

HEROES & VILLAINS OF THE OLD WORLD



A COLLECTION OF NONPLAYER CHARACTERS INSPIRED BY EUROPEAN FOLKLORE FOR 5TH EDITION DUNGEONS & DRAGONS

HEROES & VILLAINS

CREDITS

This book was created by a multi-national team of writers, artists, and editors, originating from nearly a dozen different European countries. With this project, they hope to share a bit of their country's history, lore, and mythology with you for use in the world's greatest roleplaying game.

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OF THE OLD WORLD

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HEROES & VILLAINS

by Ole Arnesen

INTRODUCTION

From the dawn of humanity, every culture has had its own myths and folklore. Starting as oral traditions passed down through centuries, if not millennia, these tales and myths speak to us about these cultures: What traits do its people value? What is taboo? What behaviour do these myths praise and encourage? What does it really mean to be a member of this culture? And why, exactly, should you stay away from that dark forest over there?

In this book a group of creators, artists and storytellers from across the diverse cultures of Europe and beyond set out once more to explore the depths of European fairytale, folklore, and myth.

We hope this book inspires you to use these characters as friends or foes in your games of Dungeons & Dragons. We also hope it inspires you to explore further. Our book, is far from exhaustive. This means that there is still a vast treasure trove of heroes and villains out there that we have not covered, not to mention monsters and artifacts.

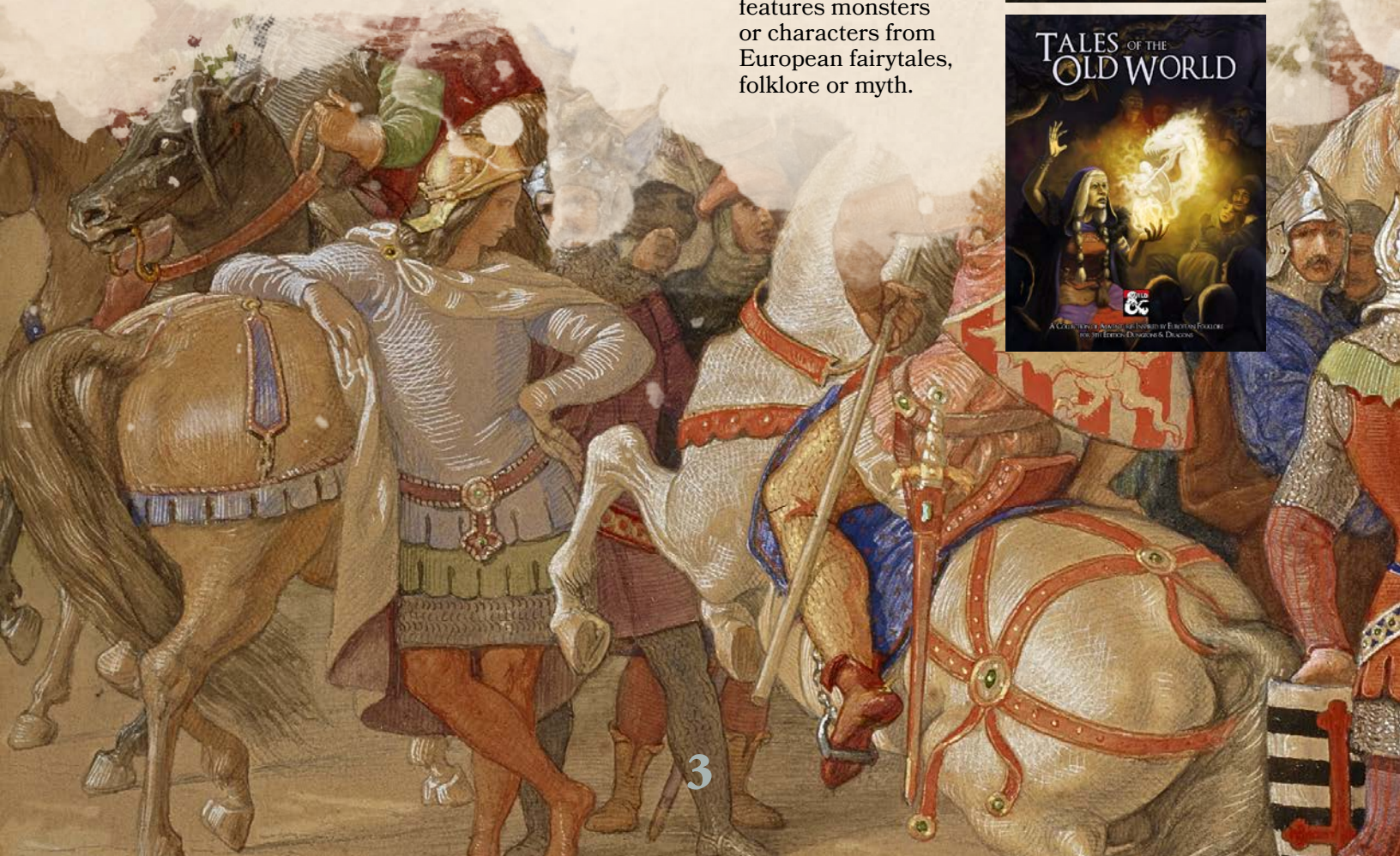
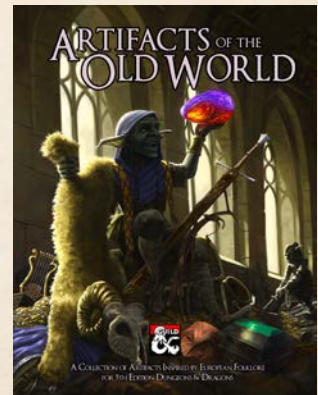
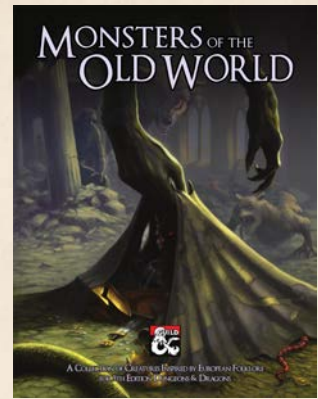
THE OLD WORLD SERIES

Since this book is part of a series, we would do well to mention both monsters and artifacts:

Monsters of the Old World. The first book in the Old World series, *Monsters of the Old World* focuses on the creatures of European fairytales, folklore, and myth.

Artifacts of the Old World. The second book in the Old World series, *Artifacts of the Old World* focuses on the magic items of European fairytales, folklore, and myth.

Tales of the Old World. The fourth book in the Old World series, *Tales of the Old World* is a collection of adventures. Each features monsters or characters from European fairytales, folklore or myth.



OF THE OLD WORLD

SETTING NEUTRAL

The characters in this book are based on characters from real world fairytale and mythology. Some of the characters we have chosen to include are strongly tied to specific real world locations, while others exist in an entirely fantastic fairytale realm.

Whatever the case, we strove to depict each character in a way that allows them to easily fit into your setting of choice.

In other words, you are totally free to feast with Utgards-Loke in the freezing north of Icewind Dale, or to visit Baba Yaga's cottage on the outskirts of the village of Barovia. Why not explore the lands of Khorvaire in search of the holy grail alongside King Arthur and Sir Lancelot, or walk the streets of Ravnica with Emmeken and Master Twardowski? Maybe you would rather fight monsters alongside Heracles and Perseus in the mythic lands of Theros?

ALLIES OR ENEMIES?

The nature of the characters in this book vary. They are good, evil, neutral, conflicted, or completely indifferent about morality. You can find heroes and villains here that can both hinder, or help your party. There is a bit of everything.

Do you defend the realm alongside King Arthur, or help Mordred usurp him? Do you accept a quest from Old-Erik to retrieve a magic hand-mill from the bottom of the sea, or do you expose him as the Devil in the midst of his congregation? Do you help King Popiel and the Poison Queen suppress the revolt against their rule, or do you lead it? Do you infiltrate the fortress Utgard in the cold darkness of the far north, or do you visit as Utgards-Loke's honored guest? If so, can you empty his drinking horn?

Whatever you choose to do with these characters, we hope you have as much fun using them as we had creating them.



by Matthew Whitby

HERNE THE HUNTER

Hoof and horn, hoof and horn: All who die shall be reborn.

— *Chant of the Hunt*

Herne the Hunter is a tormented spirit, a body that once scoured the land is now a soul doomed to lead a spectral hunt. Herne the Hunter is one with the forest, depicted by the stag antlers that protrude from his head. He leads the hunt atop a mighty black steed, blowing into a finely carved horn to signal a new hunt. A simple wooden bow at his side, rattling chains bound around his arms, and a pack of baying hounds at his steed's heels, the Lord of the Forest rides forth. Every winter and only at midnight does he appear to begin the hunt once more. It is said that anyone who hears the call for the hunt is destined to ride with him forever.

Disgraced Huntsman. In life, Herne was a huntsman, widely known as a skilled tracker. Unfortunately, this caused the jealousy of many, and due to false accusations of poaching, Herne lost everything. This led to a dire series of events, resulting in Herne hanging himself from an oak tree. That tree is now known as Herne's Oak, deep within a forest.

Tormentor. In death, Herne the Hunter became bitter and cruel. All he came across he terrified, he blighted cows whose milk turned to blood, and rattled chains long into the night.

WARHORSE

Large beast, unaligned

Armor Class 18 (plate mail barding)

Hit Points 45 (8d10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

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



IN BRITISH FOLKLORE

The earliest account of Herne actually stems from one of William Shakespeare's lesser known plays, and reads as follows:

*“There is an old tale goes, that Herne the Hunter
(sometime a keeper here in Windsor Forest)
Doth all the winter-time, at still midnight
Walk round about an oak, with great ragg'd horns;
And there he blasts the tree, and takes the cattle,
And makes milch-kine yield blood, and shakes a
chain
In a most hideous and dreadful manner.
You have heard of such a spirit, and well you know
The superstitious idle-headed eld
Receiv'd, and did deliver to our age
This tale of Herne the Hunter for a truth.”*

—William Shakespeare, *The Merry Wives of Windsor*, Act 4, scene 4

HERNE THE HUNTER

Medium undead, neutral evil

Armor Class 14

Hit Points 127 (15d8 + 60)

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

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

Skills Animal Handling +4, Perception +4, Survival +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 13 (10,000 XP)

Beasts of the Hunt. Herne the Hunter is joined by 4 shadow mastiffs and a war horse.

Blight of Herne. Trees and beasts suffer within Herne's presence. Wildlife within 5 ft. of Herne begins to wilt if near him for a minute, and beasts have their maximum hit points reduced by 1 for each minute spent within 5 ft. of him. Any milk those creatures produce is replaced with blood for 24 hours.

Ethereal Sight. Herne can see 60 ft. into the Ethereal Plane when he is on the Material Plane, and vice versa.

Incorporeal Movement. Herne can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

ACTIONS

Multiattack. Herne the Hunter makes two longbow attacks.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Rattling the Chains. Each non-undead creature within 60 ft. of Herne that can see him must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. 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, the target is immune to Herne's Rattling the Chains for the next 24 hours.

Call of the Hunt (1/Day). Blowing onto his horn, each non-undead creature within 100 ft. of Herne that can hear the horn must succeed on a DC 15 Wisdom saving throw or be charmed by Herne for 24 hours. If the target suffers any harm, it can repeat the saving throw, ending the effect on a success. The charmed target feels a compulsion to hunt anything of beast creature type. Upon killing any beast, the charm effect ends.

by Matthew Whitby

JACK THE GIANT-KILLER

"They say he was just a mere boy when he slayed that first giant. All I know is that Jack is fearless, and a perfect right hand man."

— Mordred, King Artur's Son

In his youth, Jack was never taken seriously; a small child in a huge and unforgiving world. The fateful day when he took matters into his own hands and slew a giant changed everything. Now, much older and somewhat wiser, Jack is a Knight of the Round Table, having served alongside King Artur's son, Mordred.

Slayer of Giants. Jack rose to great renown by slaying Cormoran, a local hill giant that constantly raided his family's farm. His reputation of Giant-killer drew the ire of countless giants, who sought revenge only to fall at the hands of Jack.

Many Magical Gifts. Through years of adventure, Jack has gained many magical items, including a giant slaying pick, magical sword, cloak of invisibility, boots of swiftness, and even a cap of knowledge. These items all look unassuming, much to Jack's benefit. He works best when no one takes him seriously.

HERNE'S TRAITS

Ideals. Hunt. The hunt does not end, hoof and horn.

Bonds. Forest. Look around: every beast, tree, and river. All are part of my domain.

Flaws. Anger. Any false accusation will send me into a rage that not even the gods themselves can stop.

SHADOW MASTIFF

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or darkness

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Ethereal Awareness. The shadow mastiff can see ethereal creatures and objects.

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

Shadow Blend. While in dim light or darkness, the shadow mastiff can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow mastiff uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated.

Sunlight Weakness. While in bright light created by sunlight, the shadow mastiff has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

HERNE'S TRAITS

Ideals. People. I look out for the little guy, often by taking out the *big* ones.

Bonds. It is my duty as a knight to protect all those of the realm.

Flaws. My overconfidence makes me believe that there is no enemy too big for me to slay.

CAP OF KNOWLEDGE

Wondrous item, uncommon

Jack the Giant-Killer was gifted the Cap of Knowledge by his uncle after having trapped another giant within a castle's vault. The cap has the ability to give him information that Jack would never have known otherwise.



IN BRITISH FOLKLORE

Jack managed to kill his first giant, Cormoran, by tricking the giant into a hole and killing it using a pick-axe blow to the head. In his adventures he's killed countless giants, dragons, and a fair share of demons, all before being knighted and joining the Knights of the Round Table.

While wearing this cap, your Intelligence score cannot be reduced.

Additionally, when you make an Intelligence check you can choose to gain advantage on that roll. Once you have used this property, it can't be used again until the next dawn.

JACK THE GIANT-KILLER

Medium humanoid (human), neutral good

Armor Class 15 (leather armour)

Hit Points 117 (18d8 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	13 (+1)	12 (+1)	10 (+0)

Saving Throws Str +8, Dex +8

Skills Athletics +8, Perception +5, Persuasion +4, Stealth +8

Senses passive Perception 15

Languages Common, Giant

Challenge 13 (10,000 XP)

Favored Enemy (Giants). Jack has advantage on Wisdom (Survival) checks to track giants, as well as on Intelligence checks to recall information about them.

Agile. Opportunity attacks against Jack are made with disadvantage.

Magic Items. Jack wields the *pickaxe of giant killing* and a +1 *shortsword*. He wears a *cloak of invisibility*, *boots of swiftness*, and a *cap of knowledge*.

ACTIONS

Multiattack. Jack makes two attacks, one with his pickaxe of giant-killing and one with his +1 shortsword.

Pickaxe of Giant Killing. *Melee Weapon Attack:* +9 (+11 against giants) to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, or 20 (3d8 + 7) piercing damage against a giant.

Shortsword (+1). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 5) slashing damage.

REACTIONS

Giant-Killer. When a Large or larger creature within 5 feet of Jack hits or misses with an attack, he can use his reaction to immediately make a weapon attack against that creature, provided he can see the creature.

PICKAXE OF GIANT-KILLING

Weapon (war pick), very rare (requires attunement)

This rather unassuming pickaxe has a rich history in both giant and human lore, with vastly different sides to the same tale. For humans it is one of overcoming extreme odds, with a young boy, Jack, managing to single handedly kill an oppressive giant. For giants, the mere mention of Jack the Giant-Killer or the pickaxe he used to kill Cormoran strikes fear into their hearts.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This bonus increases to +3 when you use the pickaxe to attack a giant.

When you hit a giant with this weapon, the giant takes an extra 2d8 piercing damage. As an action, you can speak a command word to strike fear into all giants within 60 feet that can see you. Any giants within range must succeed a DC 15 Wisdom saving throw or become frightened of you for 1 minute.

The pickaxe's property can't be used again until the next dawn. In the meantime, the pickaxe can still be used as a magical weapon.

by Matthew Whitby

JENNY GREEN-TEETH

*"Watch your step beside my pond,
the duckweed path that rivers bond.
You'll find yourself yanked beneath,
By the one, the only, Jenny Green-Teeth."*

— Children's Rhyme

A water fairy, river hag, pond fey. Jenny Green-Teeth goes by many names, but there are three certain truths. First, she's a green-skinned woman, with wet hair covered in slime and algae. Second, inside her mouth are rows upon rows of piercingly sharp teeth in forty different shades. Third, if you happen to step atop the duckweed path of her pond, she'll drag you under without hesitation.

Folly of Young and Old. While she is indiscriminate with who she drags under, Jenny Green-Teeth takes malicious delight in snuffing out children or the elderly. Mostly due to them being easy prey.

Pond Home. Jenny Green-Teeth somehow lives simultaneously within a series of ponds scattered miles apart across her domain. Each pond is covered in duckweed that makes the surface look misleadingly walkable.

JENNY GREEN-TEETH'S LAIR

Jenny Green-Teeth's lair is a series of duckweed covered ponds, with each being up to 1 mile apart, and varying significantly in size and depth. Jenny Green-Teeth encountered in her lair has a challenge rating of 6 (2,300 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Jenny Green-Teeth can take one lair action to cause one of the following effects:

- The ground around the pond sinks below the water. Each creature within 5 feet of the edge of the pond must succeed on a DC 15 Dexterity saving throw, or fall prone in the water.



- Underwater vines reach out of the depths of the pond to coil around those in the water. Each creature in the pond other than Jenny must succeed on a DC 14 Strength saving throw or become restrained.
- The pond water gushes into mouths and nostrils to drown those underwater. Each creature below the surface of the water who cannot breathe underwater must succeed on a DC 10 Constitution saving throw or have the amount of time they can hold their breath reduced by 1d10 x 6 seconds.

Jenny Green-Teeth can't repeat an effect until all effects have been used.

REGIONAL EFFECTS

A region housing Jenny Green-Teeth's lair is affected by her presence, which creates one or more of the following effects:

- Ponds within the area begin to grow duckweed, covering the entire surface in a mat of leaves.
- More ponds begin to crop up, scattered across the land and beside roads and towns.
- Murmurs of missing elderly people and children begin to gradually spread.

If Jenny Green-Teeth dies, these effects fade over the course of 1d10 days.



JENNY'S TRAITS

Ideals. Nature. Those who do not learn, die. I am an agent of the cycle of life.

Bonds. These ponds are my home, but empty. I must fill them, one by one.

Flaws. I savour every moment of a kill, losing sight of whatever else is going on. Each life underwater simply steals my breath... as I take theirs.

JENNY GREEN-TEETH

Medium fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Skills Athletics +7, Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 5 (1,800 XP)

Ambush. On the first round of combat, Jenny has advantage on attack rolls against any creature that hasn't taken a turn yet.

Amphibious. Jenny can breathe air and water.

False Appearance. While Jenny remains motionless underwater, she is indistinguishable from floating duckweed.

Pond Stealth. While underwater in a pond, Jenny can take the Hide action as a bonus action.

Pond Step (1/Day). As an action, Jenny can teleport herself from the bottom of a pond to another familiar, duckweed-covered pond up to one mile away.

ACTIONS

Multiattack. Jenny makes two attacks with her claws, or makes one pond-weed tangle and drag under attack.

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

Pond-weed Tangle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws.

Drag Under. Jenny moves up to 25 ft. underwater, pulling one creature grappled by pond-weed with her.

by Matthew Whitby

ROBIN HOOD

"At the end of the day, I fight for those who cannot fight for themselves. If that makes me an outlaw, so be it. I've been called worse."

— Robin Hood

The origins of Robin Hood are unknown. Some say that he is of noble birth, stepping onto another path to balance the order of things. Others say he is a soldier returned from foreign wars only to find his home ravaged by taxes. In rare cases, he is said to be just a commoner who took up arms. Regardless of his origin, which Robin likes to keep people speculating on, he is a legendary hero.

Outlaw. He lives away from civilization, in the forest, with his band of Merry-Men—a party of individuals who share his sentiment of robbing from the rich and giving to the poor.

Renowned Fighter. Most know Robin Hood as an iconic archer. While his skills with a bow cannot be understated, those who manage to get close are quick to discover his ample skill with the blade. Robin takes pleasure in crossing swords with his enemies as it is the best opportunity to mock and insult.

BOW OF MERRY-THIEVES

Weapon (longbow), legendary (requires attunement)

Robin Hood had an infamously sharp aim, capable of hitting the smallest of targets from the greatest of distances. It became second nature for Robin to disarm enemies, and with some practiced timing Robin would disarm foes to allow his unarmed allies to snatch the flying weapons and gain the upper hand. If asked, Robin would attribute the success to his lucky bow, which would only be a half-truth. Over years of use, the bow has magically gained some of the abilities of its owner.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. The bow has 3 charges. It regains 1d3 expended charges daily at dawn.

You can use an action and expend a charge to speak the bow's command word, targeting an item held by a creature within range of the bow



ROBIN HOOD'S TRAITS

Ideals. The rich have too much, the poor too little. I seek to fix that.

Bonds. I owe my brothers in arms much, more than they know.

Flaws. What fun is there in winning the day, if I cannot mock my opponent to their face!

that does not have full cover. After speaking the command word, you gain advantage on your next ranged attack roll. Any creature you successfully hit with that attack must make a DC 17 Strength saving throw or drop one item of your choice that they are holding. An ally of your choice within 30 feet of the target can immediately catch the item.

ROBIN HOOD

Medium humanoid (human), chaotic good

Armor Class 19 (leather armor, Suave Defense)

Hit Points 97 (15d8 + 30)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +7, Cha +7

Skills Acrobatics +7, Athletics +4, Deception +7, Perception +5, Persuasion +7, Sleight of Hand +7, Stealth +7

Senses passive Perception 17

Languages Common, Elvish

Challenge 6 (2,300 XP)

Evasion. If he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Robin instead takes no damage if he succeeds on the saving throw, and only half damage if he fails. He can't use this trait if he's incapacitated.

Suave Defense. While Robin is wearing light or no armor and wielding no shield, his AC includes his Charisma modifier.

Magic Items. Robin Hood wields his *Bow of Merry-Thieves*.

ACTIONS

Multiattack. Robin makes two attacks with his bow of merry-thieves or two with his shortsword.

Bow of Merry-Thieves. Ranged Weapon Attack: +9 to hit, range 80/320 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

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

REACTIONS

Parry. Robin adds 2 to his AC against one melee attack that would hit him. To do so, Robin must see the attack and be wielding a melee weapon.

ROBIN HOOD'S LAIR

Robin Hood's home has always been the forest, which regardless of where it is, he lovingly calls "Sherwood Forest". There with his band of merry thieves, they seek rich travellers to "relieve" them of their riches, to be given to the poor.

Robin Hood encountered in his forest has a challenge rating of 9 (5,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Robin Hood can take one lair action to cause one of the following effects:

- A large rope net falls from the tree line, covering a 15 foot cube centered at a point of Robin Hood's choosing within 60 feet of him. The net makes a ranged attack with a +5 bonus against all targets in the cube. Any target hit becomes restrained. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature, ending the effect and destroying the net.
- A large wooden ram swings down from a tree that Robin Hood can see within 60 feet of him. It swings in a 30 foot line, and all creatures within its path must make a DC 14 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone, or half as much damage on a success and not be knocked prone.
- Robin Hood calls the Merry-Men to his side and 2 scouts appear suddenly from the trees to assist him.

Robin Hood can't repeat an effect until they have all been used, and he can't use the same effect two rounds in a row.

REGIONAL EFFECTS

A region housing Robin Hood's lair is affected by his presence, which creates one or more of the following effects:

- There are arrows found shot into trees, without any signs of conflict.
- Rumours of noble caravans being attacked by outlaws are prevalent ten miles around Robin Hood's lair.

If Robin Hood dies, these effects fade over the course of 1d10 days.

by Catherine Evans

GUINEVERE

*"She seemed a part of joyous Spring;
A gown of grass-green silk she wore,
Buckled with golden clasps before;
A light-green tuft of plumes she bore
Closed in a golden ring."*

— *Sir Launcelot and Queen Guinevere,*
Alfred Lord Tennyson

Young, beautiful, and married too soon, Guinevere became subsumed into her husband Arthur's story the moment she left her father's house. Her name translates as "White Fey," and is a reference to her mother, the creature of faerie who bore her and left her for her mortal father to raise. Along with her clever wit and a gift for charming even avowed enemies, Guinevere uses her fey magics to make the affairs of court run smoothly.

