khen-zai perspective.

Slightly shorter and bulkier than their superiors, red ethergaunts sport a crimson faceplate that marks them as creatures who have yet to purge the fires of passion from their rational minds. Accordingly, many of the more powerful reds view the struggle against the Material Plane races as a battle of the cultured against ravenous barbarians.

Ethergaunts sometimes become rogues or fighters, but their favored class is wizard. Clerics, druids, paladins, and members of any other class that involves channeling devotional energy or divine magic are not only unknown among ethergaunt society, but are severely persecuted as contrary to the khen-zai way of life. Such characters would be considered traitors to their race, especially if they associated with Material Plane creatures.

Red Ethergaunt Playable Race:

If a character dies during this adventure the red ethergaunt can be used to create a replacement character:

Red Ethergaunt Traits:

Ability Score Increase: Your Intelligence score increases by 2, and your Dexterity increases by 1.

Age: Red ethergaunts mature slower than humans, reaching maturity around age 100. Their life span is significantly long, living to 1,000 or older.

Alignment: Red ethergaunts usually attempt to be devoid of emotion and see other races as vermin. They are typically neutral evil and care little for the law or chaos.

Size: Red ethergaunts are typically 8 feet tall but are emaciated looking. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Aberration: Your creature type is aberration rather than humanoid.

Magic Resistance: You have an advantage on saving throws which are against spells and other magical effects.

Darkvision: You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Ethergaunt Weapon Training: You have proficiency with the *etherblade*.

Enslave: You can cast *charm person* as a 1st-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach level 7, you can cast *charm monster* as a 4th-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach level 9, you can cast *dominate person* as a 5th-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach level 15, you can cast *dominate monster* as an 8th-level spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Stupefying Gaze: You can open and close your vertically bisected mask as an action, revealing a horrifically alien morass of facial organs and orifices. Anyone within 30 feet of an ethergaunt with an open mask who meets the creature's gaze must succeed on a Wisdom saving throw against a DC equal to 8 + your proficiency bonus

+ your Intelligence modifier, or gains disadvantage on all Charisma, Intelligence, and Wisdom saves for 1 minute. A creature that successfully saves against this effect cannot be affected by the same ethergaunt's stupefying gaze for 24 hours. Ethergaunts are immune to their own gaze attacks and to those of others of their kind.

Language: Red ethergaunts can speak, read and write Khen-zai. You can read and write in Common, but to speak you must you an enslaved cohort.

Red Ethergaunt Magic Items:

Ethergaunts have developed several technological marvels. Because the race shuns art or pleasure, most such devices facilitate one of two activities: genocide or the eradication of religious devotion. Though the features of these objects resemble those of magic items, the objects are in fact technological and are not affected by spells such as *antimagic field*. Only ethergaunts have the knowledge and skill to build or maintain these devices.

Etherblade (heavy martial finesse melee and ranged weapon, 18 lb). Resembling a short glaive topped with a hollow barrel, this favored weapon of the ethergaunts can fire a ray of force as a ranged attack for 1d6 points of force damage. The etherblade ray has a range of 40/80 and is considered heavy. The weapon can fire 50 times before it is exhausted. It cannot be recharged.

An etherblade can be used as a two-handed weapon in melee combat to deal 1d10 points of slashing damage. A fully charged etherblade has a market price of 800 gp.

Doubt Bomb (inhaled poison). This small ceramic sphere contains a chemical mixture intended to overstimulate the "doubt centers" in the brain. The bomb can be thrown as a grenadelike weapon. A thrown bomb shatters

on impact, creating a cloud of poisonous gas in a 10-foot spread. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) psychic damage and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) psychic damage. After three successful saves, the poison ends. Ethergaunts are immune to the effects of doubt bombs. A doubt bomb has a market price of 1,000 gp.

Ethergaunt Device of Plane Shift-wondrous item, rare (requires attunement). This handheld technological device has 3 charges. While in your possession, you can use an action and expend 1 charge to cast the *plane shift* spell from it. The device regains 1d3 expended charges daily at dawn.

Conclusion

Another bright flash of turquoise and in an instant, you seem to appear in the same space. Your eyes sting as they adjust back to natural light. You once again feel the weight of your equipment. Even within the tomb the air seems refreshing as you inhale a deep breath.

Appendix A.

Monsters

Brain Collector

Huge aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	20 (+5)	14 (+2)	18 (+4)

Skills Arcana +9, Insight +6, Perception +6, Stealth +6

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 16

Languages Abyssal, Common, Deep Speech, Undercommon, telepathy 120 ft.