The Heart of Arthur's Court. Guinevere's influence in Arthur's court is subtle, and often overlooked. She is kind, and easy to talk to. That means she knows everyone, from the most powerful visiting hero to the lowliest servant. Very little escapes her notice – or her understanding. Visitors who would make good allies for Arthur are treated well, and find that their goals are easily met. In contrast, those who present a danger find the royal court a subtly unwelcoming environment, and their plans easily go awry.

Lovesick. Guinevere considers herself loyal to her husband. She makes his court a place of joy and song, she turns his enemies into friends, and she supports his ambitious kingdom-building. At the same time, she grows tired of working in the background, and being seen as decoration. On the rare occasions that someone really sees her, Guinevere is easily charmed by them. She falls in love easily, drunk on being the center of somebody's world. Both Arthur's sworn enemy Mordred, and his loyal ally Lancelot, have caught Guinevere's eye, and they probably won't be the last men to do so.



RAIMENTS OF PROTECTION

Wondrous item, very rare (requires attunement)

This green gown, elaborately embroidered in gold thread, with patterns of leaping deer and running horses, is Guinevere's armor—literal and figurative—at courtly functions.

The wearer gains a +3 bonus to AC, and has advantage on Charisma checks.

GUINEVERE'S TRAITS

Ideals. I want to leave the world a better place than I found it.

Bonds. The idea of Camelot is greater than any one person. I work tirelessly to make it succeed.

Flaws. I want to be loved—and I let that override my better judgement.

GUINEVERE

Medium humanoid (half-elf), neutral good

Armor Class 14 (raiments of protection)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Wis +5, Cha +6

Skills Persuasion +6, Insight +8

Senses passive Perception 12

Languages Common, Elven

Challenge 3 (700 XP)

Communion (3/Day). When she uses this ability, Guinevere can speak to, and be understood, by any creature, regardless of whether the subjects can speak any languages, for the next ten minutes. This ability has no effect on creatures with an Intelligence lower than 3.

Fey Heritage. Guinevere has advantage on saving throws to resist being charmed.

Celebration of Heroes. When Guinevere spends an hour in conversation with a group of creatures, she can choose up to six on whom to bestow the following benefits, which last for 24 hours:

- Become immune to the charmed and frightened conditions.
- Become immune to poison damage and the poisoned condition.
- Heal 18 (4d8) hit points.
- Gain 11 (2d10) temporary hit points.
- Gain Inspiration.

Innate Spellcasting. Guinevere can cast the following spells once per day each, without requiring material components. Charisma is her spellcasting ability (spell save DC 14): *calm emotions, charm person, suggestion, zone of truth.*

Magic Items. Guinevere wears *raiments of protection*.

ACTIONS

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

by Matthew Whitby

KING ARTHUR PENDRAGON

"What can be said of King Arthur? The hero of a million tales. Truth is, he is merely human. Courageous, but human."

— Merlin

King Arthur Pendragon, wielder of *Excalibur* and rightful ruler of the land. The victor of countless battles, finder of the Holy Grail, and leader of the Knights of the Round Table. Arthur has fought and slain giants, witches, monstrous boars, and demons, each time emerging victorious. His rise in power is attributed to the many allies who fought by his side, and in no small part to his advisor Merlin. Truth be told, any of King Arthur's misfortunes were through his own doing. While King Arthur is a noble man and a powerful leader, he is not without his flaws.

Ruler by Fate. Arthur Pendragon was destined to rule, it was in his blood, foretold a hundred times over. The sword *Excalibur* could only be wielded by those worthy. Arthur was deemed the rightful ruler of the land, gifted *Excalibur* by the mysterious Lady of the Lake.

Knights of the Round Table. Once crowned, King Arthur was a fair and just ruler. His kingdom was established on justice, and to help him lead he formed the Knights of the Round Table, a faction bound by vows to the Code of Chivalry to act in the best interest of the land.

KING ARTHUR'S TRAITS

Ideals. Order. In my kingdom, peace reigns by law, justice, and morality.

Bonds. Knights of the Round Table. Those who sit around my table, are my equals in pure unity.

Flaws. Pride. I am proud to be renowned for my strength, my intelligence, and my skills, but it will probably lead to my downfall.



KING ARTHUR PENDRAGON

Medium humanoid (human), lawful good

Armor Class 18 (plate)
Hit Points 229 (27d8 + 108)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	16 (+3)	12 (+1)	18 (+4)

Saving Throws Str +10, Dex +8, Con +9
Skills Athletics +10, Perception +6, Persuasion +9 Religion +8
Senses passive Perception 16
Languages Common
Challenge 15 (13,000 XP)

Indomitable (3/Day). King Arthur can reroll a saving throw if it fails. He must use the new roll.

Legendary Resistance (1/Day). If King Arthur fails a saving throw, he can choose to succeed instead.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, King Arthur can regain 20 hit points.

Survivor. King Arthur regains 10 hit points at the start of his turn if he has at least 1 hit point but fewer hit points than half his hit point maximum.

Magic Items. King Arthur wields *Excalibur*.

ACTIONS

Multiattack. King Arthur makes three *Excalibur* attacks.

Excalibur. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage, or 19 (2d10 + 8) slashing damage if wielded with two hands.

REACTIONS

Parry. King Arthur adds 3 to his AC against one melee attack that would hit him. To do so, King Arthur must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

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

Weapon Attack. King Arthur makes a weapon attack.

Command Ally. King Arthur targets one ally he can see within 30 feet of him. If the target can see and hear him, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Courageous Charge (Costs 2 Actions). King Arthur moves up to his speed towards an enemy.

EXCALIBUR

Weapon (longsword), artifact (requires attunement by a creature of good alignment)

Most believe the power of *Excalibur* resides in the sword, which is true to some extent. Both the blade and the scabbard have powers of their own. While the sword holds the brightness of 30 torches, and the power to deal devastating blows, as long as the owner holds the scabbard they cannot bleed. This stands as a sign that only a fool seeks to rule by sword alone, with a sheathed sword representing tempered royalty.

Excalibur is a magic longsword that grants a +3 bonus to attack and damage rolls made with it.

While attuned to *Excalibur* you gain the following benefits:

- At the start of your turn, if you are unconscious and still have the scabbard in your possession, you automatically stabilise.
- You do not bleed, however your hit points can be reduced as normal.
- Attacks made with *Excalibur* ignore all resistances and immunities.
- *Excalibur* is immune to dispel magic and similar effects, and cannot be broken or destroyed.

Excalibur has 7 charges. It regains 1d6+1 charges daily at dawn.

Light. As an action, you can expend 1 charge to cause the blade to give off the brilliant light of 30 torches, shedding bright light in a 150-foot radius and dim light for an additional 150 feet. When a creature enters the area of bright light for the first time on a turn or starts its turn there, you can force it to make a DC 10 Constitution saving throw. On a failure, the creature is blinded until the end of their next turn. On a success, they are immune to *Excalibur*'s Light for the next

24 hours. The light lasts for 1 hour, or until you fall unconscious or dismiss it as a bonus action.

Random Properties. *Excalibur* has the following random properties:

- 2 minor beneficial properties
- 2 major beneficial properties

Royal Decree. While the sword is on your person, you can add a d10 to your initiative rolls. In addition, when you use an action to attack with the sword, you can transfer some or all of its attack bonus to your Armor Class instead. The adjusted bonus remains in effect until the start of your next turn. For example, you could choose to decrease the attack bonus to +1, giving yourself +2 to AC.

Restoration. You can expend 3 charges as an action to regain 2d12 hit points. This effect also ends all blindness, deafness, and poison or diseases affecting you.

Glorious Strike. When you hit with a melee weapon attack using *Excalibur*, you can expend any number of remaining charges to deal radiant damage to the target, in addition to your normal damage. The extra damage is 1d8 for each charge expended.

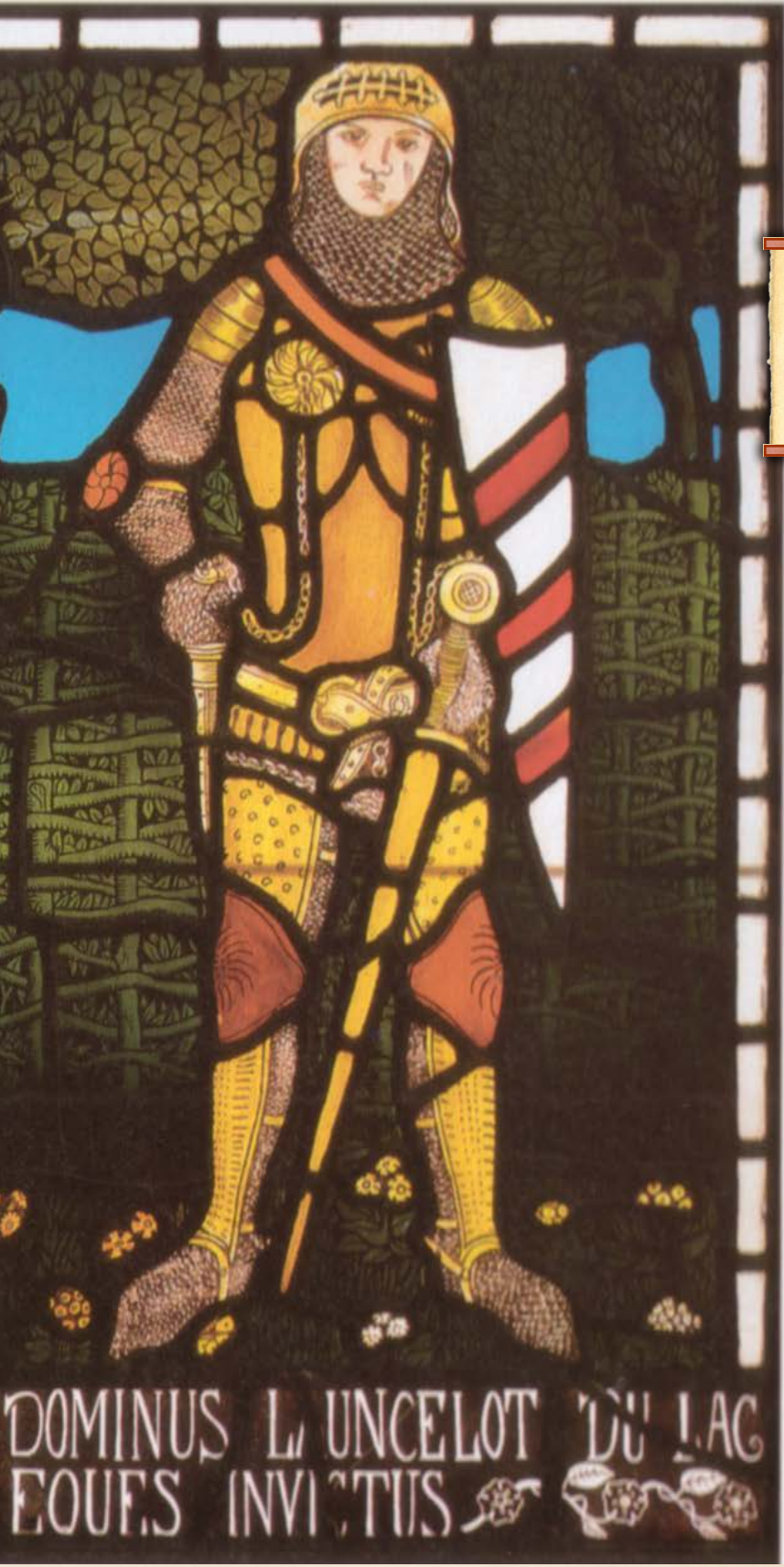
Destroying the Blade. *Excalibur* cannot be destroyed. However if returned to the lake of its origin it will cease to exist until the Lady of the Lake deems it suitable to gift it once more.

IN ARTHURIAN LEGENDS

The Legends of King Arthur paint him in one of two lights; the first an untouchable figure who can do no wrong or secondly a deeply flawed individual. The depiction of King Arthur within this book leans more towards the first, but the following information surrounding one telling of his downfall highlights the other:

King Arthur is said to be lost without Merlin's guidance. While lost, he killed his own friend Accolon, amidst some confusion caused by Arthur's half-sister Morgan le Fay. In revenge, Morgan stole the scabbard of *Excalibur*, which without it meant that King Arthur could be slain. King Arthur later fell in battle against Mordred, who was his son as a result of an affair.





by Catherine Evans

LANCELOT DU LAC

*But one Sir Lancelot du Lake,
Who was approvèd well,
He for his deeds and feats of arms
All others did excell.*

—*Sir Lancelot du Lake, Thomas Percy*

Sir Lancelot du Lac is amongst the greatest knights of his age. Strong and skilled, a peerless fighter, a master of the sword and a devoted friend to Arthur. Lancelot works hard to make sure that these are the only stories that are told of him. He prefers them to the tales of his early life: how his father King Ban lost a war and then his life, how his mother abandoned him on the shores of a magical lake, to be found and raised by Nimue and her ladies... and then sent out, away from them, to find his place in the world.

Knight Errant. Before Lancelot received his knighthood from Arthur, he was a man without a place. His time before The Lady of the Lake was a blank space in his memory, and he created himself from the heroic deeds he carried out. In a way, Lancelot's entire personality is a story he tells himself. Only since joining Arthur's court has he felt like part of something larger, and like a real person rather than a storybook knight.

The Queen's Champion. Guinevere took a special interest in this strange man, both paragon of knightly virtue and oddly awkward outsider. She spent time with him, welcoming him into the court and helping him find his way to other friendships and alliances. She spoke well of him to Arthur, and the two grew close. Through patience or some of her subtle magics, she helped Lancelot unlock the lost memories of his youth. Lancelot immediately wished she hadn't: there was nothing there that brought him happiness. As close as they were, and as wrapped up in one another's emotions, it surprised neither of them to find they'd fallen in love.

LANCELOT'S TRAITS

Ideals. I believe in Arthur's vision of a just, fair kingdom safe from magical and mortal threats.

Bonds. I am torn between my loyalty to my liege Arthur and my love Guinevere.

Flaws. I am too often governed by my heart.

IN ARTHURIAN LEGENDS

In most tellings of the Arthurian myth, Lancelot borrows the sword Secace from Arthur. It's rarely detailed. Many creative liberties have been taken with the item described below. If you want your Lancelot with less embellishment, just give him a +2 longsword.

LANCELOT DU LAC

Medium humanoid (human), lawful good

Armor Class 20 (on foot; plate mail and shield); 18 (mounted; plate mail)

Hit Points 127 (15d10 + 45)

Speed 30 ft., 60 ft. (mounted)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Wis +5, Cha +6

Skills Animal Handling +5, Athletics +8, Perception +5, Persuasion +6

Senses passive Perception 15

Languages Aquan, Common

Challenge 9 (5,000 XP)

Mounted Knight. Lancelot has advantage on saving throws made to avoid falling off a mount. If he falls no more than 10 feet from a mount, he lands on his feet if not incapacitated. Mounting or dismounting a creature costs Lancelot only 5 feet of movement, rather than half his speed.

Ferocious Charger. If Lancelot moves at least 10 feet in a straight line, either mounted or on foot, right before attacking a creature, and hits it with the attack, the target must succeed on a Strength saving throw (DC 16) or be knocked prone. He can use this feature once on each of his turns.

Fey Mantle (3/Day). Guinevere, half fey herself, wards Lancelot against the predations of the fey. After using an action to activate this feature, fey creatures have disadvantage on attack rolls against Lancelot.

Legendary Resistance (3/Day). When Lancelot fails a saving throw, he may choose to succeed instead.

Magic Item. Lancelot wields the longsword *Secace*.

ACTIONS

Multiattack. Lancelot makes two attacks with *Secace*, and one with his shield.

Secace (Longsword). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) when wielded with one hand, 12 (1d10 + 7) when wielded with two hands slashing damage.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Lance. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

REACTIONS

The Lady's Blessing. Lancelot's mother, the Lady of the Lake, weaves her magic around him and safeguards him from harm. When a melee or ranged attack damages Lancelot, he may use his reaction to call a shimmering cloak of water around him, reducing the damage by 7 (2d6).

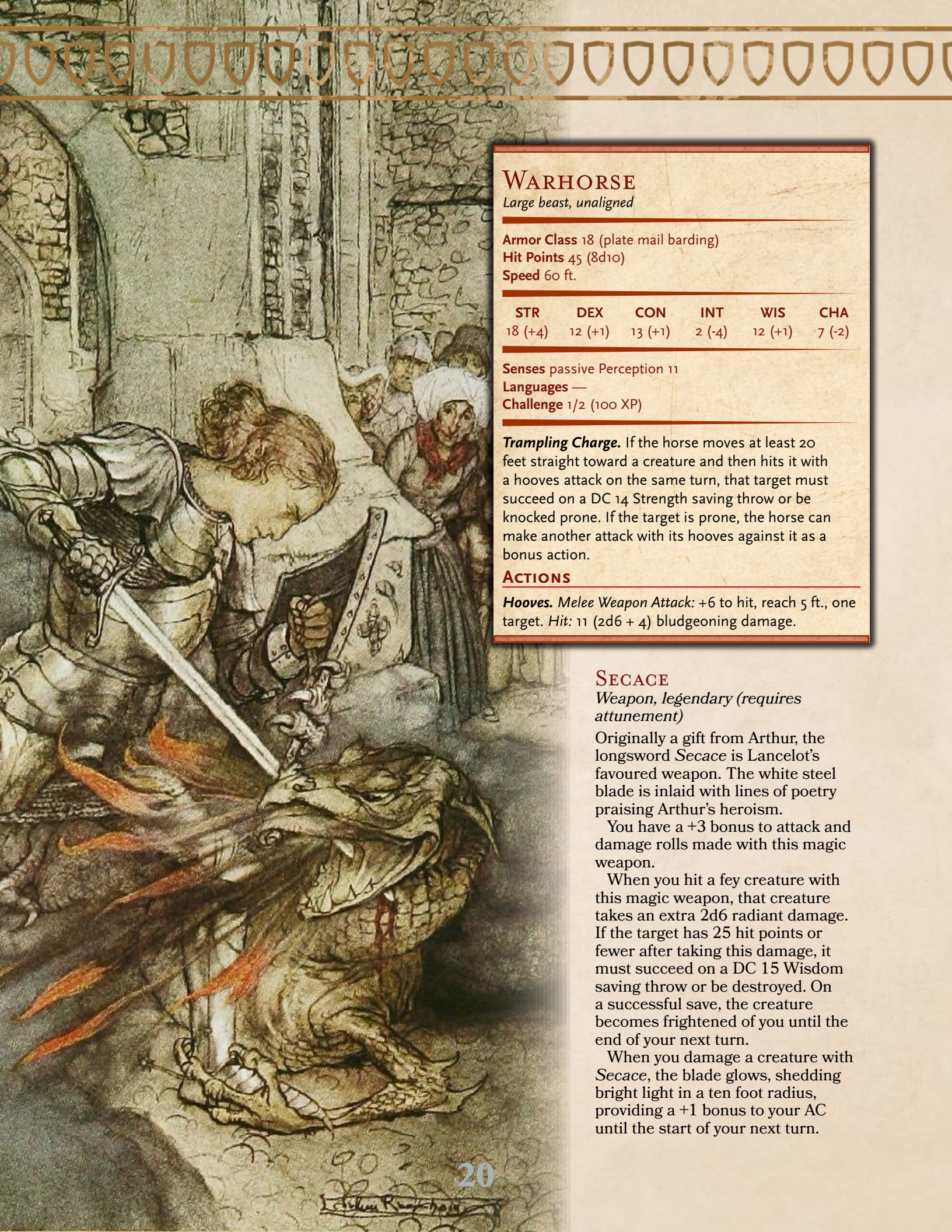
LEGENDARY ACTIONS

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

Move. Lancelot moves up to his full movement, without provoking opportunity attacks.

Attack. Lancelot makes one attack with a longsword or lance.

Defend. Lancelot interposes his shield between another creature and an incoming attack. The target gains +2 AC against the next attack made against it.



WARHORSE

Large beast, unaligned

Armor Class 18 (plate mail barding)

Hit Points 45 (8d10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

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

SECACE

Weapon, legendary (requires attunement)

Originally a gift from Arthur, the longsword *Secace* is Lancelot's favoured weapon. The white steel blade is inlaid with lines of poetry praising Arthur's heroism.

You have a +3 bonus to attack and damage rolls made with this magic weapon.

When you hit a fey creature with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

When you damage a creature with *Secace*, the blade glows, shedding bright light in a ten foot radius, providing a +1 bonus to your AC until the start of your next turn.

by Matthew Whitby

MERLIN THE WIZARD

"He has advised me at every stage of my life, I owe Merlin my life a thousand times over. I regret not heeding his advice more often."

— King Arthur

Few do not know of the legendary wizard Merlin. A pointed hat, long wiry beard, and dark robe make this iconic figure unmistakable. He has mastery over magic, shifting his form, and even predicting the future. Merlin's contribution was instrumental to Arthur's rise to power, and yet also contributed to the King's unfortunate demise. In addition, Merlin tutored Morgan le Fey in the magical arts, teaching her everything other than his prophetic ability. Merlin's contribution to King Arthur's death came all from his hubris. Merlin prophesied the King's death, and in trying to do everything to change that fate it only allowed Morgan's schemes to work before the wizard was exiled.

Spawn of a Fiend. Merlin was born a cambion, from a consensual union of an incubus and a mortal woman. Despite his fiendish heritage, Merlin found the means to free himself from devilish clutches. At the same time, the heritage granted him a preternatural knowledge of the past and present. Merlin had prophetic visions of the future that came true without failure, in addition to a mastery over magic.

Advisor to the King. With the best interests of the realm in mind, Merlin's path crossed with Arthur who he knew was destined to be king. Acting as his advisor, Merlin did all in his power to guide the king, knowing that times in which Arthur refused to heed his advice would result in misfortune.

MERLIN THE WIZARD'S TRAITS

Ideals. I have prophetic visions. What is destined will be, it is futile to fight it.

Bonds. I work to serve everyone across the land, and ultimately protect them.

Flaws. I find it impossible to deny things of beauty.

IN ARTHURIAN LEGENDS

Merlin or Myrddin is a legendary wizard in Arthurian legends and medieval Welsh poetry.



MERLIN THE WIZARD

Medium fiend, lawful good

Armor Class 17 (20 with mage armor)

Hit Points 217 (29d8 + 87)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	24 (+7)	12 (+1)	18 (+4)

Saving Throws Dex +9, Con +9, Int +13, Cha +10

Skills Arcana +13, History +13, Perception +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 17

Languages Common, Dwarvish, Elvish, Giant, Halfling
Challenge 18 (20,000 XP)

Fiendish Blessing. Merlin adds his Charisma modifier to his armor class (included above).

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

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

Prophetic Vision (5/Day). When Merlin or a creature he can see makes an attack roll, a saving throw, or an ability check, Merlin can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

Spellcasting. Merlin is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *message*, *mending*, *prestidigitation*

1st level (4 slots): *charm person*, *disguise self*, *identify*, *mage armor*

2nd level (3 slots): *alter self*, *invisibility*, *locate object*, *misty step*

3rd level (3 slots): *dispel magic*, *counterspell*, *fly*, *sending*

4th level (3 slots): *banishment*, *polymorph*, *stoneskin*

5th level (3 slots): *geas*, *legend lore*, *telekinesis*



6th level (2 slot): *arcane gate*, *chain lightning*, *globe of invulnerability*

7th level (2 slot): *divine word*, *forcecage*, *prismatic spray*

8th level (1 slot): *antimagic field*, *power word stun*

9th level (1 slot): *shapechange*

ACTIONS

Multiattack. Merlin makes two melee attacks or uses his fire ray twice.

Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage when used with two hands.

Fire Ray. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

LEGENDARY ACTIONS

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

Cast Spell. Merlin casts a spell of 3rd level or lower.

Shape Destiny (Costs 2 Actions). Merlin rolls a d20. Before the end of the next creature's turn, Merlin may replace any attack roll, saving throw, or ability check that he or another creature he can see makes with this roll.

by Matthew Whitby

MORGAN LE FAY

"Morgan? She was my brightest student. Teaching her however, remains my greatest mistake."

— Merlin

Morgan le Fay is an ambitious woman of considerable knowledge, but to a dangerous extent. Half-sister to King Arthur, the pair started with an amicable friendship. As her mastery over magic grew, so did a malicious and vindictive mind. Morgan was enraged when she discovered the infidelities of those she trusted, leading her to create her own magical domain known as the "Vale of No Return", a prison demi-plane for false lovers.

Student of Merlin. Morgan's nickname "le fay" relates to her great knowledge, and was earned while under Merlin's tutelage. Merlin could only speak highly of his student; she was quick-witted with a natural talent for magic. The exact relationship between Merlin and Morgan is complicated, shifting between heated arguments, intense lecturing, and if the rumours are to be believed, nights of intimacy.

Usurper of the Crown. Morgan's disdain for the crown had a slow but insidious growth. She detested everything that Arthur portrayed himself to be, a false embodiment of good. She attempted to subvert Arthur or trick him at every turn, ultimately succeeding. Morgan caused the Knights of the Round Table to disband, stole *Excalibur's* scabbard from the King, and ultimately led to Arthur's demise in his battle with Mordred.

RING OF LE FAY

Ring, very rare

Morgan le Fay used her mastery over magic to create a ring that directly connects to her Vale of No Return, a prison demi-plane for false lovers. The ring is also capable of charming people to follow her wishes. She once used the ring to charm Sir Lancelot and keep him prisoner.

You can use an action to speak the ring's command word, targeting a creature that you can see within 60 feet of you. The target must succeed on a DC 18 Wisdom saving

MORGAN LE FAY'S TRAITS

Ideals. Power. Unearned power is wasted. I'm devoted to empowering myself, thus earning my right to rule.

Bonds. I've forged my own fate, I act only in my best interests.

Flaws: My anger cannot be tempered by words, though sometimes by blood.



MORGAN LE FAY

Medium humanoid (human), lawful evil

Armor Class 14 (17 with *mage armor*)

Hit Points 126 (23d8 + 23)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	11 (+0)	18 (+4)

Saving Throws Dex +7, Con +6, Int +10, Cha +9

Skills Arcana +10, History +10, Persuasion +9

Senses passive Perception 10

Languages Common, Sylvan

Challenge 13 (10,000 XP)

Magic Resistance. Morgan le Fay has advantage on saving throws against spells and other magical effects.

Legendary Resistance (1/Day). If Morgan le Fay fails a saving throw, she can choose to succeed instead.

Spellcasting. Morgan le Fay is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC18,

+10 to hit with spell attacks). She has the following wizard spells prepared:

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

1st level (4 slots): *charm person*, *disguise self*, *identify*, *mage armor*

2nd level (3 slots): *alter self*, *invisibility*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *sending*

4th level (3 slots): *banishment*, *polymorph*, *stoneskin*

5th level (3 slots): *Bigby's hand*, *geas*, *telekinesis*

6th level (1 slot): *chain lightning*, *globe of invulnerability*

7th level (1 slot): *forcecage*, *prismatic spray*

8th level (1 slot): *antimagic field*, *power word stun*

9th level (1 slot): *imprisonment*

Magic Items. Morgan le Fay wields a *ring of le Fay*.

ACTIONS

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

throw or suffer one of the following effects of your choice. A target that has recently willingly engaged in an affair has disadvantage on the saving throw.

The target is pulled into the ring and trapped in the Vale of No Return as per the Hedged Prison option of the imprisonment spell. The ring can only hold one creature at a time. The target is charmed by you for 24 hours, regarding you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

IN ARTHURIAN LEGENDS

Morgan le Fay, much like King Arthur, is a conflicted character, and changes significantly depending on the source material. Some tellings often depict her as the antithesis of Arthur, a scheming manipulator of men.

Others have Morgan console differences with Arthur, as the pair pass on to the Isle of Avalon. This paints the events that led to Arthur's death being out of Morgan's control, rather than acts of her sinister machinations.

by Matthew Whitby

SIR MORDRED

"Traitor? I can't bring myself to speak of his fall from grace. All I can say is that he was once great. But no more."

— Jack the Giant Killer

The tale of Sir Mordred is a tragic one, a victim of circumstances beyond his control, before greed caused his own downfall. However, in his youth Mordred was considered a valiant knight of the round table, nearly unmatched with a sword and bold unlike any other. He was a force to be reckoned with.

From Nothing. Despite being King Arthur's son, grave prophecies foretold that Mordred would be the Kings undoing. King Arthur's efforts to avert his fate led a baby Mordred to be stranded on a drifting ship. Mordred survived the resulting wreckage to be fostered by a fisherman. Years passed and Mordred rose in fame to join the Knights of the Round Table, beside his unknowing father. During the early days of his knighting, he had Jack the Giant Killer as his squire.

Fall from Grace. Mordred's betrayal of King Arthur was sudden and opportunistic. As the king left on a conquest, leaving Mordred as a temporary regent, he declared himself the high king of the realm. This clear betrayal resulted in King Arthur being forced to return, and confront Mordred in a battle that resulted in both of their demises.



SIR MORDRED

Medium humanoid (human), neutral evil

Armor Class 18 (plate)
Hit Points 229 (27d8 + 108)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Str +10, Dex +8, Con +9
Skills Athletics +10, Deception +9, Perception +6
Senses passive Perception 16
Languages Common
Challenge 13 (10,000 XP)

Brutal Critical. Mordred's weapon attacks score a critical hit on a roll of 18-20. He rolls two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Indomitable (3/Day). Mordred can reroll a saving throw if it fails. He must use the new roll.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Mordred can regain 20 hit points.

ACTIONS

Multiattack. Mordred makes three greatsword attacks, the last at a disadvantage.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 5) slashing damage.

REACTIONS

Parry. Mordred adds 3 to his AC against one melee attack that would hit him. To do so, Mordred must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

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

Weapon Attack. Mordred makes a weapon attack.

Slip Away. Mordred takes the dodge action.

Bold Charge (Costs 2 Actions). Mordred can move up to his speed towards an enemy, without provoking opportunity attacks.

SIR MORDRED'S TRAITS

Ideals. Bravery. Chivalry demands strong and brave knights, I earned my seat at the round table.

Bonds. Bastard King. I bide my time, because one day it will be me who is the rightful ruler, and who sits atop the throne.

Flaws. Untrustworthy. I've been born from nothing, and I'll break any vow to ensure I keep what I've claimed.



by Catherine Evans

THE LADY OF THE LAKE

*And near him stood The Lady of the Lake,
Who knows a subtler magic than his own—
Clothed in white samite, mystic, wonderful.*

— *The Idylls of the King, Alfred Lord Tennyson*

The Lady of the Lake gave King Arthur his sword, gave the orphaned Lancelot a home, and took away Merlin's freedom. Her generosity and kindness ebb and flow like the tides of her lake, and she may help or hinder as the mood takes her.

The Lady was once a mortal woman named Nimue. After her brother's murder by Sir Balin, she shut herself away on her isle to grieve and plan her vengeance. Time passed, and Nimue grew close to the spirits of the lake, and the fey folk. From them she learned the magics of the natural world. She ceased to age, and became a patient, vigilant observer of mankind. Over centuries she watched feuds play out and foolish men squabble for scraps of power. She became known for her power and her neutrality in the politics of humankind, and so the sword Excalibur was entrusted to her for safekeeping. Those who grasp for power could not be trusted with it, only one who has power but is not interested in forcing it on others is a trustworthy keeper.

Guardian of Excalibur. The Lady of the Lake took possession of Excalibur and held it, handing it over only when King Arthur came to request it. Legend has it that Arthur was deserving, or pure of heart, or any number of heroic qualities. Not so. Nimue saw in Arthur a man who could take, and hold, real power. Someone who could punish Balin for the wrong he did her. So she gave him the sword, and exacted a promise: that one day she would ask him for a service, and he would oblige her. When one lives with the fey, and learns from the fey, one learns to bargain like the fey. One day, when the time is right, she'll ask Arthur for Sir Balin's head.

The Other Ladies. Nimue is only one of the ladies of the lake. She has made her home on her misty isle in the center of her lake for centuries. Other women – wronged, or vengeful, or both – have made their way to her, like ships to shore. Thirteen handmaidens share her home as friends and lovers, slipping freely between the tower and

the lake. Some are nereids, some are merfolk, and some few are mortal women.

Foster Mother. When Sir Lancelot was left on the shores of her lake as a child, The Lady took him in. All fourteen of the ladies raised him. They made him strong and virtuous, brave and kind. They raised him to love women, to see them – not only as wives or mothers of his future children, but as people in their own right. No wonder Guinevere found him irresistible.

Archmage's Captor. Lancelot wasn't the only man to encounter The Lady of the Lake. The magician Merlin found her fascinating: beautiful, powerful, and completely uninterested in him. He pursued her, not at all dissuaded by her contempt. At first she ignored his advances, considering them merely inconvenient. When he continued, she imprisoned him in a rock tomb beneath her island. He escaped, of course, but if he ever crosses her path again, The Lady will do much worse than bury him. Her mistrust extends to most magicians, especially men. She has yet to find one who bucks the trend of arrogance and entitlement.

Harbinger of Change. The Lady leaves her lake only rarely - but whenever she walks abroad in the world, her presence is a sign that great change is coming.

THE LADY OF THE LAKE'S TRAITS

Ideals. Relationships are transactions. I grant, or withhold, power based on my needs.

Bonds. I care for my Ladies, my vengeance, and my freedom. All else is irrelevant.

Flaws. I have no interest in other people: their cares are trivial and their presence an irritation.

EXCALIBUR

See entry for **King Arthur Pendragon**.

THE LADY OF THE LAKE'S LAIR

The Lady dwells in a slender tower on an isle at the centre of a mist-shrouded lake. The area around the lake is cold and marshy, making for a tiring trek to even reach her domain. The marsh is full of life, the air humming with the song of birds and frogs, but no humans make their home within a day's travel of her tower.

The Lady of the Lake, when encountered in her lair, has a challenge rating of 13 (10,000 XP).



THE LADY OF THE LAKE

Medium humanoid (human), neutral

Armor Class 17 (natural armor)

Hit Points 127 (17d8+51)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	17 (+3)	14 (+2)	20 (+5)	14 (+2)

Saving Throws Wis +9, Cha +6

Skills Arcana +6, History +6, Insight +9, Medicine +9, Nature +6, Survival +9

Damage Resistances cold, lightning

Condition Immunities charmed, frightened

Senses passive Perception 15

Languages Aquan, Common, Elven, Druidic, Sylvan

Challenge 12 (8,400 XP)

Amphibious. The Lady of the Lake can breathe air and water.

Innate Spellcasting. The Lady of the Lake can cast each of the following spells once per day without expending a spell slot or requiring material components: *calm emotions*, *charm person*, *geas*.

Shimmering Scales. The Lady's skin is covered with hard, pearlescent scales that grant her an armor class of 15 plus her Dexterity modifier (included above).

Spellcasting. The Lady of the Lake is an 18th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *control flames*, *druidcraft*, *shape water*, *thunderclap*

1st level (4 slots): *absorb elements*, *charm person*, *create or destroy water*, *cure wounds*

2nd level (3 slots): *hold person*, *moonbeam*, *warding wind*

3rd level (3 slots): *dispel magic*, *wall of water*, *water breathing*

4th level (3 slots): *confusion*, *control water*, *fire shield*, *hallucinatory terrain*

5th level (3 slots): *conjure elemental*, *geas*, *greater restoration*

6th level (1 slot): *conjure fey*, *heal*, *heroes' feast*

7th level (1 slot): *plane shift*

8th level (1 slot): *control weather*

9th level (1 slot): *true resurrection*

Elemental Blade. The Lady of the Lake conjures a blade out of a nearby body of water, or even out of droplets of moisture in the air. If she is in, or within 20 feet of, a large body of water, the elemental blade deals 11 (2d10) slashing damage, and otherwise deals 5 (1d10) slashing

LAIR ACTIONS

On initiative count 20 (losing initiative ties), The Lady of the Lake can take one lair action to cause one of the following effects:

- The Lady calls out for her handmaidens, and summons two creatures to fight beside her. She can choose from nereids, merfolk, or druids.
- The Lady shifts the tides of magic in her lair. Until the end of her next turn, she adds 1d4 to her spell attack rolls, and creatures she targets with spells or magical effects subtract 1d4 from their saving throws.
- Shimmering mist closes around The Lady's enemies, making their minds slow and their limbs heavy. The Lady targets up to six creatures of her choice with the slow spell.

The Lady of the Lake can't repeat an effect until they have all been used, and she can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region housing The Lady of the Lake's lair is affected by her presence, which creates the following effects:

- Iridescent mist clouds the area for 2 miles around the lair, making it difficult to navigate. A group of travellers who fail a DC 16 Wisdom (Survival) check becomes lost, returning to the nearest town or village after 1d8 hours.
- 1 mile around the lair, the land is waterlogged, and is treated as difficult terrain for creatures without a flying speed.
- 1 mile around the lair, water elementals form in the pools and rivulets in the wet earth. They are territorial and fight to drive away intruders.

The Lady of the Lake can choose to grant creatures passage into or out of her domain. In this case, they are unaffected by the regional effects above.

If The Lady of the Lake dies, these effects fade over the course of 1d10 days.

damage. Damage from the elemental blade counts as magical for the purpose of overcoming resistances and immunity to non-magical attacks, and the Elemental Blade is a Finesse weapon. The lady need not wield the blade herself: she can bestow it on a creature of her choice. The blade remains in existence for ten minutes, or until The Lady of the Lake creates a new one.

Legendary Resistance (3/day). When The Lady of the Lake fails a saving throw, she can choose to succeed instead.

Change Shape (2/Day). As a bonus action, The Lady of the Lake magically assumes the shape of a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. She can choose whether her equipment falls to the ground, melds with her new form, or is worn by the new form. The Lady of the Lake reverts to her true form if she dies or falls unconscious. She can revert to her true form using a bonus action on her turn.

While in a new form, The Lady of the Lake retains her game statistics and ability to speak, but her AC, movement modes, Strength, Dexterity and Constitution are replaced by those of the new form, and she gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that she lacks.

She can cast spells with verbal or somatic components in her new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to non-magical attacks.

Magic Item. The Lady of the Lake has the sword *Excalibur*, unless it has already been granted to King Arthur.

ACTIONS

Elemental Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

LEGENDARY ACTIONS

The Lady of the Lake can take three legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Lady of the Lake regains spent legendary actions at the start of her turn.

Cantrip. The Lady of the Lake casts a cantrip.

Move. The Lady of the Lake moves up to her movement speed, without provoking opportunity attacks.

Whirlpool (2 Actions). The Lady of the Lake creates a vortex ten feet in diameter in a body of water within twenty feet of her. Up to three creatures of her choice within twenty feet of the whirlpool must succeed on a DC 17 Strength saving throw or be pulled into the vortex. Creatures in the vortex are considered grappled.



by Steffie de Vaan

EMMEKEN

The world spat me out. Moenen raised me up to the height of princes.

— Emmeken

Mariken was an orphan child raised by her aunt and uncle, until they callously threw her out on the street. Moenen, a pit fiend, found her destitute and hungry. The devil became her mentor, teaching Mariken everything from languages to astronomy. Eventually, it even taught her magic. All she needed to do was sign away her soul and her name. Emmeken readily agreed.

A Life of Luxury. Emmeken travels the kingdoms of the world. She resides at the most luxurious inns, and receives invitations from royal courts and institutions of learning.

In the Company of Devils. Emmeken is never alone. Liszt, her one-eyed imp familiar, is always with her. Moenen also sends other devils as escorts when needed. Moenen and all his fiendish servants are recognizable by an affliction to their right eye.

Patron of Women. While Emmeken has fully embraced her wicked ways, she remains sympathetic to the plight of women and children on the street. She donates money to them or provides a free education. The most promising candidates she introduces to Moenen.

What's in a Name. Emmeken can break her pact with Moenen by reclaiming her old name. She has no intention of doing so.



EMMEKEN

Medium humanoid (human), lawful evil

Armor Class 12 (15 with armor of shadows)

Hit Points 97 (15d8 + 30) (+25 if Emmeken casts *armor of Agathys*)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Wisdom +6, Charisma +7

Skills Deception +7, Insight +6, Intimidation +7, Religion +4

Damage Resistances fire, poison

Senses darkvision 120 ft., passive Perception 13

Languages Common, Infernal

Challenge 8 (3,900 XP)

Dark Blessing. Emmeken gains 14 temporary hit points whenever she reduces a creature to 0 hit points.

Devil's Sight. Emmeken can see normally in darkness, both magical and non-magical, to a distance of 120 feet.

Shroud of Darkness. Emmeken can take an action to become invisible when she is in dim light or darkness. This effect lasts until she moves, or takes an action or reaction or forces an enemy to make a saving throw.

Spellcasting. Emmeken is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Emmeken has 2 spell slots

and casts all spells as 5th-level spells. She knows the following warlock spells:

Cantrips (at will): *blade ward*, *chill touch*, *eldritch blast*, *poison spray*

1st level: *arms of Hadar*, *protection from good and evil*

2nd level: *darkness*, *scorching ray*

3rd level: *counterspell*, *fireball*

4th level: *blight*, *wall of fire*

5th level: *flame strike*, *hallow*

ACTIONS

Multiattack. Emmeken makes two eldritch blast attacks.

Eldritch Blast. *Ranged Spell Attack:* +7 to hit, reach 300 ft., two beams with up to two targets. *Hit:* 9 (1d10 + 4) force damage.

Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 17 (5d6) poison damage.

Summon Devil (1/Day). Emmeken implores Moenen to send a horned devil to her aid. This prayer has a 30 percent chance of success. If the attempt fails, she takes 5 (1d10) psychic damage. Otherwise, the horned devil appears in an unoccupied space within 60 feet of Emmeken and acts as her ally. The horned devil remains for 10 minutes, until it or Emmeken dies, until Emmeken loses the favor of Moenen, or until Emmeken dismisses it as an action.

EMMEKEN'S TRAITS

Ideals. The world is hard. You should trod upon others before they trod on you.

Bonds. Moenen (fiendish patron), Liszt (imp familiar).

Flaws. Emmeken still retains a semblance of sympathy towards women and children living on the street.

IN DUTCH FOLKLORE

Mariken van Nieumeghen is a late medieval Dutch text by an unknown author. The story details the fall and redemption of a young girl named Mariken (Mary) of Nieumeghen. She takes the name "Emmeken" meaning "small m" as denunciation of her Christian name (which has a capital M) during her servitude to the devil Moenen.

by Steffie de Vaan

THE DEVIL'S HOUSE

Emmeken remains homeless, but Moenen may call her to a small house that stands on the precipice of the Nine Hells. Emmeken might also retreat there if pursued by heroes.

Emmeken encountered in the Devil's House has a challenge rating of 9 (5,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Emmeken can take one lair action to cause one of the following effects:

- Emmeken may attempt to summon a horned devil by using *summon devil*, but with a 60 percent chance of success.
- Grasping tentacles erupt from the ground, rendering the Devil's House difficult terrain for all but Emmeken. Creatures must succeed on a DC 15 Dexterity saving throw to take a move action, or be restrained. Breaking free from the tentacles requires a DC 15 Strength check.
- Volcanic gases form a cloud in a 15 foot radius centered on a point Emmeken can see. The gases remain until initiative count 20 on the next round. Each creature caught in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned (inflicting the incapacitated condition) until the end of its turn.

Emmeken can't repeat an effect until they have all been used, and can't use the same effect two rounds in a row.

If Emmeken is brought to 0 hit points in the Devil's House, a chasm opens under her body and tentacles drag her into hell.

REGIONAL EFFECTS

The Devil's House affects the region around it, creating one or more of the following effects:

- Water sources within 1 mile of the Devil's House are contaminated with sulphur and are poisonous.
- Fissures within 1 mile of the Devil's House form portals to Moenen's lair in the Nine Hells. Moenen's fiendish servants may inhabit the area.

If Emmeken dies, these effects fade over the course of 1d10 days.

REINEKE

Thieves at the top breeds thieves at the bottom.

— Proverb

Reineke is a liar, a thief, and a scoundrel. Her penchant for stealing from the rich and powerful, as well as her silver tongue, inadvertently made her a folk hero among the common people. Reineke is very confused by this development, and isn't sure how, or even if, she should live up to her new reputation.

Enemy of Kings. Reineke comes from a proud line of rebels. Her mother made an enemy of King Ermenrike by stealing his gold. Reineke continues this family tradition by stealing from King Lion. King Lion sent no less than three enforcers to arrest Reineke: all met a grisly fate.

Nose for Corruption. Reineke has an uncanny ability to scent out people greedy for fame or riches. She plays on their greed, convincing them to join her in a heist, or bribing them to let her go. She never delivers on the riches she promises, instead leaving her co-conspirators to the wrath of any they betrayed.

Loyal Friend. Reineke never betrays her friends. This annoys her greatly, as it runs counter to the ruthless scoundrel image she wants to cultivate, but she can't quite help it. Reineke never forgets a favor done, nor any who sheltered her from the law, and always repays them in kind.

Lover of Love. Reineke considers it her duty to flirt with neglected spouses of bored nobles. The long list of cuckolded royals does nothing to endear Reineke to King Lion. Reineke is not a snob though, and will flirt with any willing recipients.

IN DUTCH FOLKLORE

Van den vos Reynaerde is a medieval Dutch epic animal tale. It holds all the characteristics of epic poetry, but uses animal characters rather than humans. Reynaerde steals from spineless noblemen, greedy merchants, and corrupt clergy, often using their own weaknesses against them. The original tale presents Reynaerde as a male fox and a rapist, both of which we changed for our Reineke.

REINEKE

Medium humanoid (fox), chaotic neutral

Armor Class 13 (leather)

Hit Points 71 (13d8 +13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Charisma +6, Dexterity +5

Skills Deception +6, Insight +4, Perception +4,

Performance +6, Persuasion +6, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Thieves' Cant

Challenge 6 (2,300 XP)

Honeyed Tongue. Reineke gains advantage on Deception and Persuasion checks when encouraging people to give into their baser instincts (such as acting on greed or cowardice).

Spellcasting. Reineke is a 10th-level spellcaster. Her spellcasting ability is Charisma (save DC 14, +6 to hit with spell attacks). Reineke knows the following bard spells:

Cantrips (at will): *blade ward*, *dancing lights*, *friends*, *true strike*

1st level (4 slots): *bane*, *charm person*, *disguise self*, *healing word*, *Tasha's hideous laughter*

2nd level (3 slots): *blindness/deafness*, *cloud of daggers*, *suggestion*

3rd level (3 slots): *hypnotic pattern*, *stinking cloud*

4th level (3 slots): *confusion*, *greater invisibility*

5th level (2 slots): *dominate person*, *mislead*

ACTIONS

Multiattack. Reineke makes two rapier attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.



by Sven Truckenbrodt

KRIEMHILD

REINEKE'S TRAITS

Ideals. Power corrupts and must never go unchallenged. Keep honor among thieves.

Bonds. Malperdy, her ancestral home.

Flaws. Hubris. Reineke believes she's cleverer than everyone else, and can never resist an opportunity to show off.

MALPERDY

Malperdy has served as home to Reineke's family for generations. Malperdy is a maze riddled with secret rooms and passages.

Reineke encountered in her lair has a challenge rating of 7 (2,900 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Reineke can take one lair action to cause the following effect:

- Reineke adds +10 to her Dexterity (Stealth) checks, and may attempt to hide in plain sight.

REGIONAL EFFECTS

A region housing Reineke's lair is affected by its presence, which creates the following effects:

- Characters entering Reineke's lair uninvited must succeed on a DC 14 Wisdom saving throw, or suffer the effects of the *confusion* spell. Affected creatures can repeat the saving throw at the end of their turn, ending the effect on a success. The effect ends immediately if the character is dealt damage by Reineke.
- On the roll of a 5 or 6 on a d6, characters must make a DC 14 Wisdom saving throw, or lose either each other or Reineke in Malperdy's tunnels. The DM chooses which effect. If the characters lose sight of each other, they an immediate Perception (Wisdom) check and whoever has the highest result stays on Reineke's trail. Finding each other or Reineke again requires a DC 14 Survival (Wisdom) check as an action.

Ez wuohs in Burgonden ein vil edel magedin, / daz in allen landen niht schoeners mohte sin, / Kriemhilt geheizen. si wart ein schoene wip. / dar umbe muosen degene vil verliesen den lip.

There grew up in Burgundy a most noble maiden. / No one in all the lands could be fairer. / She was called Kriemhilt—she grew to be a beautiful woman. / For her sake many knights were to lose their lives.