Challenge 9 (5,000 XP)

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

Innate Spellcasting (Psionics). The brain collector's innate spellcasting ability is Intelligence (spell save DC 16, +9 to hit with spell attacks). It can innately cast the following spells, requiring no spell components:

-At will: detect magic, detect thoughts, dispel magic

-1/day each: counterspell, dimension door, dominate person, phase shift (self only)

Actions

Multiattack. The brain collector makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage plus 18 (4d8) poison damage. The target must make a DC 16 Constitution saving throw. On a failed save the target takes the poison damage, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage

Extract Brain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one incapacitated humanoid. *Hit:* Target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the brain collector kills the target by extracting and collecting its brain.

Mind Blast (Recharge 5-6). The brain collector magically emits psychic energy in a 60-foot cone. Each creature in the area must succeed a DC 16 Intelligence saving throw or take 55 (10d10) 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.

Dharculus

Huge aberration, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 0 ft, fly 30 ft. (hover)

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

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Challenge 8 (3,900 XP)

Dualplane. The dharculus can move any number of its six mouthed tentacles in and out of the Material Plane as a bonus action. The dharculus always keeps its body and five eye tentacles in the Ethereal Plane, making it difficult to target. Any creature in the Material Plane that cannot see into the Ethereal Plane has disadvantage on attacks against the dharculus.

Multiple Mouthed Tentacles. The dharculus has six mouthed tentacles. Whenever the dharculus takes 25 or more damage in a single turn, one of its tentacles becomes unusable.

Reactive Mouthed Tentacles. For each mouthed tentacle the dharculus has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Actions

Multiattack. The dharculus makes as many mouthed tentacle bite attacks as it has mouthed tentacles. Additionally, if its target is in the Ethereal Plane it can make one maw bite attack.

Mouthed Tentacle Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage. If three or more tentacles hit successfully in a single round and the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the dharculus can't bite another target with those tentacles.

Maw Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 +3) piercing damage.

Pull into the Ethereal Plane. The dharculus makes one mouthed tentacle bite attack against a Large or smaller target it is grappling. If the attack hits, the target is pulled into the Ethereal Plane. The dharculus can immediately make a maw bite attack against the creature.

Doppelganger

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8 +16)

Speed 30 ft.

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

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger 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. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The doppelganger makes two melee attacks.

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

Read Thoughts. The doppelganger 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, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Ether Scarab

Tiny aberration, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft., fly 5 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses darkvision 60 ft., passive Perception 8

Challenge 1/8 (25 XP)

Wounding. At the start of a wounded creature's turn resulting from an ethereal scarab bite attack, it takes 1d4 necrotic damage for each time it has been wounded by the scarab. It can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a

creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Planar Rip. By ripping at the planar fabric with its mandibles, an ether scarab can create a two-way portal between its own plane and another (usually the Material Plane). This hole between the planes appears tiny, but it can accommodate any Large or smaller creature traveling in either direction. A planar rip closes in 1d4 + 1 rounds.

Death Burst. An ether scarab that dies on the Material Plane explodes harmlessly, causing a planar rip between the Material Plane and the Ethereal Plane. This hole in the planar fabric lasts 1d4 + 1 rounds. The tear is only about a foot-long opening, but if a Large or smaller creature touches it they are immediately transported into the Ethereal Plane as if the etherealness spell was cast on them.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 2 (1d6 -1) slashing damage.

Flesh Golem

Medium construct, neutral

Armor Class 9 (17 with plate armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands the language of its creator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its turn.

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

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

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

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

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

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

Damage Resistance acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyze, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is

immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Gray Slaad

Medium aberration (shapechanger), chaotic neutral

Armor Class 18 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	13 (+1)	8 (-1)	14 (+2)

Skills Arcana +5, Perception +6

Damage Resistance acid, cold, fire, lightning, thunder

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

Languages Slaad, telepathy 60 ft.

Challenge 9 (5,000 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 14). The slaad can innately cast the following spells, requiring no material components:

-At will: detect magic, detect thoughts, invisibility (self only), mage hand, major image

-2/day each: fear, fly, fireball, tongues

-1/day: plane shift (self only)

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

Magic Weapons. The slaad's weapon attacks are magical.

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Night Hag

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistance cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save

DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

-At will: detect magic, magic missile

-2/day each: plane shift (self only), ray of enfeeblement, sleep

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

Shared Spellcasting (Coven Only). While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

-1st level (4 slots): identify, ray of sickness

-2nd level (3 slots): hold person, locate object

-3rd level (3 slots): bestow curse, counterspell, lightning bolt

-4th level (3 slots): phantasmal kill, polymorph

-5th level (2 slots): contact other plane, scrying

-6th level (1 slot): eye bite

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The night hag's spell save DC is 15, and the spell attack bonus is +7 for these spells

Actions

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

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or

vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, the soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

Phase Spider

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from Material Plane to the Ethereal Plane, or vice versa.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage plus 18 (4d8) poison damage. The target must make a DC 11 Constitution saving throw. On a failed save the target takes the poison damage, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Phase Spider Brood Mother

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	12 (+1)	8 (-1)	10 (+0)	6 (-2)

Skills Stealth +8

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 10

Languages Undercommon

Challenge 8 (3,900 XP)

Ethereal Jaunt. As a bonus action, the brood mother can magically shift from Material Plane to the Ethereal Plane, or vice versa.

Innate Spellcasting. The brood mother's innate Spellcasting Ability is Wisdom (spell save DC 15). The brood mother can innately cast the following Spells, requiring no components:

2/day: dominate monster

1/day: plane shift

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

Spider Climb. The brood mother can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the brood mother knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 4) piercing damage plus 36 (8d8) poison damage. The target must make a DC 15 Constitution saving throw. On a failed save the target takes the poison damage, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Melee Weapon Attack:* +6 to hit, reach 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Summon Offspring (1/Day). The brood mother lets out a loud screech calling 1d4 + 1 phase spiders. The called creatures arrive in 1d4 rounds, acting as allies of the brood mother and obeying its spoken commands. The phase spiders remain for 1 hour, until the brood mother dies (they scurry off if she dies), or until the brood mother dismisses them as a bonus action.

Legendary Actions

The brood mother 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 brood mother regains spent legendary actions at the start of her turn.

Move. The brood mother moves up to her speed without provoking opportunity attacks.

Bite (Costs 2 Actions). The brood mother makes one bite attack.

Red Ethergaunt

Medium aberration, neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Intelligence +7, Wisdom +4

Skills Arcana +7, History +7

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages Khen-zai. Understands Common and can read and write in Common, but to speak it must use an enslaved cohort.

Challenge 6 (2,300 XP)

Spellcasting. The red ethergaunt is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save 15, +7 to hit with spell attacks). The red ethergaunt has the following spells prepared:

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

-1st level (4 slots): detect magic, mage armor, magic missile, shield

- 2nd level (3 slots): invisibility, misty step, suggestion
- 3rd level (3 slots): counterspell, fireball, fly
- 4th level (3 slots): greater invisibility, ice storm
- 5th level (1 slot): cone of cold

Limited Magic Immunity. The red ethergaunt can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has advantage against all other spells and magical effects.

Stupefying Gaze. A red ethergaunt can open and close its vertically bisected mask as a bonus action, revealing a horrifically alien morass of facial organs and orifices. Anyone within 30 feet of an ethergaunt with an open mask who meets the creature's gaze must succeed on a DC 15 Wisdom saving throw or gains disadvantage on all Charisma, Intelligence, and Wisdom saves for 1 minute. A creature that successfully saves against this effect cannot be affected by the same ethergaunt's stupefying gaze for 24 hours. Ethergaunts are immune to their own gaze attacks and to those of others of their kind.

Actions

Etherblade (Melee). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 2) slashing damage.

Ethereblade (Ranged). *Ranged Weapon Attack:* +5 to hit, reach 40/80 ft., one target. *Hit:* 6 (1d6 + 2) force damage.

Enslave (3/day). The red ethergaunt targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically Charmed by the red ethergaunt until the red ethergaunt dies or until it is on a different plane of existence from the target. The Charmed target is under the red ethergaunt's control and can't take reactions, and the red ethergaunt and the target communicate telepathically with

each other over any distance. Whenever the Charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the red ethergaunt.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

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

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

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

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

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

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

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

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages The languages it knew in life

Challenge 5 (1,800 XP)

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

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

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 +3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Yeth Hound

Large fey, neutral evil

Armor Class 14 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 11

Languages understands Common, Elvish, and Sylvan but can't speak

Challenge 4 (1,100 XP)

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

Sunlight Banishment. If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.