— *Nibelungenlied (The Song of the Nibelungs)*

Kriemhild is a woman of strong convictions and sense of justice. She cannot bear to see any injustice go unpunished – be it to herself or others.

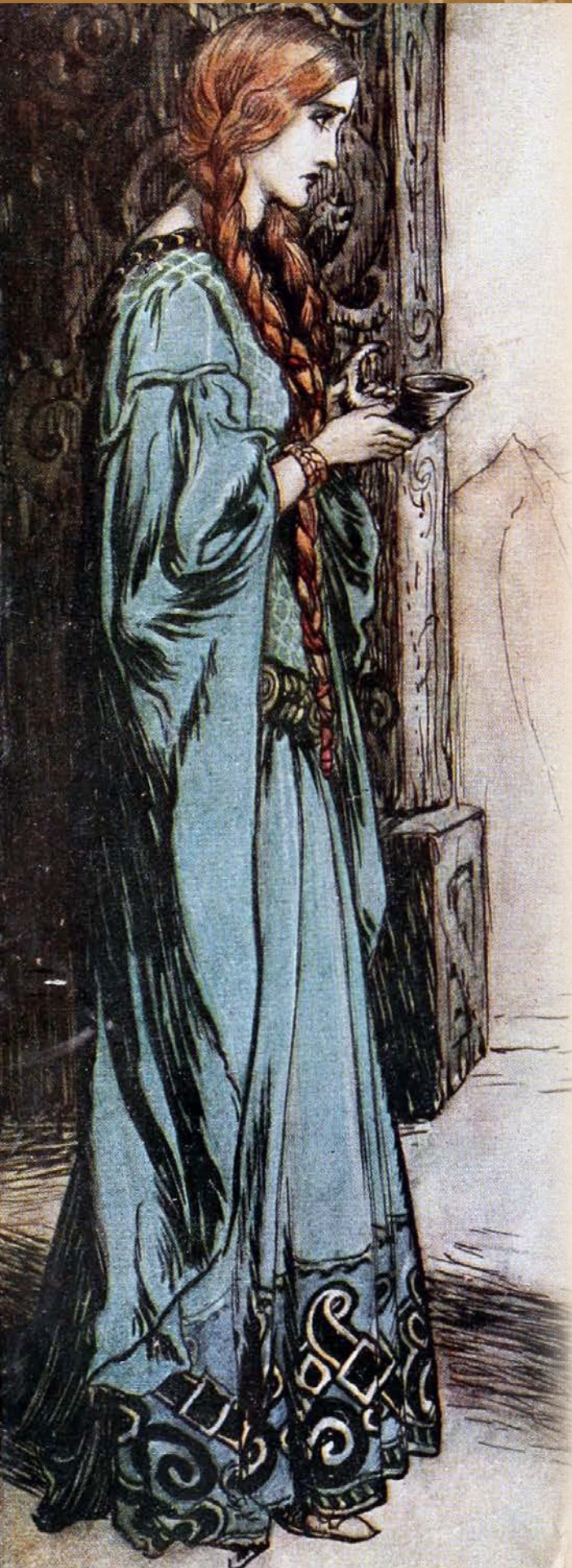
At the side of Siegfried, the dragon slayer, she ruled her people with justice – for a time. Her husband was a mighty warrior but lacked her sense of justice and took what he desired by force. He tricked Brünhild, the mighty warrior queen who would only marry a man who could best her, by defeating her while pretending to be Kriemhild's brother Gunther. This was Gunther's price for giving the marriage between Kriemhild and Siegfried his blessing. Siegfried also took Brünhild's magic ring and belt as presents for Kriemhild.

Kriemhild never approved of her husband's methods, but if something were to happen to him, she would do anything to avenge the father of her child.

Righteous Avenger. Kriemhild is willing and able to go to any length to right a wrong done to her. When society denies her just retribution, she will rather break that society before she bends beneath it. For what good is a society that deals injustice?

To the Bitter End. Kriemhild is singular of mind when in pursuit of justice – and she very much follows an eye-for-an-eye doctrine. Someone who stands between her and retribution is an enemy and their fate does not deserve consideration. Even the certainty of her own death is no deterrent to Kriemhild's pursuit of justice.

Righteous Authority. Kriemhild can be uncannily convincing when she needs to be to attain her goals. Many a strong character has been overcome by the sheer force of her personality.



KRIEMHILD

Medium humanoid (human), lawful neutral

Armor Class 16 (breastplate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	13 (+1)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Con +4, Wis +6

Skills Insight +6, Perception +7, Persuasion +7

Condition Immunities frightened, charmed

Senses passive Perception 16

Languages Common

Challenge 7 (2,900 XP)

Innate Spellcasting. Kriemhild's innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

(1/day each): *command*, *crown of madness*, *suggestion*.

Smite the Wicked (3/Day). When Kriemhild hits a creature with a melee weapon attack, she can deal an extra 5d10 damage of the weapon's damage type. This damage is magical for the purposes of overcoming resistances and cannot be reduced in any way.

Magic Items. Kriemhild has *Brünhild's belt* and *Brünhild's ring*.

ACTIONS

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

BRÜNHILD'S BELT

Wondrous item, legendary

While Brünhild's power was her own and not that of the mighty belt she carried, her strength was channeled through this item. It does not grant its wielder any powers, but someone bound by it will find it very difficult to escape Brünhild's mighty grasp.

Someone wielding Brünhild's belt can use an attack to attempt a grapple using this item as bindings. If the attack is successful, the target is restrained. To break free, the target must use its action to succeed on a DC 25 Strength (Athletics) check.



by Sven Truckenbrodt

SIEGFRIED THE DRAGON SLAYER

KRIEMHILD'S TRAITS

Ideals. I will make sure that I'm a just ruler of my people.

Bonds. He was not a good man, but I will avenge the murder of my husband Siegfried.

Flaws. Justice must be done, no matter the cost!

BRÜNHILD'S RING

Ring, legendary (requires attunement)

This ring was cursed by the dwarf who forged it when it was stolen from him. It brings its wielder great wealth—but also certain death.

Daily at dawn, the ring duplicates any amount of gold carried by its wielder that does not exceed the wielder's carrying capacity. The wielder is also cursed to die a violent death while still in the prime of their years. This curse can only be undone with a *wish* spell.



IN THE NIBELUNGENLIED

Kriemhild is the true hero of the Nibelungenlied, arguably the most important Germanic saga. Siegfried, her husband, is often given primacy in popular culture – but in the Nibelungenlied itself, his deeds are described almost off-handedly, he dies half-way through the saga, and his story is little more than a setup for Kriemhild. Kriemhild's story is one of vengeance, in which almost the entire cast of heroes on both sides of the conflict perishes. She herself is killed – but not before she cleaves the head of her husband's murderer off his shoulders. Kriemhild has often been maligned, then and now, as the doom of many heroes. However, the sequel to the Nibelungenlied, the Nibelungenklage, recognizes her as a tragic heroine rather than a scheming villain – someone who suffered a great wrong and is to be praised for her heroic pursuit of justice.

Uns ist in alten mæren wonders vil geseit / von helden lobebæren, von grôzer arebeit, // von frôuden, hôchgezîten, von weinen und von klagen, / von küener recken strîten muget ir nu wunder hœren sagen.

Full many a wonder is told us in stories old, of heroes worthy of praise, of hardships dire, of joy and feasting, of the fighting of bold warriors, of weeping and wailing; now ye may hear wonders told.

— Nibelungenlied (The Song of the Nibelungs)

There is no epithet that proclaims “this is a hero!” like “dragon slayer”. Few individuals can claim to have earned this byname – most who tried are either dead or only managed to accomplish the feat as part of a team. Not so Siegfried – he slew the dragon Fafnir by himself, in a single thrust that burrowed his blade and his arm to his elbow in the creature's shoulder. This victory brought Siegfried immeasurable wealth and fame – but just as many enemies. However Siegfried is not the hero many make him out to be.

Bathed in Dragon Blood.

After he slew Fafnir, Siegfried bathed in his blood to make himself invulnerable to all mundane forms of battle damage. He succeeded – with one exception. A linden leaf had fallen on his back, preventing the dragon's blood from coating his skin there and making it impenetrable like the rest of his body. This is Siegfried's greatest weakness and secret.

Dragon Hoard. Siegfried has, effectively, an unlimited





amount of money at his disposal. This comes from the fabled dragon hoard of Fafnir, which he took for himself after slaying the beast. The location of the hoard is known to no one but Siegfried.

Vainglorious. Siegfried was never a humble man – and slaying Fafnir, gaining an almost complete invulnerability to any damage, and acquiring immeasurable wealth have not improved this. He is convinced that he can do anything and is in the right, no matter what. He does not shy away from taking what he believes rightfully his.

BALMUNG

Greatsword, legendary (requires attunement)

Balmung was a unique sword blessed by the god of magic. He thrust it into a tree trunk and spoke: “The man to pull out this sword from the trunk shall receive it from me as a gift and he will find out for himself that he never bore in hand a better sword than this.”

One of Siegfried’s ancestors succeeded in removing the sword and passed it on to him. The god of magic broke the sword in an important battle, but Siegfried defied the decree and had it reforged by a dwarven master smith. It has continued to serve him well ever since.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage.

Every hit with this weapon against a dragon counts as a critical hit.



SIEGFRIED'S TRAITS

Ideals. The greatest kingdom, the most beautiful woman, the richest treasure—I deserve and will obtain the best of the best.

Bonds. Loyalty deserves loyalty: a liegeman who has served me well can always rely on my sword and cunning.

Flaws. I'm entitled to take what I desire—I have proven myself worthy by my deeds.

IN THE NIBELUNGENLIED

Siegfried is probably the most well-known protagonist of the Nibelungenlied (The Song of the Nibelungs). In popular culture, he is often portrayed as a hero. He might just as well be seen as a villain, however – base fraud, blatant robbery and forced marriage are only some of his crimes. In addition, he is not actually the main protagonist of the Nibelungenlied – he is merely used to set the stage for a much greater character: his wife, Kriemhild, who you can also find represented in this book.

SIEGFRIED THE DRAGON SLAYER

Medium humanoid (human), lawful evil

Armor Class 25 (natural armor)

Hit Points 210 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	22 (+6)	13 (+1)	15 (+2)	18 (+4)

Saving Throws Str +14, Con +10

Skills Athletics +20, Deception +10, Intimidation +10, Stealth +9

Damage Resistances force, thunder

Damage Immunities bludgeoning, piercing and slashing

Condition Immunities frightened

Senses passive Perception 12

Languages Common

Challenge 17 (18,000 XP)

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

Boisterous Smite (5/Day). When Siegfried hits a creature with Balmung, he can deal an additional 4d8 psychic damage. The target must succeed on a DC 18 Wisdom saving throw or be frightened by Siegfried for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Heroic Strength. Siegfried counts as one size larger when determining his carrying capacity, the weight he can push, drag or lift, and determining what creatures he can grapple. Siegfried can wield his greatsword, Balmung, and any other heavy weapon, in one hand as if wielding it with both hands. Additionally, Siegfried has Expertise in the Athletics skill (included in the modifier).

ACTIONS

Multiattack. Siegfried makes three attacks with Balmung, his magical sword.

Balmung. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. **Hit:** 18 (2d6 + 11) slashing damage. This attack ignores immunity and resistance to slashing damage. Every hit with this attack against a dragon counts as a critical hit.

Cap of Invisibility. Siegfried dons his *cap of invisibility*. He gains the benefits of an *invisibility* spell.

LEGENDARY ACTIONS

Siegfried can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The character name regains spent legendary actions at the start of its turn.

Shove. Siegfried makes a shove attack.

Grapple. Siegfried makes a grapple attack.

Charge. Siegfried moves up to his movement speed.

by Sven Truckenbrodt

SCHNEEWITTCHEN

“Frau Königin, ihr seid die schönste hier, / aber Sneewittchen ist tausendmal schöner als Ihr.”

“You, my queen, are fair; it is true. / But Snow-White is a thousand times fairer than you.”

— Schneewittchen (Snow-White)

Snow-White was the heiress of a beautiful and peaceful land, but her father had fallen under the influence of a cruel new queen. While that queen was beguiling, she was also envious and cruel. She feared nothing more than being surpassed in admiration, feeling threatened by Snow-White above all.

Snow-White was everything the wicked queen was not. She was kind, merciful, caring, dependable, joyful and open-minded. The people adored her and so the wicked queen treated her like a chambermaid to keep her out of the public eye.

Even this treatment could not curb Snow-White flourishing. One day, the queen’s magical mirror informed her that there was finally someone more beguiling than her: Snow-White. Furious, the queen attempted to engineer Snow-White’s death, but she overcame all attempts—some with the help of seven industrious dwarves!

Friend of Animals. Snow-White’s honesty and purity of heart beguile even the wildest beast. Animals mean her no harm, as they instinctively understand that she means them no harm.

Beautiful Soul. Snow-White’s positive perception by all non-evil creatures is based primarily on her personality, which she projects naturally and without any filter or mask.

SNOW-WHITE’S TRAITS

Ideals. Everyone should get along—I want to help all to see what they have in common and live together in peace.

Bonds. The seven dwarves who sheltered me in my time of need may be grumpy, but they have good hearts and I would do anything to protect them.

Flaws. I’m too quick to trust—I don’t really believe that anyone could be truly evil.

IN GERMAN FAIRYTALES

Snow-White (*Schneewittchen*, in German) is the titular character of a 19th-century German fairy tale, made famous by the Grimm Brothers.

SNOW-WHITE

Medium humanoid (human), lawful good

Armor Class 11

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	11 (+0)	8 (-1)	20 (+5)

Saving Throws Con +5, Cha +7

Skills Animal Handling +1, Performance +7, Persuasion +7

Damage Resistances poison

Senses passive Perception 9

Languages Common, Dwarvish; through sounds and gestures, Snow-White can communicate simple ideas with Small or smaller beasts

Challenge 3 (700 XP)

Animal Friendship. Any beast that starts its turn within 30 feet of Snow-White or enters that radius on its turn must succeed on a DC 15 Wisdom saving throw or become charmed by her. The charm effect lasts indefinitely while the beast is within 30 feet of Snow-White and persists for 1 minute after the beast leaves that radius. Those who make their saving throw are immune to this effect until the next dawn.

Death-defying. When Snow-White is reduced to 0 hit points, she falls into a magical sleep instead of dying and is stable at 0 hit points. She can be re-awakened from this sleep with a successful DC 10 Medicine (Wisdom) check. When awakening, Snow-White is at 1 hit point.

Poison Desensitization. Snow-White has advantage on saving throws against poison.

ACTIONS

Pacify. Snow-White targets one creature within 30 feet of her with an attempt to reason them out of violence. If the target can hear her, the target must succeed on a DC 15 Charisma saving throw or have disadvantage on attack rolls until the start of Snow-White’s next turn.

GLASS COFFIN

wondrous item, very rare

Legend tells of a unique feat of dwarven manufacture rarely surpassed. Dwarves rarely appreciate beauty – but when they behold it and are enchanted by it, they will do anything to preserve it. One result of this determination is the glass coffin – a creation merging magic and craft that even a lich might envy and fear.

According to the stories, seven dwarf brothers living on a mountainside and going about their business, without a care in the world, after a fine day of work discovered a beautiful woman lying seemingly dead in front of their home. Unable to revive her, they resolved to preserve her and labored through the night to craft a glass coffin. They were all amazing craftsmen, experienced in runic magic, and yet even working together through the night almost failed in their creation.

The beautiful woman remained in their care for many moons, and maybe still awaits help. and if none should arrive, she may lay there still a few centuries or millennia from now – a woman out of time.

This sarcophagus is made out of the thinnest crystal glass. Despite its fragile appearance, the glass coffin is indestructible and impervious to scratches or other scuffs. It always appears absolutely pristine, even when covered in ancient cobwebs or unearthed from rubble.

The coffin can hold one medium or smaller creature. While inside the coffin, such a creature cannot die or, if it is already dead, does not decay and cannot become undead. While inside the closed coffin, the creature does not require food or air, is immune to all damage, is immune to all magical effects and is unconscious. The time a dead creature spends inside this coffin does not count against the time restrictions of any magic that can return a dead creature to life, such as the *revivify* or *reincarnate* spells.

The glass coffin's magic does not take effect until the lid is closed and its magic ceases to function when the lid is opened. Opening the lid requires a successful DC 17 Intelligence (Arcana) check.





by Sven Truckenbrodt

WICKED QUEEN

Da erschrak die Königin und ward gelb und grün vor Neid. Von Stund an, wenn sie Schneewittchen erblickte, kehrte sich ihr das Herz im Leibe herum – so haßte sie das Mädchen. Und der Neid und Hochmut wuchsen wie ein Unkraut in ihrem Herzen immer höher, daß sie Tag und Nacht keine Ruhe mehr hatte.

The queen took fright and turned yellow and green with envy. From that hour on whenever she looked at Snow-White her heart turned over inside her body, so great was her hatred for the girl. The envy and pride grew ever greater, like a weed in her heart, until she had no peace day and night.

— Schneewittchen (Snow-White)

The Wicked Queen has two goals in life: amassing more power and remaining the most admired being in her land. She has no compassion for the people she rules, although she pretends to care. She is fiercely envious of anyone who might be more admired than her.

Although she is both disdainful of the wishes and needs of others, she derives all her self-worth entirely from how they perceive her. This results in a tormented and malicious heart that will never find rest or happiness this side of the grave.

She uses a magic mirror to spy on anyone she suspects to be plotting against her or threatening her popularity—which are one and the same to her.

Ugly on the Inside. The Wicked Queen has cultivated an exceptionally beautiful appearance, but her character is dark and rank as a festering wart. She can deceive others into believing she is kind and generous, but her actions always ultimately belie her true character.

Perfidious. The Wicked Queen prefers to let her henchmen do the dirty work for her, but she does not shy away from doing any dirty deed, be it bullying or killing, doing it herself where required. She mostly prefers an indirect approach, however, using poisoning and cursed items to get at her victims.

WICKED QUEEN

Medium humanoid (human), lawful evil

Armor Class 12 (15 with armor of shadows)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Con +4, Wis +3

Skills Deception +6, Insight +3, Intimidation +6

Senses passive Perception 11

Languages Common, Elvish, Infernal

Challenge 4 (1,100 XP)

Shapechanger. The wicked queen can use her action to alter her appearance at will, revealing her true character in physical form. She can only transform into a withered crone with cruel eyes and a malicious smile.

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

1/day each: *hex*, *mage armor*, *sleep*

Spellcasting. The wicked queen is a 5th-level spellcaster.

Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*

1st-3rd level (2 3rd-level slots): *armor of Agathys*, *enthrall*, *hellish rebuke*, *hold person*, *hypnotic pattern*, *invisibility*

Magic Item. The wicked queen has the *magic mirror*.

ACTIONS

Bodice Lace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target of Medium size or smaller. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be grappled (escape DC14). While grappled in this way, the target suffocates as the magical bodice lace squeezes the air from the creature's lungs. The wicked queen must use an action on her turn to maintain the grapple.

Poisoned Comb. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or fall unconscious. The comb is stuck in the target's hair and the target remains unconscious until the comb is removed as an action.

THE WICKED QUEEN'S TRAITS

Ideals. I desire nothing more than the admiration of those around me.

Bonds. My beauty is my everything—I must protect it, and it's uniqueness, at all costs.

Flaws. The slightest suspicion of someone rivaling my beauty sends me in a fit of red rage.





MAGIC MIRROR

Wondrous item, very rare (requires attunement)

What does an evil king or queen need most? Boot-licking minions? A forbidding yet beautiful castle? The adulation of many suitors? Certainly they need all of that—but nobody should really go without a magic scrying device that flatters them and warns of anyone who might compete with them in any way—be it intellect, charm or beauty.

Such items aptly often take the shape of a mirror to amplify their masters' and mistress's vanity. They are rare, but not exclusively useful to evil rulers of magical lands—but most often to be obtained from them. These items are so powerful that they often develop their own personalities over time—some growing bored from the never-ending flattery their holders require, some taking exactly this as a challenge to spice things up a bit. After all, who really holds the power here—the one depending on the mirror to satisfy their narcissism, or the mirror who can fuel or soothe it?

This over-sized hand mirror is oval-shaped and lavishly decorated with a wrought golden frame that thickens with interweaving filigree towards the left, right and top. The handle is so overwrought that its adornments sting the hand that holds the mirror.

The mirror has 10 charges. As an action, you can expend charges to cast one of the following spells from it, with a spell save DC of 17: *arcane eye* (4 charges), *clairvoyance* (3 charges), *divination* (4 charges), *legend lore* (5 charges), *locate creature* (4 charges), *locate object* (2 charges), *scrying* (5 charges), *true seeing* (6 charges). The mirror regains 1d6 + 4 charges daily at dawn.

The mirror is sentient with the following ability scores: Intelligence 15 (+2), Wisdom 20 (+5), Charisma 17 (+3). It delights in sprinkling in some half-flattering mockery, fatalistic comments on its user's fate or little embellishments to spice up the results of spells cast from it.

by George Komis

ACHILLES

Αν μείνεις εδώ, θα αποκτήσεις παιδιά που θα σε αγαπήσουν, και όταν ταξιδέψεις για τον άλλο κόσμο θα σε θυμούνται, αλλά οι επόμενες γενιές θα σε ξεχάσουν. Αν πας στην Τροία όμως, η δόξα θα είναι δική σου, θα γράφουν ιστορίες για τις νίκες σου για χιλιάδες χρόνια. Ο κόσμος θα θυμάται το όνομά σου. Εάν πας σε αυτόν τον πόλεμο, δεν θα επιστρέψεις ποτέ στο σπίτι. Η δόξα σου συμβαδίζει με τη μοίρα σου, και δεν θα σε ξαναδώ.

If you stay here, you will have children that will love you, and when you are gone they will remember you, but the following generations will forget you. If you go to Troy, glory will be yours, they will write stories about your victories for thousands of years. The world will remember your name. If you go to that war, you will never come home. Your glory walks hand in hand with your doom, and I shall never see you again.

— Mother of Achilles

Achilles is the son of a sea nymph and a great king. He is the bravest and most handsome hero in a great army raised with the single goal of crossing the sea and destroying a great city.

Bestowed Invulnerability. Achilles' mother dipped him into the magic waters of the river of the dead, to make him invulnerable to any damage. Unfortunately, he was not fully submerged into the waters, as his mother, holding him from his heel, left that part of the body untouched by the magic water. Achilles' heel is his weak point.

Glorious in Death. Achilles thirsts for glory. No matter how many tasks and feats he succeeds in, he is never satisfied. The next task is always more important than the last. It is certain that such an attitude will result in a glorious death one day that will mark him in the annals of history forever.

A Great Leader and Tactician. Achilles is the leader of a great army. All of his soldiers would sacrifice themselves for him. Any king that pays these mercenaries enough is sure to see victory, but woe to anyone expecting obedience from Achilles and his men.

ACHILLES' TRAITS

Ideals. A man should not fear death if it means he will live forever in the annals of history.

Bonds. My armor is part of me and my being. Not because of its protection but because it lets others know who they fight with.

Flaws. I bow to no god. A man makes his own fortune.



ACHILLES

Medium humanoid (human), lawful neutral

Armor Class 19 (breastplate, shield)

Hit Points 117 (18d8 + 36)

Speed 40 ft.

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

Saving Throws Str +7, Con +6

Skills Athletics +7, Insight +6, Perception +6, Religion +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 16

Languages Common

Challenge 12 (8,400 XP)

Invulnerability. Achilles is immune to sneak attack damage, and ignores extra damage from critical hits.

Achilles' Heel. A creature targeting Achilles' singular point of vulnerability (his left heel) has a -10 penalty on its attack roll, but on a hit the attack deals normal damage ignoring Achilles' immunities and resistances.

Action Surge (2/Rest). Once on his turn, Achilles can take an additional action on top of his regular action and a possible bonus action.

Fortune (3/Rest). Achilles can reroll an attack roll, ability check, or saving throw, or force an attacker to reroll an attack made against him. Achilles or the attacker must use the new roll.

Leadership Expert (1/Rest). Achilles can inspire up to five friendly creatures (including himself) that are within 30 feet of him and can understand him, and see or hear him. Creatures that listen to Achilles' inspiring speech for 10 minutes gain 19 temporary hit points.

Mobile. When Achilles uses the Dash action, difficult terrain doesn't cost him extra movement on that turn. Whenever he makes an attack against a creature, he doesn't provoke opportunity attacks from that creature until the end of his turn.

Soldier Tactics. A creature hit by Achilles' opportunity attack has its speed reduced to 0 until the beginning of its next turn, and disengaging from Achilles will still provoke opportunity attacks.

Indomitable (3/Rest). Achilles can reroll a saving throw that he fails, but must use the new roll.

Remarkable Athlete. Achilles adds +3 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running long jump, the distance he can cover increases by 3 feet.

Second Wind (1/Rest). On his turn, Achilles can use a bonus action to regain 23 (1d10 + 18) hit points.

Superior Critical. Achilles' weapon attacks score a critical hit on a roll of 18–20.

Survivor. At the start of each of his turns, Achilles regains 7 hit points if he has no more than half of his hit points remaining. He doesn't gain this benefit if he has 0 hit points. Achilles can only die from a critical hit that reduces his hit points to 0 or if his hit points are reduced to 0 by a creature that hit Achilles' singular point of vulnerability by applying disadvantage and a -10 penalty on their attack roll. Otherwise he becomes unconscious and stabilised.

ACTIONS

Multiattack. Achilles makes three attacks with any one of his weapons.

Shortsword +2. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 +5) piercing damage.

Spear +2. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 17 (4d6 +5) piercing damage, or 19 (4d8 +5) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Tactics. Achilles makes a melee weapon attack against a creature within 5 feet that attacked a target other than Achilles.

by *Nikolas Totief*

AJAX

If you try to cure evil with evil you will add more pain to your fate.

— *Sophocles in the play 'Ajax'*

Ajax the Great or Telamonian Ajax is a formidable fighter that leads the assault that has plunged the world into a great war for the last decade. He is incredibly tall and is only rivaled in strength by Achilles, another great warrior that fights in the same army.

AJAX

Large humanoid (human), neutral good

Armor Class 18 (breastplate, 20 with shield)

Hit Points 189 (18d10 + 90)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	15 (+2)	12 (+1)	9 (-1)

Saving Throws Str +8, Con +9

Skills Athletics +12

Senses passive Perception 11

Languages Common

Challenge 11 (7,200 XP)

Bulwark. If Ajax does not move as part of his turn and he is holding a shield, his AC increases by 2 until the start of his next turn.

Poseidon's Blessing. While Ajax has less than half of his maximum hit points (rounded down), his speed increases by 25 feet, his movement does not provoke attacks of opportunity, and his attacks deal an extra 1d10 cold damage.

ACTIONS

Multiattack. Ajax makes two melee attacks.

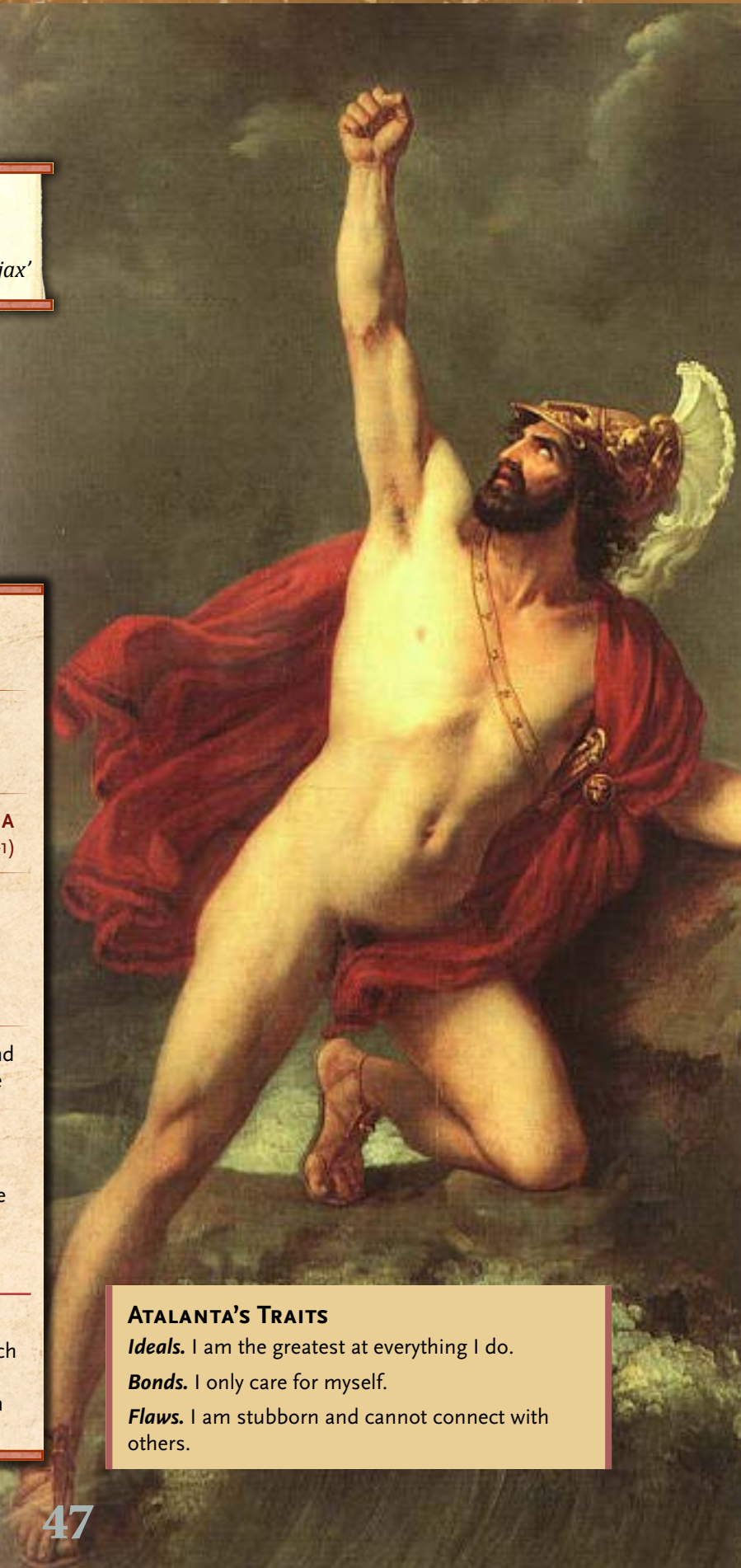
Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) if used with both hands to make a melee attack.

ATALANTA'S TRAITS

Ideals. I am the greatest at everything I do.

Bonds. I only care for myself.

Flaws. I am stubborn and cannot connect with others.



by *Nikolas Totief*

ATALANTA

Whoever takes me captive won't live long enough to enjoy it.

— *Atalanta*

Early Years. Ajax has proven from a very young age that he is more than just the son of the king. He was taught how to fight by a centaur and his sparring partner was the great Achilles. His combat training combined with his tutoring made him a great commander and fighter.

Ajax Against Hector. During the great war, Ajax dueled many times against the other side's greatest warrior, Hector. During their first fight, which lasted over a day, a god had to come down from the heavens and declare the duel a draw. During a re-match, Ajax hurled a giant boulder against Hector, almost killing him. They fought many times after that and eventually Hector won, forcing Ajax to flee.

In Achilles' Absence. For personal reasons, Achilles at some point decided to sit out the war. During this time, Ajax became the one that everyone looked up to, and a heavy burden fell on his shoulders; the fate of the war.

As a newborn, Atalanta was left to die alone in a forest by her father, who wished for a male heir. But the gods were merciful that day and a she-bear noticed her, took her in, and protected her until a group of hunters found her. That is the beginning of the legend of Atalanta—one of the greatest hunters the world has ever seen.

Child of the Forest. Raised in the forest by adept hunters, Atalanta was taught to survive even before she could take her first steps. She developed incredible speed, strength and cunning. Even after she was of age, she rejected marriage, unwilling to bind herself to a man. She has instead chosen to roam the world and do what she does best—hunt.

The Boar Hunt. The king once held a great hunt for a giant boar. It was Atalanta's first public appearance, and she was the one to draw the first blood on it. After that, she became famous throughout the land, and she has used her fame to her advantage.

The Races. Atalanta's fame inspired many men to travel the world and ask her to marry them. Atalanta had no interest in them, but she decided to use them as entertainment. She held footraces and if anyone could outrun her, then she would marry them. But Atalanta was fast, probably the fastest mortal there was, and coupled with the fact that she would spear those she would outrun, the challenge became less and less appealing. To this day, no one has beat her in a footrace—but the challenge still stands.

AJAX' TRAITS

Ideals. Victory is the only thing that matters.

Bonds. I am not just the son of a king. I am the greatest warrior of my country.

Flaws. If my honor is hurt, I cannot recover.



ATALANTA

Medium humanoid (human), neutral

Armor Class 18 20 (studded leather +2)

Hit Points 90 (12d8 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	15 (+2)	12 (+1)	9 (-1)

Saving Throws Dex +9, Int +4

Skills Acrobatics +9, Athletics +5, Perception +7, Stealth +9

Senses passive Perception 17

Languages Common

Challenge 8 (3,900 XP)

Headshot. Atalanta rolls two additional weapon damage dice for a critical hit with a ranged attack.

Improved Critical. Atalanta's ranged weapon attacks score a critical hit on a roll of 19 or 20.

Archery. Atalanta gains a +2 bonus to attack rolls made with ranged weapons (included in her attacks).

Marked. As a bonus action Atalanta can choose a creature within 120 feet that she can see. She knows where that creature is even if the creature is invisible as long as the creature is on the same plane of existence as her. Atalanta deals an extra 1d6 damage to the target whenever she hits it with a weapon attack. These effects last for 1 minute. Atalanta can only mark one target this way at a time.

Steady Shot. Atalanta can use a bonus action to gain advantage on her ranged weapon attacks until the start of her next turn.

Longbow Expert. Being within 5 feet of a hostile creature doesn't impose disadvantage on Atalanta's ranged attack rolls. Additionally, whenever Atalanta can make an attack of opportunity, she can use ranged weapon attacks.

ACTIONS

Multiattack. Atalanta makes three longbow attacks.

Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.



by *Nikolas Totief*

CIRCE

Go now, and roll in the mud with the rest of your shipmates.

— *Circe to Ulysses*

Circe is one of the most powerful witches of her country, inhabiting her own palace on her own island, accompanied by her followers and apprentices.

Circe is so powerful that many who praise her powers attribute her feats to deities to make their stories believable.

Witch of the Wild. Circe's island is filled with numerous animals like pigs and wolves. Her powers are directly related to the fauna and flora of her domain. As for the humans living with her, they are all female and enjoy the pleasures that her powers have to offer.

However, there is a dark secret hiding within her island. The animals are not real. They are men that were stranded on her island or simply travelled there to meet her. She turned them into wolves, dogs and pigs and subjugated them to her will.

Source of her Powers. While Circe is a powerful creature there is great mystery surrounding her powers. Some say that she is the spawn of a god. There is a rumour that she is the daughter of the sky and the sea, while some say that she had her powers from birth and enhances them further by using alchemy.

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

CIRCE'S TRAITS

Ideals. No man is above me.

Bonds. My island, my animals and my servants.

Flaws. I am easily obsessed with things I want. And things I want, I must have.

CIRCE'S PALACE

Circe's lair is her palace. In reality, the palace is conjured by the spell *Mordenkainen's magnificent mansion*. The palace is filled with servants and domestic animals, which are polymorphed men.

Circe encountered in her palace has a CR of 13 (10,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Circe can take one lair action to cause one of the following effects:

- 1d4 - 1 (minimum of 1) **dire wolves** appear in an unoccupied space within 30 feet of Circe. Circe controls the dire wolves as a bonus action on her turn.
- 1d4 servants tend to Circe's wounds, healing her for 3d8 + the number of servants.
- Circe casts *polymorph*.

Circe can't repeat an effect until they have all been used, and she can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region housing Circe's lair is affected by her presence, which creates one or more of the following effects:

- Pigs and wolves roam around the area. They are polymorphed men.
- People within 6 miles of Circe's lair start to go missing as they willingly become Circe's servants.

If Circe dies, these effects fade over the course of 1d10 days. Additionally, any creature polymorphed by Circe returns to its original form.



CIRCE

Medium humanoid (human), chaotic evil

Armor Class 11 (16 with *barkskin*)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	13 (+1)	22 (+6)	18 (+4)	21 (+5)

Saving Throws Int +10, Wis +8

Skills Arcana +14, Deception +9, Nature +14, Persuasion +9

Damage Resistances damage from spells

Senses passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 12 (8,400 XP)

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

Spellcasting. Circe is an 18th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Circe can cast *polymorph* without requiring concentration and *barkskin* at will and has the following wizard spells prepared:

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

1st level (4 slots): *charm person*, *magic missile*, *shield*, *witch bolt*

2nd level (3 slots): *hold person*, *invisibility*, *misty step*

3rd level (3 slots): *counterspell*, *slow*, *vampiric touch*

4th level (3 slots): *banishment*, *conjure shadow demon*, *hallucinatory terrain*, *polymorph*

5th level (3 slots): *dominate person*, *dream*, *modify memory*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *Mordenkainen's magnificent mansion*

8th level (1 slot): *incendiary cloud*

9th level (1 slot): *meteor swarm*

ACTIONS

Poison Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. The target must make a DC 15 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Cantrip. Circe casts a cantrip.

Poison Dagger (Costs 2 Actions). Circe makes a poison dagger attack.

Polymorph (Costs 3 Actions). Circe casts *polymorph*.

by George Komis

HERACLES

A true hero isn't measured by the size of his strength, but by the strength of his heart.

—Heracles

The divine hero Heracles is the son of the sky god of thunder and a mortal woman. Heracles was the half-brother and great-grandson of Perseus. Many consider him to be the greatest of the heroes as he was a great champion against the chthonic monsters as well one of the few to reach godhood. In his final moments, Heracles was given a poisoned cloak that inflicted so much pain on the hero that the sky god lifted him to the heavens and made him a god. Heracles was the founder of great athletic games that take place every four years. The prize of these games is a laurel wreath that only few are worthy of wearing.

Strength of a God. Heracles was known for his unmatched strength since his early childhood. When he was just a baby, he managed to kill two giant constrictor snakes that were sent to kill him, with just his bare hands.

Winged Gift of his Father. Heracles received a winged horse known as Pegasus as a gift from his father. This Pegasus was the first of its kind and has helped other heroes such as Perseus in their adventures.

HERACLES' TRAITS

Ideals. A hero must help the ones in need without expecting payment.

Bonds. I will bring glory to my father's name.

Flaws. I have a very short temper.



HERACLES

Medium humanoid (human), chaotic good

Armor Class 18

Hit Points 412 (25d12 + 250)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	30 (+10)	14 (+2)	14 (+2)	22 (+6)

Saving Throws Str +17, Dex +10, Con +17, Wis +9

Skills Athletics +24, Insight +9, Intimidation +13, Persuasion +13, Survival +9

Damage Resistances cold, fire, thunder, lightning; slashing and piercing from nonmagical weapons

Senses passive Perception 12

Languages Common

Challenge 21 (33,000 XP)

Demigod. When Heracles hits with a melee weapon attack he adds three extra dice to the damage roll (included in the attack.) These attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Heracles possesses hit points and carrying capacity as though he were of Huge size.

Indomitable. Heracles has advantage on saving throws.

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

Strength of Heracles. Heracles has advantage on Strength checks.

Magic Item. Heracles wears the *hide of the Nemean lion*.

ACTIONS

Multiattack. Heracles makes four weapon attacks

Greatclub. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage. On a critical hit, the target must succeed on a DC 25 Constitution saving throw or be stunned until the end of their next turn.

Longsword. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage, or 32 (4d10 + 10) slashing damage if used with two hands.

Unarmed Strike. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 20 (4d4 + 10) bludgeoning damage. The target is grappled (escape DC 25). Until this grapple ends, the target is restrained, unarmed attacks Heracles makes against the target automatically hit, and Heracles can't make attacks against other targets.

Hydra Bow. *Ranged Weapon Attack:* +10 to hit, range 90/360 ft., one target. *Hit:* 21 (4d8 + 3) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Heracles 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. Heracles regains spent legendary actions at the start of his turn.

Attack. Heracles makes an attack.

Move. Heracles moves up to his speed.

Shake Off (Costs 3 Actions). Heracles removes any of the following conditions affecting him: incapacitated, paralyzed, petrified or stunned.

HIDE OF THE NEMEAN LION

Armor (hide), rare (requires attunement)

The hide of the Nemean lion is the skin of one of the most dangerous lions that ever roamed the earth. The lion was said to be impervious to mundane weapons and the elements. It was killed by Heracles.

While attuned to the hide of the Nemean lion, you have resistance to bludgeoning, slashing and piercing damage from nonmagical weapons. Additionally, you are also resistant to cold, fire, thunder and lightning damage.



by *Nikolas Totief*

KING MIDAS

I wish that everything I touch turns to gold.

— *King Midas' wish to the god of wine*

King Midas is one of the wealthiest men in the world and lives in his palace, alone and cursed.

The God's Servant. One day, the god of wine walked outside Midas' palace and one of his servants stopped to rest in his gardens. Midas saw him and decided to invite him into his palace to take care of him.

The Wish. When the god of wine found out, he wanted to thank King Midas, so he told him that he would grant him one wish. King Midas wished that everything he touched would turn to gold. The god smiled and told him that the next day his wish would be granted.

The Curse. Indeed, the next day Midas woke and everything he would touch would turn to gold. He touched his nightstand, and it turned to gold. Midas couldn't believe it, he was incredibly happy. He started touching all of his furniture, and they kept turning to gold. His daughter, startled by her father's joyous screams, came to see what all the fuss was about. Midas saw her, and rushed to hug her. And that was when the wish turned into a curse. His daughter slowly, but surely, turned into a gold statue. Midas screamed, and cried, and begged—but his daughter would not return to normal.

Now King Midas is alone, searching the world for a cure.





HAND OF MIDAS

Wondrous item, legendary

This item can only be acquired by severing the hand of King Midas. As long as King Midas is alive, the hand gives the following abilities to you.

- As an action, any object that you touch turns into gold. If you touch a creature, the creature must make a DC 17 Charisma saving throw. On a success, the creature magically begins turning into gold and is restrained. It must repeat its saving throw at the end of each of its turns as long as you are not incapacitated. On a failure, the creature is petrified until freed by a greater restoration spell or similar magic.
- When you suffer damage, as a reaction, you can cover your body with a thin layer of gold that reduces the damage you would suffer by half until the start of your next turn.

KING MIDAS

Medium humanoid (human), true neutral

Armor Class 12

Hit Points 91 (14d8 + 28)

Speed 25 ft.

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

Skills Persuasion +6

Senses passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Touch of Gold. Any object that King Midas touches turns into gold. If King Midas touches a creature, the creature must make a DC 17 Charisma saving throw. On a success, the creature magically begins turning into gold and is restrained. It must repeat its saving throw at the end of each of its turns as long as King Midas is not incapacitated. On a failure, the creature is petrified until freed by greater restoration spell or other magic.

ACTIONS

Gold Shield. When King Midas suffers damage, he can cover his body with a thin layer of gold that reduces the damage he would suffer by half until the start of his next turn.

KING MIDAS' TRAITS

Ideals. There is nothing I want that I cannot have.

Bonds. My daughter is the only thing I care about.

Flaws. My love for gold took from me the only thing I really cared about.

IN GREEK MYTHOLOGY

King Midas is a figure of Greek mythology, by some accounts son of the goddess Cybele.

by *Nikolas Totief*

ORPHEUS

Oh, Orpheus! What kind of madness consumed the both of us? Look! The cruel fates are shouting my name and I am once again lulled into slumber! Goodbye, Orpheus! I reach out my arms towards you but I can never reach you, for I am no longer yours. I am being dragged away, and I am surrounded by an endless night.

— *Eurydice to Orpheus, as she was pulled back into the Underworld for the last time*

Orpheus is the son of a god, and while he does not share the typical strength or supernatural powers that accompany such heritage, he still has an incredible gift:—the gift of music. He can sing and masterfully play many instruments, which made him famous throughout the land.

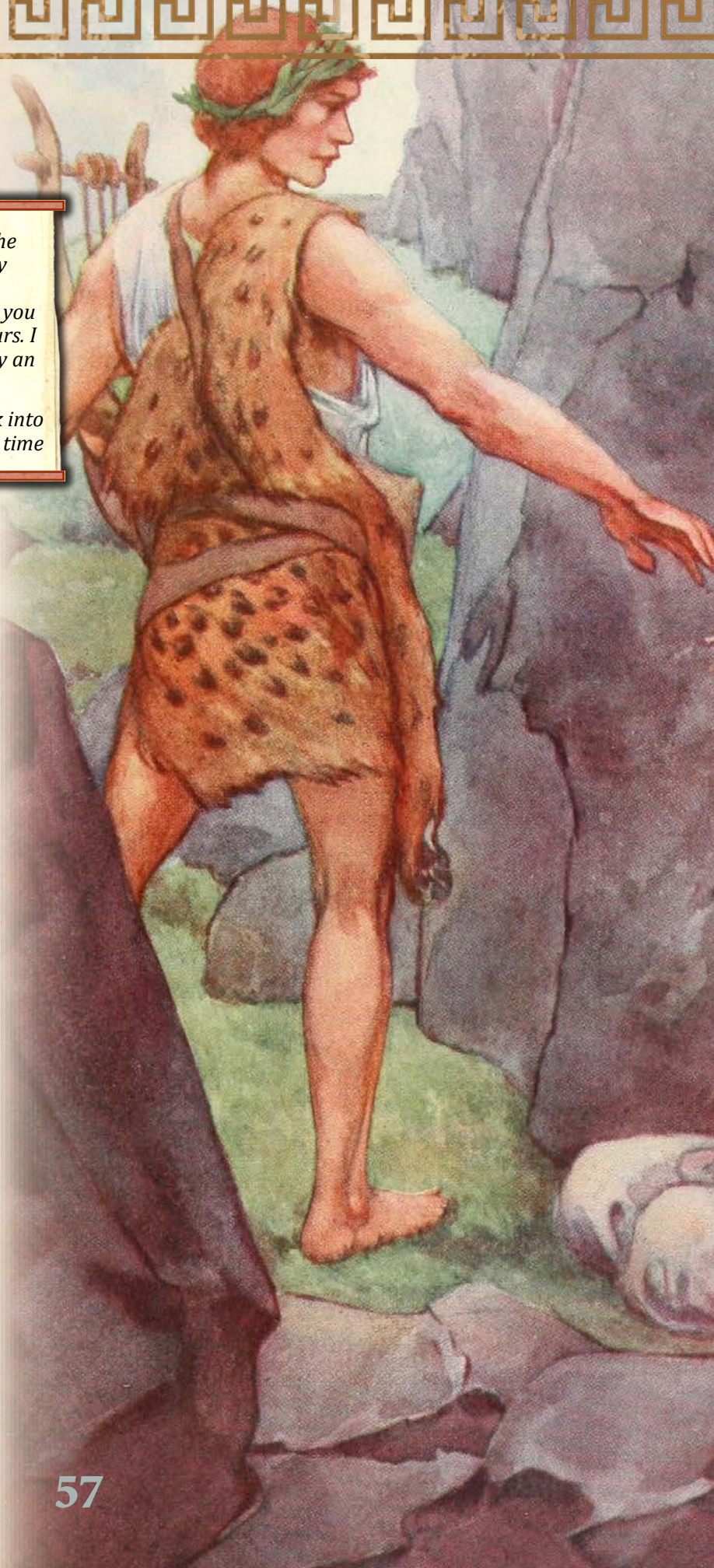
Eurydice. With talents such as Orpheus', it was only natural for him to be surrounded by people that admired his work. When Orpheus met Eurydice, it was love at first sight for both. Orpheus had never felt this way before, and neither had Eurydice—they were completely devoted to each other.