Telepathic Bond. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) piercing damage, plus 14 (4d6) psychic damage if the target is frightened.

Baleful Baying. The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is

immune to the baying of all yeth hounds for the next 24 hours.

Flesh Golem Player Handout

Ability Score Increase: Your Strength score increases by 2, and your Constitution increases by 1.

Age: Sentient flesh golems are ageless guardians and guard sacred sites, tombs, and treasure vaults long after the deaths of their creators, carrying out their appointed tasks for all eternity.

Alignment: Despite their appearance, most flesh golems take comfort in order and discipline, tending toward law and neutrality. Some though have absorbed the morality of the beings with which they served.

Size: Most flesh golems stand between 5 and 6 ½ feet tall. Weight and build depend on how many bodies were needed and which races were used to create the flesh golem. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Construct: Your creature type is construct rather than humanoid.

Darkvision: You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Golem Resilience: You were created to have remarkable fortitude, represented by the following benefits: You have advantage on saving throws against being poisoned, and you have resistance to poison damage. You are immune to disease. You don't need to eat, drink, or breathe. You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Sentry's Rest: When you take a long rest, you must spend at least six hours in an inactive,

motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Aversion to Fire: If you take fire damage, you have disadvantage on attack rolls and ability checks until the end of your next turn.

Immutable Form: You are immune to any spell or effect that would alter your form.

Language: A sentient flesh golem can speak, read, and write Common and one additional language of its creator.

Flesh Golem Full Player Handout

Ability Score Increase: Your Strength score increases by 2, and your Constitution increases by 1.

Age: Sentient flesh golems are ageless guardians and guard sacred sites, tombs, and treasure vaults long after the deaths of their creators, carrying out their appointed tasks for all eternity.

Alignment: Despite their appearance, most flesh golems take comfort in order and discipline, tending toward law and neutrality. Some though have absorbed the morality of the beings with which they served.

Size: Most flesh golems stand between 5 and 6 ½ feet tall. Weight and build depend on how many bodies were needed and which races were used to create the flesh golem. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Construct: Your creature type is construct rather than humanoid.

Darkvision: You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Golem Resilience: You were created to have remarkable fortitude, represented by the following benefits: You have advantage on saving throws against being poisoned, and you have resistance to poison damage. You are immune to disease. You don't need to eat, drink, or breathe. You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Sentry's Rest: When you take a long rest, you must spend at least six hours in an inactive,

motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Aversion to Fire: If you take fire damage, you have disadvantage on attack rolls and ability checks until the end of your next turn.

Immutable Form: You are immune to any spell or effect that would alter your form.

Blind Obedience: When your creator or possessor is on hand to command you, you perform flawlessly. A sentient flesh golem can act freely only when their creator is elsewhere but is never truly free until their creator dies or releases them.

Language: A sentient flesh golem can speak, read, and write Common and one additional language of its creator.

Red Ethergaunt Player Handout

Ability Score Increase: Your Intelligence score increases by 2, and your Dexterity increases by 1.

Age: Red ethergaunts mature slower than humans, reaching maturity around age 100. Their life span is significantly long, living to 1,000 or older.

Alignment: Red ethergaunts usually attempt to be devoid of emotion and see other races as vermin. They are typically neutral evil and care little for the law or chaos.

Size: Red ethergaunts are typically 8 feet tall but are emaciated looking. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Aberration: Your creature type is aberration rather than humanoid.

Magic Resistance: You have an advantage on saving throws which are against spells and other magical effects.

Darkvision: You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Ethergaunt Weapon Training: You have proficiency with the *etherblade*.

Enslave: You can cast *charm person* as a 1st-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach level 7, you can cast *charm monster* as a 4th-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach level 9, you can cast *dominate person* as a 5th-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach level 15, you can cast *dominate monster* as an 8th-level spell once with

this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Stupefying Gaze: You can open and close your vertically bisected mask as an action, revealing a horrifically alien morass of facial organs and orifices. Anyone within 30 feet of an ethergaunt with an open mask who meets the creature's gaze must succeed on a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence modifier, or gains disadvantage on all Charisma, Intelligence, and Wisdom saves for 1 minute. A creature that successfully saves against this effect cannot be affected by the same ethergaunt's stupefying gaze for 24 hours. Ethergaunts are immune to their own gaze attacks and to those of others of their kind.

Language: Red ethergaunts can speak, read and write Khen-zai. You can read and write in Common, but to speak you must you an enslaved cohort.