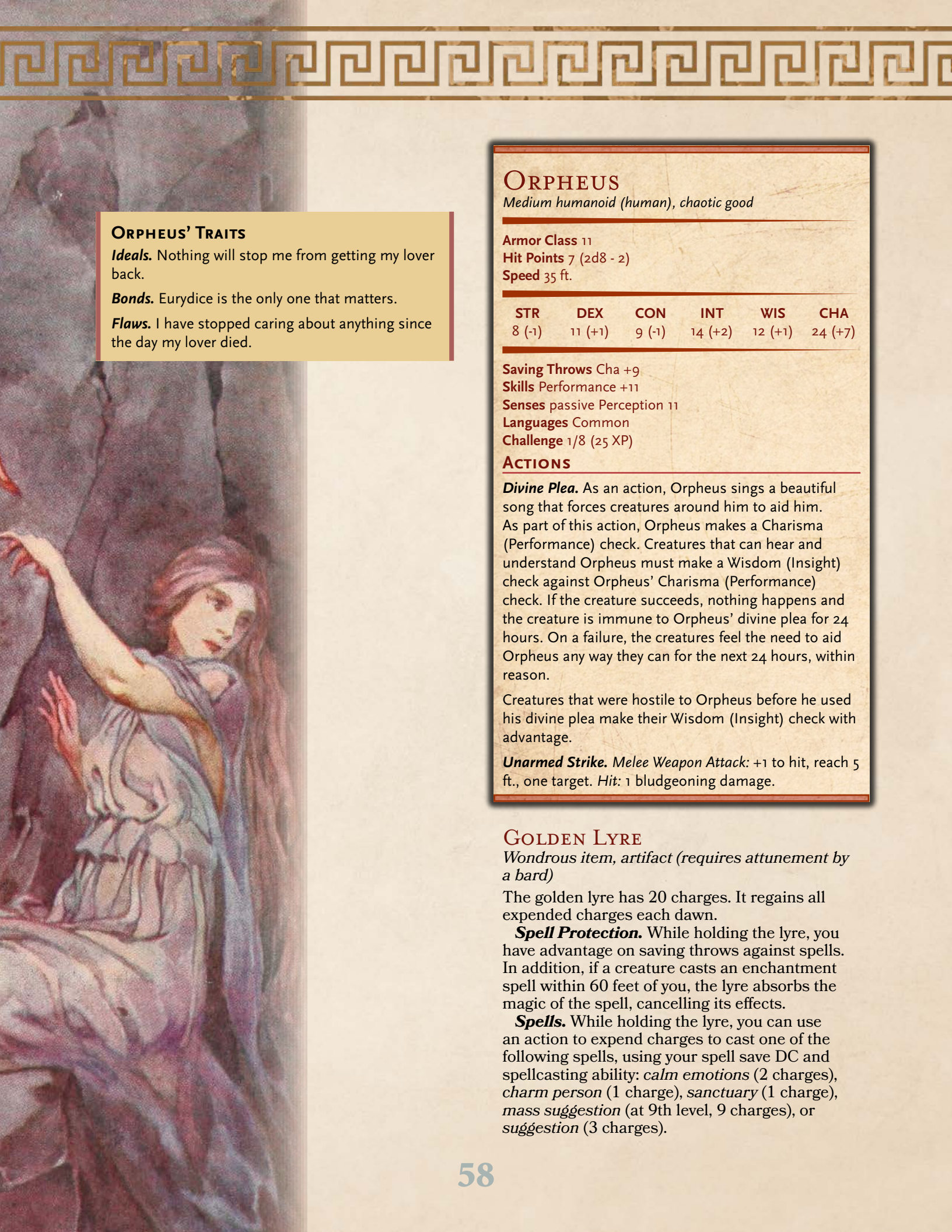
The Death of Eurydice. Eurydice was a beautiful and popular woman, and that was enough to draw some unwanted attention. She had a stalker—a man that followed her from the shadows wherever she went, and he waited until Orpheus would leave her alone so that he could snatch her.

But as the days passed, and Orpheus did not seem to leave her side, the man saw that there was only one thing left to do—kill Orpheus.

As he leapt from the shadows the couple saw him and started running. But while running, Eurydice stepped into a nest of vipers and she was bitten. The poison killed her moments later, and the man stopped chasing her as Orpheus rushed to her corpse to mourn.

Orpheus' Quest. Now Orpheus, plunged into sadness, sees no reason to live but to get his lover back. Orpheus roams the land searching for a way to enter the Underworld and free Eurydice from the clutches of death.





ORPHEUS' TRAITS

Ideals. Nothing will stop me from getting my lover back.

Bonds. Eurydice is the only one that matters.

Flaws. I have stopped caring about anything since the day my lover died.

ORPHEUS

Medium humanoid (human), chaotic good

Armor Class 11

Hit Points 7 (2d8 - 2)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+1)	9 (-1)	14 (+2)	12 (+1)	24 (+7)

Saving Throws Cha +9

Skills Performance +11

Senses passive Perception 11

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Divine Plea. As an action, Orpheus sings a beautiful song that forces creatures around him to aid him. As part of this action, Orpheus makes a Charisma (Performance) check. Creatures that can hear and understand Orpheus must make a Wisdom (Insight) check against Orpheus' Charisma (Performance) check. If the creature succeeds, nothing happens and the creature is immune to Orpheus' divine plea for 24 hours. On a failure, the creatures feel the need to aid Orpheus any way they can for the next 24 hours, within reason.

Creatures that were hostile to Orpheus before he used his divine plea make their Wisdom (Insight) check with advantage.

Unarmed Strike. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

GOLDEN LYRE

Wondrous item, artifact (requires attunement by a bard)

The golden lyre has 20 charges. It regains all expended charges each dawn.

Spell Protection. While holding the lyre, you have advantage on saving throws against spells. In addition, if a creature casts an enchantment spell within 60 feet of you, the lyre absorbs the magic of the spell, cancelling its effects.

Spells. While holding the lyre, you can use an action to expend charges to cast one of the following spells, using your spell save DC and spellcasting ability: *calm emotions* (2 charges), *charm person* (1 charge), *sanctuary* (1 charge), *mass suggestion* (at 9th level, 9 charges), or *suggestion* (3 charges).

by *Nikolas Totief*

PENTHESILEA

You didn't hesitate for a moment, you hurled your spear to kill your enemy... but it broke against his armour, against his magnificent shield. Five layers of metal, you only got through two. Gold. That was the gift of the gods to your enemy. Your second spear, followed the fate of the first and then you followed as well.

— from *Penthesilea's funeral*

Queen of the amazons and respected by many, young Penthesilea is a fighting prodigy, one of the most formidable warriors the land has ever seen.

The Queen's Grief. There are many theories regarding how Penthesilea's sister died. Some say Penthesilea herself killed her in an accident while hunting, others say she was killed in a duel. Whatever the reason, Penthesilea took her sister's death to heart and she blamed herself.

To Die as a Warrior. Full of guilt, Penthesilea believes that her life is not worth living, but as a warrior she cannot take it herself. Thus she marches to war with her faithful amazons—to fight, and die, in glory.

PENTHESILEA'S TRAITS

Ideals. I have to be powerful in body and mind.

Bonds. My family is the most important thing for me.

Flaws. My sister is dead because of me and I will never stop blaming myself.

AMAZONIAN SHIELD

Shield, rare (requires attunement)

While holding this shield, whenever you are hit by an attack you can use your reaction to increase your AC by 3 until the end of your next turn. You can do this a number of times per long rest equal to your proficiency bonus.

If an attack misses you after activating this shield's effect, you add your proficiency bonus to the damage of your next successful attack.



PENTHESILEA

Medium humanoid (human), lawful evil

Armor Class 18 (plate, 20 with shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	18 (+4)	14 (+2)	15 (+2)	13 (+1)

Saving Throws Dex +9, Con +8, Wis +6

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

Senses passive Perception 12

Languages Common, Elvish, Dwarvish

Challenge 10 (5,900 XP)

Warrior's Might. Whenever Pentheseilea would be reduced to 0 hit points, roll a d20. On a roll of 11-20 she drops to 1 hit point instead.

Strength of the Amazons. As a bonus action, Pentheseilea can imbue her weapon with radiant energy. Until the start of her next turn, her weapon attacks deal an extra 16 (3d10) radiant damage.

Call of the Queen. As a bonus action, Pentheseilea can summon an amazon (use the **veteran** statblock) in an unoccupied space within 60 feet of her. The amazon acts on their own initiative.

ACTIONS

Multiattack. Pentheseilea makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage or 11 (1d10 + 6) if used with two hands.

Amazon's Roar. Pentheseilea unleashes a roar. For the next 10 minutes, she regains 10 hit points at the start of each of her turns. If Pentheseilea has 0 hit points at the start of her turn, she does not regain any hit points.

VETERAN

Medium humanoid (human), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage or 8 (1d10 + 3) if used with two hands.

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

Heavy Crossbow. *Melee Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

by George Komis

PERSEUS

Ένας μεγάλος ήρωας που φέρει τα δώρα τόσων πολλών θεών. Μόνο αυτός θα μπορούσε να επιτύχει τόσο μεγάλα επιτεύγματα και να πάρει τη θέση του ανάμεσα στα αστέρια μετά το θάνατό του.

A great hero bearing the gifts of so many gods. Only he could achieve such great feats and take his place amongst the stars after his death.

— Unknown

Perseus is credited as one of the greatest heroes and monster slayers of his time. He is only surpassed by his great-grandson and half-brother Heracles. One of his most known feats was the beheading of the monster known as Medusa to save a figure of great importance. Many sea monsters were slain by his sword in his travels to achieve glory. His father was none other than the sky god of thunder, while his mother was a mortal woman.

Founder of Dynasties. Perseus is considered to be the founder of two great dynasties that ruled great parts of the known world for many years.

Legendary Hero. Many legends include his name as the main protagonist. Considered the savior of many from the maws of inhuman beasts and monstrosities, it is certain that he will be remembered for millennia to come. That is not always good, though the greater the fame, the more enemies want to face him and make a story for themselves as the ones that beat in combat the legendary hero. This only resulted in a bigger list of names to be defeated by him.

PERSEUS' TRAITS

Ideals. Courage is what distinguishes us from monsters.

Bonds. I am the son of the god of thunder and I must act like it.

Flaws. A good lie now and then never hurt anyone.





PERSEUS

Medium humanoid (human), neutral good

Armor Class 19 (shield)

Hit Points 180 (19d8 + 95)

Speed 80 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	16 (+3)	16 (+3)	17 (+3)

Saving Throws Dex +10, Con +11, Wis +9

Skills Acrobatics +10, Athletics +12, Perception +9

Senses passive Perception 19

Languages Common

Challenge 18 (20,000 XP)

Indomitable. Perseus has advantage on all saving throws.

Monster Slayer. Perseus has advantage on attack rolls against monstrosities and does double damage against them.

Bearer of Many Gifts. Perseus can attune four items instead of three.

Magic Items. Perseus has *Hades' helm*, the sword *Harpe*, *Hermes' sandals*, the *mirrored shield* and *Medusa's head*.

ACTIONS

Multiattack. Perseus makes four melee attacks.

Harpe. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. **Hit:** 14 (1d10 + 9) slashing damage. When Perseus rolls a 20 on an attack roll, he cuts off the target's head. If a creature cannot be decapitated, it instead takes an extra 33 (6d10) slashing damage from the hit. *Harpe* ignores resistance to slashing damage.

Medusa's Visage. As a standard action Perseus can make, all creatures within 60 ft. that can see him wielding the head of the Medusa, to make a DC 18 Constitution saving throw or be petrified. Unless surprised, a creature can avert its eyes to avoid the saving throw. If the creature does so, it can't see Perseus until the start of its next turn, when it can avert its eyes again. If the creature looks at Perseus in the meantime, it must immediately make the save.

REACTIONS

Mirrored Shield. If exposed to a gaze attack such as a Medusa's Petrifying Gaze or the Eye Ray of a beholder, Perseus can hold up his shield and force the creature from which the effect originates to make a save against its own power with disadvantage.

HADES' HELM

Wondrous item, legendary (requires attunement by a creature chosen by a god of death)

The Hades' Helm enables the wearer to become invisible to others, functioning much like the cloud of mist that the gods surround themselves in to become undetectable. It was given to Perseus as a boon by the gods to assist him in his endeavors. He is meant to return it after he finishes his endeavours.

The wearer of this helm can use a bonus action to cast greater invisibility on themselves. They remain invisible until they use a bonus action to become visible again.

HARPE

Wondrous item, legendary (requires attunement)

This sword enables the user to decapitate their enemies with a well-placed strike. It was gifted to Perseus by his father, the god of thunder.

You gain a +3 bonus to attack and damage rolls made with this Adamantine magic weapon. In addition, the weapon ignores resistance to slashing damage.

When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

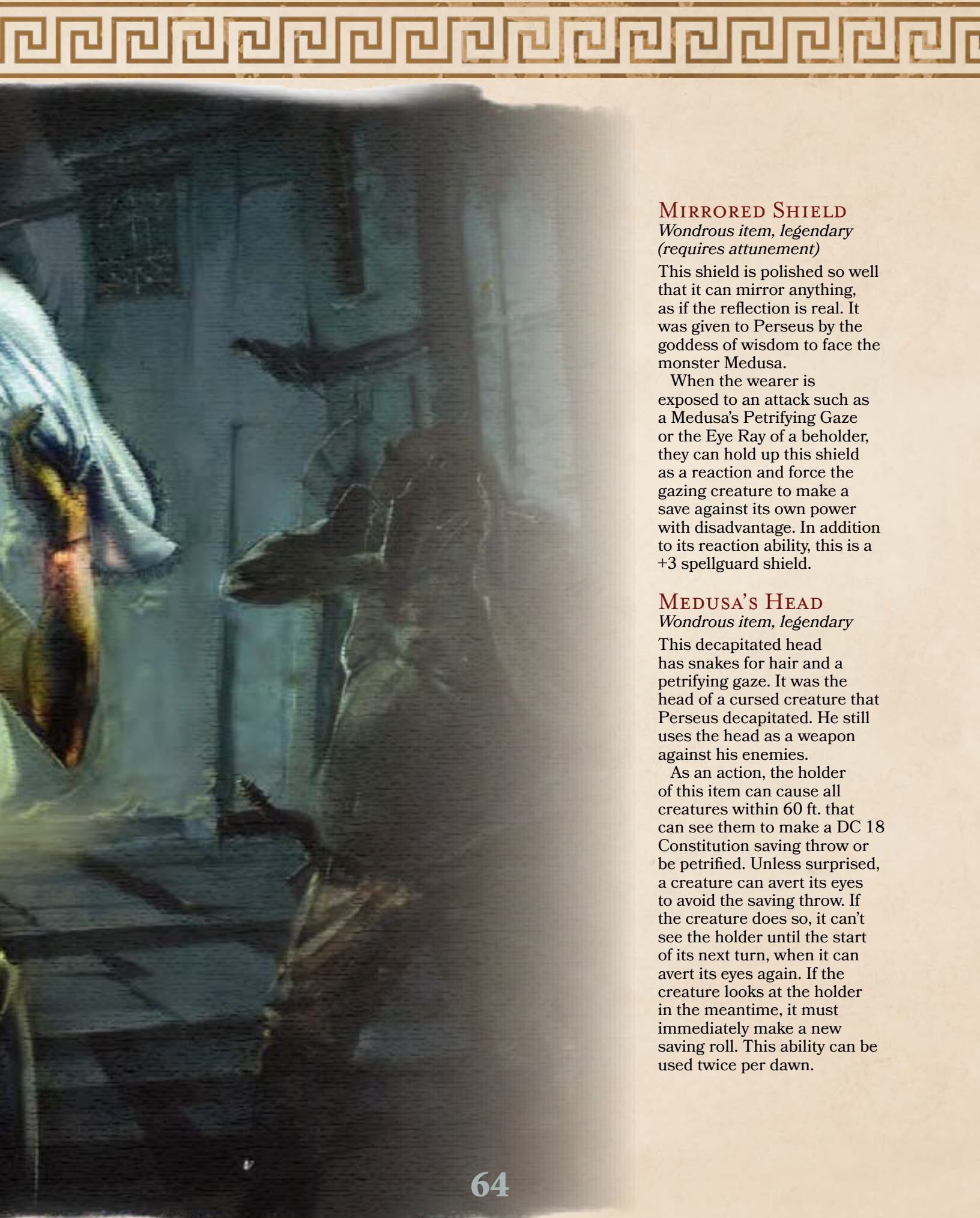
HERMES' SANDALS

Wondrous item, legendary (requires attunement)

The winged sandals of the messenger god himself. Perseus took possession of them to succeed in his task. He was to return them when his task was completed.

These sandals double the wearer's speed, and allow a fly speed at the same rate.





MIRRORED SHIELD

*Wondrous item, legendary
(requires attunement)*

This shield is polished so well that it can mirror anything, as if the reflection is real. It was given to Perseus by the goddess of wisdom to face the monster Medusa.

When the wearer is exposed to an attack such as a Medusa's Petrifying Gaze or the Eye Ray of a beholder, they can hold up this shield as a reaction and force the gazing creature to make a save against its own power with disadvantage. In addition to its reaction ability, this is a +3 spellguard shield.

MEDUSA'S HEAD

Wondrous item, legendary

This decapitated head has snakes for hair and a petrifying gaze. It was the head of a cursed creature that Perseus decapitated. He still uses the head as a weapon against his enemies.

As an action, the holder of this item can cause all creatures within 60 ft. that can see them to make a DC 18 Constitution saving throw or be petrified. Unless surprised, a creature can avert its eyes to avoid the saving throw. If the creature does so, it can't see the holder until the start of its next turn, when it can avert its eyes again. If the creature looks at the holder in the meantime, it must immediately make a new saving roll. This ability can be used twice per dawn.

by George Komis

TALOS

Woe to anyone that tries to set foot on the island protected by the almighty Talos. Any ship unknown to him will be destroyed by boulders and anyone that manages to swim to shore is certain to find a fiery death from his melting breath.

— Unknown

Talos was a giant automaton made of bronze. He was gifted to a king of a great island from the god of metallurgy to protect his wife and realm from pirates and invaders. Talos circled the island's shores three times daily, destroying ships that he did not consider as allies and letting the other ones pass. If invaders managed to set foot on land, he burned them with his fire breath. It is said that he could raise the temperature of his body to melt the enemies he grappled, to melt their skin and rip it from their bones.

Weak Point. Talos' weak point is a valve in his foot that releases all of his divine blood when it is removed, killing him immediately. Not many know of this weakness though, and one would need to pay a great price in exchange for such knowledge. It is said that the king's daughter is a witch and that she possesses the information. Would she betray her father?

Wonder of Metallurgy. Talos is a sentient construct that was made in an ingenious way that can never be copied. All of his plates depict various scenes of heroes' victories and epic wars of the past. It is certain that anyone who manages to destroy such a wonder of craftsmanship and metallurgy would anger both kings and gods.

TALOS' TRAITS

Ideals. Nothing and no one can steer me away from my duty.

Bonds. No invader will ever set foot on the island I protect, and those who do, will die by my hand.

Flaws. I only exist to protect the princess Europa and this isle, and that is what I will do until I die.



TALOS

Huge humanoid (Construct), lawful neutral

Armor Class 17 (natural armor)

Hit Points 218 (19d12 + 95)

Speed 35 ft.

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

Saving Throws Str +9, Con +9, Wis +6

Skills History +4, Athletics +9, Perception +6, Survival +6

Damage Immunities fire, poison; bludgeoning, piercing, slashing from nonmagical weapons that are not adamantine

Senses passive Perception 15

Languages Common

Challenge 11 (7,200 XP)

Action Surge (1/Short Rest). On his turn, Talos can take an additional action on top of his regular action and a possible bonus action.

Brawling. Talos is proficient with improvised weapons.

Critical Vulnerability. Talos is immune to sneak attack damage and critical hits. A creature targeting Talos' singular point of vulnerability (his heel) has a -10 penalty on his attack roll, but on a hit the attack deals double damage and ignores Talos' immunities.

Efficient Steps. When traveling by himself for one or more hours, Talos can move stealthily at his normal speed at no penalty.

Forge Resistant. Talos has advantage on saving throws against being poisoned and is immune to disease. He does not need to breathe, drink, or eat. Talos still requires a 6 hour resting period that emulates sleep in order to recharge his inner workings. While resting he is still conscious but any movement by Talos interrupts

his rest. In addition, he does not become exhausted from lack of rest.

Siege Monster. Talos deals double damage to objects and structures.

Superb Aim. Talos ignores half cover and three-quarters cover when making a ranged weapon attack, and he doesn't have disadvantage when attacking at long range. When Talos makes his first ranged weapon attack in a turn, he can choose to take a -5 penalty to his ranged weapon attack rolls in exchange for a +10 bonus to ranged weapon damage.

Wildborn. Talos never forgets the geographic arrangement of terrain, settlements, and areas of wilderness. In addition, he can forage fresh water and food each day for as many as 6 people as long as the environment nearby can support it.

ACTIONS

Multiattack. Talos makes two attacks using his unarmed strike.

Talos Grasp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage, and the target is grappled (escape DC 17).

Throw Rock. *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Fire Breath (Recharge 5-6). Talos exhales fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 24 (6d6) fire damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Excellent Aim (3/Short Rest). Talos aims a wielded ranged weapon he is holding at a target within its range. Until the end of his turn, ranged attacks that Talos makes against the target deal an extra 5 damage on a hit.

Second Wind (1/Short Rest). Talos regains 11 (1d10 + 6) hit points.

by Andrea Maffia

AENEAS

*Arms, and the man I sing, who, forced by fate,
And haughty Juno's unrelenting hate,
Expelled and exiled, left the Trojan shore.
Long labours, both by sea and land, he bore,
And in the doubtful war, before he won
The Latian realm, and built the destined town*

— Virgil, *Aeneid*, Book I

AENEAS

Medium humanoid (human), lawful good

Armor Class 19 (studded leather armor and shield)

Hit Points 221 (34d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	14 (+2)	10 (+0)	10 (+0)	20 (+5)

Saving Throws Str +10, Dex +11, Con +8

Skills Athletic +10, Intimidation +11, Perception +6, Persuasion +11

Damage Resistances lightning; bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities charmed, frightened

Senses passive Perception 16

Languages Common, Celestial

Challenge 18 (20,000 XP)

Divine Shield (1/Day). Using his action to look at his shield, Aeneas has a vision of the future. Once a day, when he makes an attack roll, an ability check, or a saving throw, he can roll an additional d20. He chooses which of the d20s is used for the attack roll, ability check, or saving throw.

Innate Spellcasting. Aeneas' spellcasting ability is Charisma. Aeneas can innately cast the following spells, requiring only verbal components:

At will: *divine favor*, *heroism*, *wrathful smite*

1/day each: *commune*, *staggering smite*

ACTIONS

Multiattack. Aeneas makes three attacks with his spear

Aeneas was once a brave warrior in his city state. When the city came under siege, Aeneas defended its walls from attack. After a long siege, the attackers resorted to deception to breach the defences. Once inside the walls, they killed and maimed with impunity. Aeneas managed to save his father and his son, but lost his wife when the city fell.

Founder of a Kingdom. Together with a group of survivors, Aeneas began an errant journey, looking for a new place to settle. After defeating terrible monsters, he eventually found a new love: the princess of a tribal civilization. Together, they founded a prosperous kingdom, and Aeneas and his sons ruled over it.

A Goddess' Son. Aeneas was raised by Anchise, his father, and Alcatoo, his brother in law, who

or three attacks with his longsword. Alternatively, he makes one attack with a weapon and casts one spell.

Spear. Melee or Ranged Weapon Attack: +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 18 (4d8) radiant damage.

Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 18 (4d8) radiant damage.

LEGENDARY ACTIONS

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

Attack. Aeneas makes one attack with the spear or one attack with the longsword.

Move. Aeneas moves up to half his speed.

Divine Intervention (Costs 3 Actions). Aeneas can call on deities to intervene on his behalf when his need is great. According to the called deity, he can provoke one of the following effects:

- calling the deity of the sun, Aeneas creates mirages, as if casting the mirror image spell;
- calling the deity of the sea, Aeneas evokes the effects of the spell fog cloud;
- calling the deity of storm, Aeneas changes the weather and casts call lightning.

Divine Protection (Costs 2 Actions). Aeneas creates a magical field around himself or another creature he can see within 60 feet of him. The target gains a +2 bonus to AC until the end of the targets' next turn.

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Founder of a Kingdom. Together with a group of survivors, Aeneas began an errant journey, looking for a new place to settle. After defeating terrible monsters, he eventually found a new love: the princess of a tribal civilization. Together, they founded a prosperous kingdom, and Aeneas and his sons ruled over it.

A Goddess' Son. Aeneas was raised by Anchise, his father, and Alcatoo, his brother in law, who were mainly farmers. His mother was not human—indeed, Aeneas is the son of the goddess of love and beauty. She fell in love with Anchise and spent a night with him. Although she could not take care of the child directly, she guarded

him for his whole life. She sent a centaur to teach him how to fight and she persuaded the other deities to give him their protection. As he grew to become a fine warrior, she asked the god of smiths to create a shield for Aeneas. While crafting the shield, the deity had visions of the future of Aeneas and decorated the shield with images of that divination.

Obedient to Deities' Will. Many goddesses and gods appreciated Aeneas' strength and bravery; some of them took their chance and asked him to accomplish missions for them. Whenever they asked, he was ready to comply with their requests, and so gained blessings from many divine beings. During the fights or along dangerous journeys, Aeneas has called upon the gods and they often agreed to give him a hand. For this reason, menacing him or his kingdom is a very difficult task, but some evil deity may be ready to support such a venture just to have the pleasure of knocking down one of their rivals' champions.



IN THE ILIAD & AENEID

Aeneas' legend stands between Greek and Roman mythology. According to Homer, he was one of the Trojan heroes. The Roman poet Virgil tells that, when Ulysses was able to enter Troy and destroy it, Aeneas ran away and travelled till reaching the Italian coast, where he founded the Roman civilization. Romulo and Remo, first kings of Rome, are part of his offspring.

AENEAS'S TRAITS

Ideals. Whenever my gods ask me something, I do it.

Bonds. I will never abandon my city and my sons, for any reason.

Flaws. Romance is expendable if this is the gods' will.

by Simone Rossi Tisbeni

ROMOLO & REMO

It is very suitable that when the deed accuses him, the effect excuses him; and when the effect is good, as was that of Romulus, it will always excuse the deed; for he who is violent to spoil, not he who is violent to mend, should be reprovved.

— Niccolò Machiavelli

The power of a king often comes from a glorious bloodline. The offspring of the god of war always faces the great destiny of warriors, politicians, and kings. Such is the case for Romolo and Remo, twin brothers who founded one of the most magnificent cities ever built by humankind.

Children of Perjure. There once was a priestess of extreme beauty who pronounced a vow of chastity. The god of war saw her and fell

suddenly in love; no one could resist the desire of spending a night with her. She bore the god two twins in secret, but when they grew up she was no longer able to hide them. When the other priests discovered the twins, the priestess was forced to abandon her children, laying them inside a basket and placing it in the river.

Raised by Wolves. When the water level lowered, the basket stopped under the branches of a fig tree. A wolf was nearby, drinking from the river, when she heard the crying babies. She gave them her own milk and so they grew as strong as wolves. When milk was no longer enough for them, a woodpecker started bringing them food,

ROMOLO'S TRAITS

Ideals. The end justifies the means.

Bonds. My entire life is dedicated to the city I have founded.

Flaws. I will sacrifice anything to reach my objectives.

ROMOLO

Medium humanoid (human, shapechanger), neutral

Armor Class 16 (studded leather, shield in humanoid form, 14 in wolf form)

Hit Points 150 (20d8 + 60)

Speed 30 ft. (50 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Int +6, Wis +7, Cha +9

Skills Insight +7, Intimidation +9, Persuasion +9

Senses passive Perception 13

Languages Common, Dwarvish, Elvish, Gnomish, Halfling

Challenge 9 (5,000 XP)

Shapechanger. Romolo can use his action to polymorph into a dire wolf, or back into his true form. His statistics, other than his size and AC, are the same in each form. While in wolf form, Romolo can't cast spells. Any equipment he is wearing or carrying is transformed. He reverts to his true form if he dies.

Spellcasting. Romolo is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous smite*

2nd level (3 slots): *aid*, *branding smite*

3rd level (2 slots): *aura of vitality*, *blinding smite*

Pact Tactics (Wolf Form Only). Romolo has advantage on attack rolls against a creature if at least one of Romolo's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. In humanoid form, Romolo makes two longsword attacks. In wolf form, he makes two bite attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) slashing damage, or 25 (4d10 + 3) slashing damage if used with two hands.

Bite (Wolf Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (5d6 + 3) piercing damage. If the target is a creature it must succeed on a DC 16 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

Romolo can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Romolo regains spent legendary actions at the start of his turn.

Attack. Romolo makes one attack.

Move. Romolo moves up to half his speed.

Shapechange. Romolo uses his Shapechanger trait.



until a couple of farmers found the twins. The good farmers schooled them and immediately Romolo showed a peculiar disposition for politics.

Founders of a Glorious City. The two young men were strong and authoritative. Both were able to face brigands and helped the other villagers against many dangers. When they were

REMO'S TRAITS

Ideals. Everything goes as it has to according to the natural laws and the will of the gods.

Bonds. The person I love the most is my twin brother Romolo.

Flaws. Even if I foresee trouble, I never abandon my duties.

REMO

Medium humanoid (human, shapechanger), neutral good

Armor Class 12 (studded leather in humanoid form, 14 in wolf form)

Hit Points 150 (20d8 + 60)

Speed 30 ft. (50 ft. in wolf form)

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

Saving Throws Int +7, Wis +9, Cha +6

Skills Arcana +7, Nature +7, Survival +9

Senses passive Perception 15

Languages Common, Druidic, Sylvan

Challenge 9 (5,000 XP)

Shapechanger. Remo can use his action to polymorph into a winter wolf, or back into his true form. His statistics, other than his size and AC, are the same in each form. While in wolf form, Remo can't cast spells. Any equipment he is wearing or carrying is transformed. He reverts to his true form if he dies.

Spellcasting. Remo is a 10th-level spell caster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). He has the following druid spells prepared:

Cantrips: *druidcraft*, *guidance*, *produce flame*, *shillelagh*

1st level (4 slots): *animal friendship*, *cure wounds*, *detect magic*, *entangle*, *speak with animals*

2nd level (3 slots): *animal messenger*, *augury*, *beast sense*,

no longer children, they decided to move and find a place to build their homes. People were impressed by their bravery, and many decided to move and settle with them. Initially there were a few houses, but soon an entire city was built around the two men. When the settlement became too big, the need for a leader rose.

The First King. Romolo and Remo were twins, and as such the king wasn't simply going to be the oldest brother. Remo decided to go up the mountain to receive a sign from the gods of nature, and there he observed the flight of birds to understand which of the brothers should be appointed king. But while he was gone, Romolo built strong walls around the city closing the entrance. Remo could no longer enter the town and Romolo became the first king of the city.

heat metal, *hold person*

3rd level (3 slots): *conjure animals*, *protection from energy*

4th level (3 slots): *dominate beast*, *stoneskin*

5th level (2 slots): *insect plague*

ACTIONS

Quarterstaff (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) bludgeoning damage, or 7 (1d8 + 3) if wielded with two hands, or 9 (1d8 + 5) bludgeoning damage with *shillelagh*.

Bite (Wolf Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (5d6 + 3) piercing damage. If the target is a creature it must succeed on a DC 16 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6, Wolf Form Only). Remo exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Remo can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Remo regains spent legendary actions at the start of his turn.

Attack. Remo makes one attack.

Cantrip. Remo casts a cantrip.

Shapechange. Remo uses his Shapechanger trait.

by Ciarán O'Halloran

ABHARTAIGH

This dwarf was a magician, and a dreadful tyrant, and after having perpetuated great cruelties on the people he was at last vanquished and slain ... but the very next day he appeared in his old haunts more cruel and vigorous than ever.

— *“The Origin and History of Irish Names of Places,”*
Patrick Joyce

In the Glen of the Eagle, beneath a great mountain range, lies the tomb of Abhartaigh. Once a cruel King, the dwarf extracted great tribute from his people, and experimented with vile magic in his court. After years of oppression, Abhartaigh was slain and the people rejoiced until the dead tyrant returned to prey upon his people, stalking and drinking their blood by night. On a druid's advice, the vampire was attacked again, but this time placed upside down in his resting place, with a monumental rock pulled over its entrance. The magic of the ritual binds him in place and stops most of his powers.

Ward. According to the druidic rite, Abhartaigh is buried upside down and the entrance to his tomb is sealed by a great standing stone. Through the roots of this rock grows a hawthorn tree. The tree and rock keep Abhartaigh held in place, and as long as he is upside down, his magic is subdued. Should he be disturbed, the vampire will rise again and seek his vengeance.

SLEACHT ABHARTAIGH

Sleacht Aibheartaigh, or Slaghtaverty, is the name of Abhartaigh's resting place. Formerly the site of his court, Sleacht Aibheartaigh is now the tomb and resting place for the vampire. All that is left of the palace is a great memorial stone, inscribed with the names of the long dead of his Kingdom, and a hawthorn tree, whose roots twists and entwine the base of the standing stone. Underneath this stone, the vampire is restrained. As long as the druid's ritual is preserved, Abhartaigh is a limited threat. However, he can still lure the unwary to set him free. Abhartaigh encountered in his lair has a challenge rating of 17 (16,000 XP).



ABHARTAIGH

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	19 (+4)	17 (+3)	15 (+2)	18 (+4)

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

Skills History +8, Perception +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 17

Languages Common, Druidic, Dwarven, Giant

Challenge 16 (15,000 XP)

Innate Spellcasting. Abhartaigh was a powerful sorcerer in life, and holds on to this ability in undeath. His innate spellcasting ability is Charisma (spell save DC 17, spell attack +9) and he can cast the following spells, requiring only verbal and somatic components:

At will: *chill touch*, *control flames*, *gust*

1st Level (4 slots): *fog cloud*, *jump*

2nd level (3 slots): *darkness*, *hold person*

3rd level (3 slots): *fear*, *incite greed*

4th level (3 slots): *confusion*, *wall of fire*

5th level (1 slot): *enervation*

Shapechanger. If Abhartaigh isn't in sunlight or running water, he can use his action to polymorph into a tiny bat or a medium cloud of mist, or back into his true form.

While in bat form, Abhartaigh can't speak, his walking speed is 5 feet, and he has a flying speed of 30 feet. His statistics, other than size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. Abhartaigh reverts to his true form if he dies.

While in mist form, Abhartaigh can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing. He can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage he takes from sunlight.

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

Misty Escape. When he drops to 0 hit points outside his resting place, Abhartaigh transforms into a cloud of mist (as in the shapechanger trait) instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

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

Regeneration. Abhartaigh regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Abhartaigh takes radiant damage or is damaged from holy water, this trait doesn't function at the start of his next turn.

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

Vampire Weaknesses. Abhartaigh has the following flaws:

Forbiddance. Abhartaigh can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Abhartaigh takes 20 acid damage if he ends his turn in running water.

Stake to the Heart. If a weapon made of wood that deals piercing damage is driven into Abhartaigh's heart while he is incapacitated in his lair, he is paralyzed until the stake is removed.

Upside Burial. If Abhartaigh is turned upside down, he is incapacitated as long as his head touches the ground.

Mindless Greed. If Abhartaigh can see precious stones or jewelry of a higher value than 500 gp, he is overcome with greed. From this point, he will only focus his attacks on the owner of the valuable item, and if he can take it from them, he will do so and then retreat to his resting place. If there is more than one item of that value, he will pursue them all one at a time, starting with the most valuable.

Sunlight Hypersensitivity. Abhartaigh takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, Abhartaigh has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Vampire Form Only). Abhartaigh makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage. The target is grappled (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Abhartaigh, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Abhartaigh regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces their hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a Vampire Spawn under Abhartaigh's control.

Enslave. Abhartaigh targets one humanoid within 30 ft. The target must succeed on a DC 17 Wisdom saving

throw against this magic or be enslaved by Abhartaigh. The enslaved target is under Abhartaigh's control and it is a willing target for his bite attack.

Each time Abhartaigh does anything harmful to the target, they can repeat the saving throw, ending the effect on themselves on a success. Otherwise, the effect lasts 24 hours or until Abhartaigh is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

LEGENDARY ACTIONS

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

Move. Abhartaigh moves up to his speed without provoking opportunity attacks.

Unarmed Strike. Abhartaigh makes one unarmed strike.

Bite (Costs 2 Actions). Abhartaigh makes one bite attack.

REGIONAL EFFECTS

The land around Sleacht Aibheartach has been warped by his foul presence, and is a place of fear:

- The tale of Abhartaigh and his entombment is known to all who live nearby. All races within 20 miles can tell the story, and they know his weaknesses.
- Within 200 feet of the tomb, Abhartaigh's presence is felt. Any who approach must succeed on DC 17 Wisdom saving throw or be frightened. The condition lasts for a minute, and those affected cannot move closer.
- Within 30 feet of the tomb, Abhartaigh's influence is stronger. All who come this close must succeed on a DC 17 Wisdom saving throw or be subject to a command that instructs them to dislodge the stone.

If Abhartaigh is finally vanquished, these effects fade over the course of 1d10 days.

IN IRISH FOLKLORE

Abhartaigh is said to have been killed by Cathrain O'Cahan, the ancestor of the O'Cahan or O'Kane clan of County Derry. It could be this story is passed down to justify the O'Cahan clan's replacement of an earlier tribe and their chieftain. Slaghtaverty is a real place in County Derry, and the tale is well known in the region. The story of Abhartaigh has been told to visitors for hundreds of years, including a particular nineteenth century visitor, who would go on to find great fame as an author. That tourist's name was Bram Stoker.

ABHARTAIGH'S TRAITS

Ideals. Power. If I attain more power, no one will tell me what to do.

Bonds. I deserve to rule over the common people of the Glen.

Flaws. I believe that everyone is beneath me.

by Ciarán O'Halloran

CATHBAD

*Fair faced Cathbad, hear me
prince, pure, precious crown,
grown huge in druid spells.
...find the fair words
that would shed the light of knowledge.*

— Thomas Kinsella, *The Táin*

Bards and druids occupied places of high status in the courts of the ancients. Druids in particular were regarded as sages and seers, their mastery of the mysteries of nature making them suited to read symbols and portents regarding the fate of men and women. They had a particular role to play at childbirth, and were often able to pronounce a child's fate.

Cathbad is the famous druid of the court of Conchobar mac Nessa, the High King of the North. It is his role to offer the King guidance and counsel, and to safeguard his family from supernatural threat.

Cú Chullain. One day Cú Chullain heard Cathbad pronounce that any who took up arms that day would become the most fearsome warrior in the land. Cú Chullain, immediately looked to find weapons that suited his strength. Having tried the short-spear and shield of every warrior in the court and found them to be brittle, it was left to take up the weapons of Conchobar mac Nessa. Cú Chullain grabbed

CATHBAD'S TRAITS

Ideals. Knowledge. The path to power and self-improvement is through knowledge.

Bonds. My life's work is to guide and counsel the court of king Conchobar mac Nessa.

Flaws. I overlook obvious solutions in favor of complicated ones.



CATHBAD

Medium humanoid (human), neutral

Armor Class 10

Hit Points 127 (18d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	15 (+2)	17 (+3)	20 (+5)	18 (+4)

Skills History +11, Insight +13, Nature +7, Religion +7

Damage Immunities poison

Condition Immunities charmed, frightened by elemental or fey creatures

Senses passive Perception 15

Languages Common, Primordial, Druidic, Elvish

Challenge 10 (5,900 XP)

Pure Body. Cathbad is immune to diseases.

Resistance to Plants. Cathbad has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Spellcasting. Cathbad is a 14th level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). He has the following spells prepared:

Cantrips: (at will): *guidance*, *magic stone*, *shillelagh*, *true strike*

1st level (4 slots): *animal friendship*, *augury*, *charm person*,

detect magic, *detect poison and disease*

2nd level (3 slots): *healing spirit*, *lesser restoration*, *locate animals and plants*, *locate object*, *mind spike*, *skywrite*

3rd level (3 slots): *clairvoyance*, *dispel magic*, *plant growth*, *tongues*

4th level (3 slots): *divination*, *hallucinatory terrain*, *locate creature*

5th level (2 slots): *commune with nature*, *geas*, *greater restoration*, *legend lore*, *planar binding*, *scrying*

6th level (1 slot): *find the path*, *heroes' feast*, *true seeing*

7th level (1 slot): *whirlwind*

Druid's Boon. Cathbad can perform a divination ritual on a willing target that he can touch. The creature is given a glimpse into its future. After the 10 minute ritual is complete, roll three d20s and record the results. For the next 24 hours, these results can be used to replace the result of any d20 roll made for that character. At the end of 24 hours these dice are lost, and for each dice that wasn't used the character has disadvantage on one subsequent d20 roll.

ACTIONS

Wanderer's Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 9 (1d8 + 5) bludgeoning damage with shillelagh. The Wanderer's Staff is a magical weapon.

the weapons, proclaiming himself worthy to wield them as a match for the king. Cathbad raged at the hasty young warrior, as Cú Chullain hadn't heard the end of the prophecy - that although the warrior would achieve fame, he would also find death while still young.

Deirdre of the Sorrows.

When the storyteller Feidlimid mac Daill had a daughter, Cathbad prophesied that she would become both a great beauty and the cause for kings and queens to go to war, with great seas of blood shed in her name. Conchobar had her stolen away to be brought up in secret, hoping to keep her beauty for himself while avoiding bloodshed. As she

grew to adulthood, she met and fell in love with Naoise, and the two resolved to leave their homes and live their lives away from the bitter conflict of their own land. However, their entangled loyalties and the jealous desire of others to possess the young couple lead to their eventual return, and the bloodshed between their families, oath-loyal friends and allies brought the second part of Cathbad's prophecy to bear.

IN IRISH FOLKLORE

Cathbad appears in many of the classic tales of Irish literature. In some accounts, he is the father of King Conchobar mac Nessa himself. He was the High King of Ulster's chief advisor and features at the birth of many prominent heroes. This illustrates the place of the ancient druids as sages, ritual masters and augurs in ancient Celtic life. The two examples above are from the classic Ulster Cycle of stories, in particular *Deirdre of the Sorrows* and *The Cattle Raid of Cooley*.

by Ciarán O'Halloran

CÚ CHULLAIN

The first warp-spasm seized Cúchulainn, and made him into a monstrous thing, hideous and shapeless, unheard of. His shanks and his joints, every knuckle and angle and organ from head to foot, shook like a tree in the flood or a reed in the stream. His body made a furious twist inside his skin, so that his feet and shins switched to the rear and his heels and calves switched to the front... The hair of his head twisted like the tangle of a red thornbush stuck in a gap; if a royal apple tree with all its kingly fruit were shaken above him, scarce an apple would reach the ground but each would be spiked on a bristle of his hair as it stood up on his scalp with rage.

— Thomas Kinsella, *The Táin*

The fearsome Cú Chullain is the greatest warrior in all the land. Pledged to defend the High King of the North, Conchobar mac Nessa, the tales of his exploits are legendary, whether his impossible feats of acrobatics, skill with arms, charm with women, or in the relentless pursuit of his enemies. Trained by the warrior Scathach in her Fortress of shadows, Cú Chullain learnt to stand on the tip of a spear in full flight, out-leap a salmon and knock an apple off a target's head from any distance. He was granted the spear Gae Bolg, crafted from the spines of a sea monster, and the shield Duban. When called to defend the land against the armies of Queen Maebh, he defeated hundreds of warriors in single combat, battled the many shapes of the Morrigan, and eventually sent the invaders back home single-handedly.

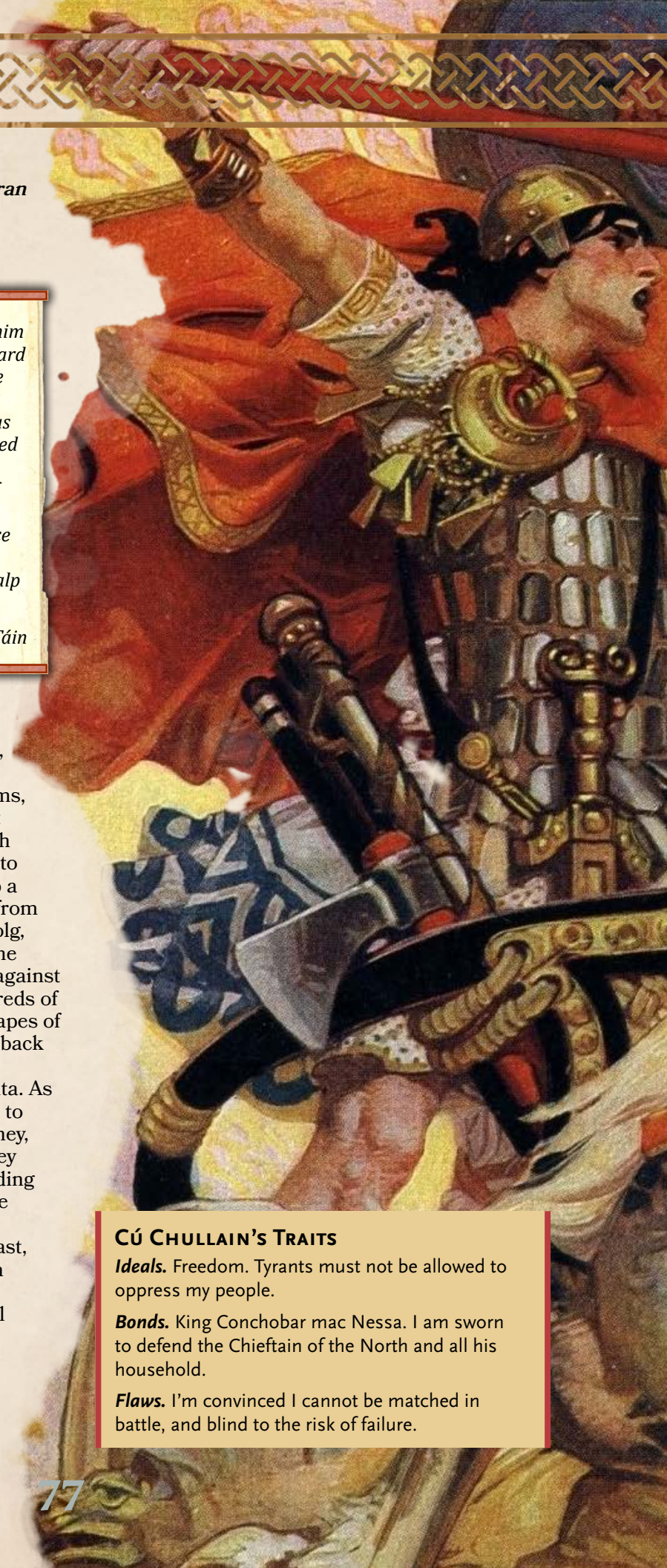
Setanta. Cú Chullain's birth name was Setanta. As a young boy, he made his way to pledge service to King Conchobar mac Nessa. To speed his journey, the young boy hit his sliotar (ball) with his hurley (bat), into the air, and ran to catch it before landing again. As they had forgotten he was coming, the guard Chullain let his vicious dog outside to defend them as they slept. Surprised by the beast, Setanta threw up his sliotar and hurled it down the beast's neck. When he found he had killed Chullain's hound, he pledged to guard him until a replacement had been reared. The druid Cathbad named him Cú Chullain as a result, and foretold that after taking up arms that day, he would defeat many in battle but would have a short life.

CÚ CHULLAIN'S TRAITS

Ideals. Freedom. Tyrants must not be allowed to oppress my people.

Bonds. King Conchobar mac Nessa. I am sworn to defend the Chieftain of the North and all his household.

Flaws. I'm convinced I cannot be matched in battle, and blind to the risk of failure.





The Cattle Raid of Cooley. Queen Méabh lead a huge army to capture the famous Brown Bull. All the men of the North had been laid up with a strange sickness except for Cú Chullain. As Méabh's army advanced, Cú Chullain placed obstacles and trials in their way, picking off his foes from distance and creating great fear amidst their ranks. When they closed in, he faced them down in single combat. After winning hundreds of battles and defeating both his own liege and sons, the Morrigan conspired to sneak out the bull while he was distracted. When the bull eventually arrived at Maebh's court, it faced and fought Whitehorn, the prize bull of that herd. After a long battle, both died, and so Cú Chullain's great bloodshed was for nothing.

The Death of Cú Chullain. Seeking out the children of the warriors slain by Cú Chullain, Maebh rallied an army and led them against him in revenge. Creating an ambush, they lured him into a trap and set about him. He was eventually felled by Lugaid, who pierced his side with a spear. Tying himself to a stone to remain upright, Cú Chullain fought on even as death closed in—for every new enemy that approached, he found another reserve of energy to inflict another killer blow. The warriors stayed away until the Morrigan, in crow form, landed on his shoulder. Seeing he did not stir, they knew he was finally slain, and so the age of heroes would come to an end.

IN IRISH FOLKLORE

Cú Chullain is a legendary figure from Celtic mythology, and there are many tales of his heroic exploits. Some sources describe him as a child of Lugh, the sun God. All tell of his great prowess in battle, his sexual prowess and heroic exploits, characterised by both ingenuity and bloodthirstiness. The death of Cú Chullain is often dated to the year 1 AD; with it came Christianity and the end of the pagan age of Gods and heroes.

The character here is drawn from Thomas Kinsella's adaptation of the classic of early Irish literature *An Táin Bó Cuailnge*, or *The Cattle Raid of Cooley*. Kinsella captures the exaggerated physical excess of the original, and delights in gore, violence and impossible feats of strength and bravery. This reflects an ancient culture that delighted in storytelling and loved the larger than life characters that inhabited their land before them and is a great inspiration for DMs and players alike.

CÚ CHULLAIN

Medium humanoid (human), chaotic good

Armor Class 27 (*torc of defense, Dubán*)

Hit Points 285 (20d12 + 140)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	10 (+0)	15 (+2)	17 (+3)

Saving Throws Str +15, Dex +13, Con +15

Skills Acrobatics +13, Athletics +15, Animal Handling +10, Intimidation +11

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

Senses passive Perception 12

Languages Common

Challenge 26 (90,000 XP)

Impossible Athlete. Cú Chullain's Strength score is doubled when calculating how far he can jump. He has advantage on all (Acrobatics) checks and can choose his size for purposes of determining a mount.

Heroic Precision. If he takes no other standard action on his turn, Cú Chullain can choose where his blow lands on his next successful hit.

Indomitable (3/Day). Cú Chullain can reroll a saving throw if it fails. He must use the new roll.

Indomitable Might. When Cú Chullain makes a Strength check he can treat a d20 roll of 9 or lower as a 10.

Reckless Attack. When he makes his first attack on his turn, Cú Chullain can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Primal Senses. Cú Chullain has advantage on initiative rolls. If he is surprised at the beginning of combat but not incapacitated, he can act normally on his first turn if he immediately enters *ríastrad* (see below). He has advantage on Dexterity saving throws against effects he can see while not blinded, deafened or incapacitated and he has advantage on saving throws against charm, sleep and fear effects.

Ríastrad. Mind Warping Rage (Unlimited) As a bonus action, Cú Chullain enters *ríastrad*, or mind warping rage. During *ríastrad*, Cú Chullain gains the following benefits:

- Cú Chullain has advantage on Strength checks and saving throws, he gains +4 on his damage rolls with Strength weapons, and resistance to bludgeoning, piercing and slashing damage. He can make a single melee attack as a bonus action and he cannot be charmed or frightened.
- Cú Chullain emits great heat during the *ríastrad*.

After the end of his next turn, all creatures within 20 feet must make a DC 14 Constitution save or take 1d6 fire damage. The damage continues until the end of his next turn after the *ríastrad* has ended, and within its radius, ice is melted and non-magical liquid evaporates.

The *ríastrad* lasts for 1 minute. It ends early only if Cú Chullain is knocked unconscious or chooses to end it as a bonus action. If Cú Chullain drops to 0 hit points and doesn't die, he can make a DC 20 Constitution saving throw. If he succeeds, he drops to 1 hit point instead.

After the *ríastrad*, Cú Chullain gains one level of exhaustion until he takes a short or long rest.

Intimidating Presence. As an action, Cú Chullain can force creatures within 30 feet of him that can see and hear him to make a DC 17 Wisdom saving throw or be frightened. The effect lasts until the end of Cú Chullain's next turn, unless he uses his action to extend it.

Obliterating Critical. Cú Chullain rolls three additional damage dice when determining the extra damage for a critical hit with a melee attack.

Magic Items. Cú Chullain wields *Gae Bolg* and *Duban*. He wears a *torc of defence* around the neck.

ACTIONS

Multiattack. Cú Chullain makes three attacks.

Gae Bolg. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 35 (8d6 + 7) piercing damage. Additional effects are described in the *Gae Bolg* entry below.

REACTIONS

Ceaseless Retaliation. When Cú Chullain takes damage from a creature that is within 5 feet, he can use his reaction to make a melee attack against that creature. When unconscious, Cú Chullain can use his reaction to make a melee attack against a creature that approaches within this range.

LEGENDARY ACTIONS

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

Weapon Attack. Cú Chullain makes a weapon attack.

Worthy of My Wrath. Cú Chullain chooses one creature he can see within 30 feet of him. If it can see and hear him, the creature must use up all of their speed to move towards him. Cú Chullain makes his next attack against this target with advantage, and it has disadvantage on attacks against all other creatures except from Cú Chullain until the end of its next turn.

Furious Charge (Costs 2 Actions). Cú Chullain moves up to 40 feet. Any creature within 5 feet of him during this movement must succeed on a DC 17 Strength saving throw or be knocked prone.

GAE BOLG

Weapon (spear), artifact (requires attunement)

To become attuned to *Gae Bolg*, the wielder must complete special training. This requires 10 days of downtime, during which the player must travel to the wilderness and use the spear to defeat a beast of Large or greater size in single combat.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. After attunement, the weapon gains additional properties detailed below. You must not be wearing armour to use these additional powers.

Random Properties. The spear has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Scathachs Blessing. The wielder of *Gae Bolg* gains proficiency in Acrobatics and Athletics, or doubles their bonus with these skills if they are already proficient.

Impaler. When thrown, *Gae Bolg* can deal an additional 2d6 points of damage and impale its victim. The target must succeed on a DC 20 Strength saving throw or have their speed reduced to 0 as the spear roots them to the ground. If they take any other actions, they must succeed on a DC 20 Constitution saving throw or take an additional 7 (2d6) points of damage from the weapon's barbs as the spines twist and tear their internal organs. To remove the weapon, the target must succeed on a DC 20 Constitution saving throw, and takes damage as though they had been hit by it. On a failure, their speed remains 0.

Great Heat. *Gae Bolg* heats up as it is used. After you successfully land a hit with the *Gae Bolg* and for the next 10 minutes, you take 1d6 fire damage when you hold the weapon. This continues until the weapon is thrown or withdrawn. If you are neither attuned or proficient with the weapon, you suffer this damage as soon as you touch *Gae Bolg*, and continue to receive it whenever you try to wield the spear. Flammable material that comes into contact with the spear for longer than one round

either ignites or turns to steam—causing 1d6 damage to anyone within 10 feet until the heat is extinguished or cooled. At least 10 cubic feet of water is needed to cool the weapon, or it needs to be kept under ground or in stone.

Destroying the Weapon. *Gae Bolg* cannot be destroyed, but can be returned to the sea. You must travel to the far North and throw the spear into a block of ice. Success on an attack roll against AC 30 is needed to plunge it into the heart of an iceberg. *Gae Bolg* will then shatter the block, causing a tidal wave. Those caught in a 200 feet cone from the origin of the wave must succeed on a DC 25 Dexterity saving throw or take 36 (8d8) points of bludgeoning damage and be pushed back 200 feet. This may mean the target is swept far out to sea. On a success, a creature takes half the damage and is swept away half the distance.

DÚBAN

Armor (shield), legendary (requires attunement)

This black round shield is engraved with entwining cord patterns, and bears the legend “Lúathrinde” inside its rim. It acts as a +2 shield. If you are not wearing armour, you gain the following properties:

- You can choose not to move on your turn, and use your attack action to increase your AC against all ranged attacks, including spell attacks. You add 2d4 + your Constitution modifier to your AC for all ranged attacks until the end of your next turn.
- You can use your bonus action to attack with *Dúban*. When you do so, each creature equal to your size or smaller within 30 feet of you must make a DC 15 Strength saving throw. On a failure, a creature is pushed 20 feet away from you. This ability can be used again after a short rest.

TORC OF DEFENCE

Wondrous item, rare (requires attunement)

While wearing the *torc of defence*, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

by Ciarán O'Halloran

FINN MAC CUMHAILL

What Irish man, woman, or child has not heard of our renowned Hibernian Hercules, the great and glorious Fin M'Coul? Not one, from Cape Clear to the Giant's Causeway, nor from that back again to Cape Clear.

— Joseph Jacobs' *Irish Fairy Stories* published 1891-94

The white-haired hunter and warrior Finn mac Chumhaill was the son of Chumhaill and Muirne. Before Finn was born, his father was killed in battle with Muirne's father, a rival King. He was terrified of a prophecy that he would be killed by his daughter's son, so the young Finn was stolen away and raised in the forest. In his youth Finn trained as a warrior, and after many trials, grew to lead the brave Fianna, a band of warriors dedicated to protecting the land from enemies and loyal only to the High King. When fully grown, Finn grew to giant size and strength and led Fianna into old age.

The Salmon of Knowledge.

The young boy Finn was sent to study alongside the poet Finn Écas. After years of trying, the poet had finally caught the famed Salmon of Knowledge, and instructed his young servant to cook it for him. As it was said that whoever ate the fish would come to know all that there was to be known, he instructed the boy to resist tasting it before he could. Finn roasted the fish over the fire and as the flesh bubbled and spat the young cook burnt his thumb. In reaction to the sharp pain, he lifted it to his mouth to suck. By this act, Finn was gifted with the fish's knowledge and gained the ability to receive its inspiration whenever he sucked his thumb.

FINN MAC CUMHAILL'S TRAITS

Ideals. People deserve to be treated with dignity and respect.

Bonds. I protect the land, I love the land, and I will fight for the land.

Flaws. I am convinced in my superior ability, and blind to my shortcomings and the risk of failure.



FINN MAC CUMHAILL

Large humanoid, chaotic good

Armor Class 16 (leather armor, *torc of defense*)

Hit Points 161 (14d12 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	20 (+5)	11 (+0)	16 (+3)	18 (+4)

Saving Throws Str +10, Dex +8, Con +9

Skills Athletics +14, Animal Handling +7, Intimidation +8, Survival +7

Senses passive Perception 13

Languages Common, Elvish, Giant

Challenge 9 (5,000 XP)

Legendary Athlete. Finn can jump double the normal distance. Finn has advantage on any Strength, Dexterity or Constitution check he makes.

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

Action Surge. On his turn, Finn can take an additional action. He must finish a short or long rest before he uses this ability again.

Improved Critical. Finn scores a critical hit on a roll of 19 or 20.

Great Weapon Fighting. When wielding his greataxe, Finn can reroll 1s or 2s he rolls for damage.

Fearsome Warrior. Creatures within 30 feet of Finn that can see him must succeed on a DC 17 Wisdom saving

throw or be frightened by him for 1 minute. Creatures that succeed on the save are immune to the effects of fearsome warrior for 24 hours.

ACTIONS

Multiattack. Finn makes three attacks with his greataxe.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Boulder. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft, one target. *Hit:* 28 (4d10+6) bludgeoning damage.

LEGENDARY ACTIONS

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

Champion's Gambit. When hit by a hostile creature, Finn can use his reaction to move up to 30 feet and make a melee attack against another opponent.

Salmon's insight. Finn places his thumb in his mouth. This gives him insight into the strengths and weaknesses of an opponent he chooses that he can see. He is instantly aware of the creature's vulnerabilities and resistances if it has any, and until he chooses another target, all attacks from that creature have disadvantage and all attacks he makes against it have advantage.

Boulder Sweep (Costs 3 Actions). Finn makes three boulder attacks. Only creatures more than 30 feet away from him can be the target of this attack.

Giant's Causeway. Finn was taunted across the sea by the fearsome giant Banandonner. In order to fight, they hurled boulders to build a causeway over the strait of water between them. When Finn saw how big Benandoner was, however, he knew he had met his match and ran home, asking his wife Oona to hide him. Oona gave him the dressings of a baby, and told him to pretend to sleep in his bed. When Benandonner came in search, Oona told him that Finn had gone out, leaving her to look after his child. Curious at the size of the infant, the giant put his finger to his mouth. Finn bit down hard. Shocked by the pain caused by the baby, Benandonner immediately thought of the wounds he could receive from his fully grown father. He ran back across the causeway, destroying it as he went.

IN IRISH FOLKLORE

The exploits of Finn mac Cumhaill and the Fianna are the subject of the Fenian cycle of stories from early Irish literature. Like many Celtic heroes, many topographical features of Ireland are attributed to him. The great Lough Neagh in Ulster was said to have been created when he pulled a clod of earth from the ground. After throwing it to the sea, the Isle of Man was created where it landed. The origin of Giant's Causeway is summarised above, and the strange geological feature has been visited to this day by millions.

by Ciarán O'Halloran

QUEEN MÉABH

If I married a mean man our union would be wrong, because I am so full of grace and giving. It would be an insult if I were more generous than my husband, but not if the two of us were equal in this. If my husband was a timid man our union would be just as wrong because I thrive, myself, on all kinds of trouble. If I married a jealous man that would be wrong, too: I never had one man without another waiting in his shadow. (...) So, if anyone causes you shame or upset or trouble, the right to compensation is mine, Maebh said, 'for you're a kept man.

— Thomas Kinsella, *The Táin*

The warrior Queen Méabh is the daughter of a High King, and rules the West in her own name. As cunning as she is graceful, as strategic as she is strong, and as wily as she is wise, she will stop at nothing to get her own way. Méabh delights in the downfall of her opponents and relishes the contest as a chance to prove her superiority. Both a formidable leader on the battlefield and a master of intrigue and diplomacy, Méabh gives her opponents a chance to submit peacefully before crushing them on the battlefield. Méabh is renowned for both her anger and pride. In a lesser leader, these qualities would be weaknesses but in Méabh they inspire fear from her enemies and respect from her people.

Born to Rule. Méabh was one of seven daughters of High King Eochaid. She was married to Conchobar, the King of the North, and although she bore him a son, their marriage did not last. Conchobar subsequently married Méabh's sister Eithne, and in spite, she killed her when she was pregnant to avoid competition for her own son. Méabh later gained rulership of the West and married Eochaid Dala. She demanded her husband meet three criteria—that he be without fear, meanness or jealousy, as she

QUEEN MÉABH'S TRAITS

Ideals. Independence. No-one tells me what to do or how to behave.

Bonds. Family. I am the daughter of the most powerful ruler in the land and more than worthy of his name.

Flaws. In fact, the world does revolve around me.

IN IRISH FOLKLORE

Queen Méabh of Connacht features in stories throughout all periods of Irish literature. Often given to demi-God status, Méabh is the divine representation of sovereignty and rightful rule. References to her many lovers perhaps allude to an ancient practice where the coronation of a new King was legitimised by a symbolic marriage to a figure of Méabh herself.

The character depicted here is drawn from Thomas Kinsella's adaptation of the classic of early Irish literature *An Táin Bó Cuailnge*, or *The Cattle Raid of Cooley*. Kinsella captures the exaggerated physical excess of the original, and delights in gore, violence and impossible feats of strength and bravery. This reflects an ancient culture that delighted in storytelling and loved the larger than life characters that inhabited their land before them, and is a great inspiration for DMs and players alike.

QUEEN MÉABH

Medium humanoid (human), chaotic neutral

Armor Class 14 (*bracers of defense*)

Hit Points 140 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	20 (+5)	10 (+0)	20 (+5)

Saving Throws Int +11, Dex +10, Wis +6, Con +2, Cha +5

Skills Animal Handling +8, Deception +17, History +17, Insight +14, Persuasion +17 Sleight of Hand +10; disguise kit, forgery kit, chess

Senses passive Perception 12, passive Investigation 15, passive Insight 24

Languages Common, Sylvan, Thieves' Cant

Challenge 24 (62,000 XP)

Legendary Luck. If Queen Méabh rolls a one on any roll, she can choose to re-roll it.

Sneak Attack. Once per turn, Méabh can deal an extra 10d6 damage to a creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or a ranged weapon.

She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she does not have disadvantage on the attack roll.

Cunning Action. Méabh can use her bonus action to take the dash, disengage, or hide actions.

Master of Tactics. Méabh can use the help action as a bonus action. When she uses the help action to aid an ally in attacking a creature, the target of that attack can be within 30 ft of her if she can hear or see it.

Insightful Manipulator. After she has observed or interacted with an opponent for one minute, Méabh knows whether she is equal or superior in any two of Intelligence, Wisdom or Charisma scores.

Misdirection. When she is targeted by an attack while another creature is within 5 ft and granting her cover, she can use her reaction to have the target attack that creature instead.

Blindsight. If she can hear, she is aware of the location of any hidden or invisible creature within 10 ft of her.

Soul of Deceit. Méabh's thoughts cannot be read by telepathy or any other means, unless she allows it. She can present false thoughts by succeeding on a Deception check contested by the mind reader's insight. Magic that would determine if she is telling the truth indicates she is being truthful if she so chooses, and she can't be compelled to tell the truth by magic.

Evasive. No attack roll against Méabh has advantage.

Magic Items. Méabh wears *bracers of defence*.

ACTIONS

Shortsword. *Melee Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) slashing damage.

REACTIONS

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to half the attack's damage.

LEGENDARY ACTIONS

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

Royal Gambit. Queen Méabh can swap places with an ally within 30 feet that she can see and hear.

Defend Your Queen (Costs 2 Actions). When a creature attacks Queen Méabh, she can target an ally she can see within 30 feet of her. If the ally can see and hear her, they move at their full speed toward the opponent and make a weapon attack.

intended to take many lovers. When Eochaid Dala discovered her affair with Ailill, her chief bodyguard, he challenged him to single combat and lost - Méabh took Aillil as her final husband and he became King in her name.

Táin Bó Cuailnge. When Aillil challenged Méabh's superiority, they compared their respective stores of wealth. Although they were equal in all respects, Méabh had no bull to match the prize of his herd, the Whitehorn. There was only one bull in all the land stronger than it—the

Brown Bull of Cooley. owned by men loyal to Conchobar mac Nessa, King of the North, and Méabh's past rival. She approached the court and offered great riches for the bull but was refused. She knew the warriors of the North had been crippled by plagues of pain, so she mustered a great army and marched on Cooley in a show of power. Surely her battalions, drawn from every corner of the land, could overcome Cú Chullain, the only man left to defend the North?

by Ciarán O'Halloran

THE MORRÍGAN

When you are busiest in the fight I'll come against you. I'll get under your feet in the shape of an eel and trap you in the ford.... I'll come in the shape of a grey she-wolf, to stampede the beasts into the ford against you... I'll come before you in the shape of a hornless red heifer and lead the cattle-herd to trample you in the waters, by ford and pool, and you won't know me...

— Thomas Kinsella, *The Táin*

The Morrígan is a powerful fey being with the ability to foretell and influence the course of battle. Also called the Shadow Queen, she is revered by those who revel in death and slaughter. She appears as a crow overhead to armies marching to war. She can intervene and give her dark blessing to those who fight and is a powerful foe in her own right. Her motives are beyond the knowledge of mortals.

Shapeshifter. The Morrígan can take the form of any beast. Her own form is unknown. She can take the form of a young woman or an old hag, and appears in rivers or fords, washing the corpses and bloody armour of the slain. Her most common beast forms are the crow, the she-wolf and a red heifer. In these forms she can communicate with and command other beasts, and does so to cause stampedes and form packs of wolves and murders of crows to descend on those who deserve her wrath.

IN CELTIC MYTHOLOGY

Figures such as The Morrígan abound in pre-Christian European mythologies. Commonly referred to as Battle Goddesses, these typically female manifestations foretell and control the fate of those who wage war. In Irish mythology, The Morrígan is also often linked to the fertility of peat bogs, and her foresight and impassive observation of human fate are associated with the powerful and ceaseless natural world.

The Morrígan depicted here is close to the texts from the Ulster Cycle of stories. She fought with Cú Chullain during the cattle raid of Cooley and was eventually defeated - but later tricked him into healing her, leaving their encounter inconclusive.

THE MORRÍGAN'S TRAITS

Ideals. Change. Life is like the seasons, in constant change, and we must change with it.

Bonds. I suffer awful visions of disaster in battle and warn of what will come.

Flaws. Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.



THE MORRÍGAN

Medium fey, neutral

Armor Class 21 (studded leather +2)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	15 (+2)	11 (+0)	20 (+5)	19 (+4)

Saving Throws Str +7, Dex +11, Con +8

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

Skills Animal Handling +11, Athletics +7, Insight +11, Survival +11, Perception +11

Senses darkvision 60 ft, passive Perception 21, passive Insight 21

Languages Common, Druidic, Elvish, Sylvan

Challenge 18 (20,000 XP)

Bathed in Battle Blood. The Morrígan can conduct a ritual, requiring that she wash away the blood from the arms and armour of the target creature. The Morrígan does not have to touch the target of this spell, and the target does not have to be willing for the spell to be cast. If the target is willing, they are affected by the foresight spell. If the target is unwilling, for the next 8 hours they are always surprised during the first round of combat, and have disadvantage on attack rolls, ability checks and saving throws, and other creatures have advantage on attack rolls against the target.

Primal Wild Shape. As a bonus action, The Morrígan magically assumes the shape of any beast with a CR of 8 or lower. While in a new form, the Morrígan retains her game statistics and ability to speak, but her AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and she gains any special senses, proficiencies, traits, actions, and reactions

Foresight. The Morrígan can be invoked to foretell the fate of warriors. She appears before battle and can accompany warriors to battle. She often brings a blessing, but must be recognised and appeased, or she will take her vengeance.

(except class features, legendary, mythic or lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

Queen of Beasts. While in Wild Shape, The Morrígan can summon up to 10 Hit Dice of beasts of the same form as hers. She can use an action to issue them with a simple command, such as attack, flee or to move where she wishes.

Thousand Forms. The Morrígan can cast alter self at will.

Spellcasting. The Morrígan is a 20th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *control flames, druidcraft, infestation, thorn whip*

1st Level: *detect magic, detect poison and disease, jump*

2nd Level: *animal messenger, flame blade, hold person*

3rd Level: *call lightning, dispel magic, plant growth*

4th Level: *conjure woodland beings, locate creature, stoneskin*

5th Level: *commune with nature, geas, maelstrom*

6th Level: *conjure fey, primordial word*

7th Level: *regenerate, whirlwind*

8th Level: *earthquake, feeblemind*

9th Level: *foresight, storm of vengeance*

ACTIONS

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

REACTIONS

Wild Shape. When targeted by an attack but before the attack roll has been made, The Morrígan can use her Primal Wild Shape ability.



by Andrea Maffia

ORLANDO

*In the same strain of Orlando I will tell
Things unattempted yet in prose or rhyme,
On whom strange madness and rank fury fell,
A man esteemed so wise in former time.*

— Ludovico Ariosto, translated by William Stewart Rose

Orlando is a brave and devoted paladin, loyal to his king and benevolent to his allies. Riding Briogadoro, his mighty steed, he faces the enemies of the kingdom with no mercy. Wielding his sword, he has never been defeated and so the troops of foes fear him on the battlefield. He was very strong since his childhood and was trained to become an invincible combatant. Orlando has always been extremely devoted to his oaths as a paladin and remained focused only on his duty until he found love.

Furious for Love. Princess Angelica happened to visit the king's court together with her brother, looking for help against enemies of her principedom. While she was visiting, Orlando became infatuated by her. They took every opportunity to meet again and, over time, his love became stronger and stronger. On the other side, Angelica did not respond to Orlando's love. Once she met an injured man on the battlefield and healed him. The two fell in love and, when Orlando found out about this relationship, he became furious.

Brothers in Arms. Fortunately, Orlando has powerful allies helping him to recover his wisdom. His friend Ruggiero rides a hippogriff and can cast spells by reading his spellbook; Bradamante, Orlando's cousin, is a valorous warrior. She is able to face multiple enemies at the same time. There are some rumors of a very close relationship between Ruggiero and Bradamante

ANGELICA'S RING

Ring, very rare (requires attunement)

Angelica possesses an ancient magic item. She uses its powers to avoid fighting and to reach those needing healing on the battlefield.

While wearing this ring you have advantage on saving throws against spells and magical effects. Additionally you put the ring in your mouth, you can use an action to become invisible as under the effect of the *invisibility* spell.

ANGELICA

Medium humanoid (human), chaotic good

Armor Class 13

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Saving Throws Dexterity +5, Wisdom +4

Skills Medicine +2

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Angelica's Ring. When attuned to her magical ring, Angelica has advantage on saving throws against spells and magical effects. Additionally, she can use an action to put the ring in her mouth and become invisible. The spell invisibility ends if she attacks or uses her healing touch.

ACTIONS

Healing Touch (1/Day). Angelica touches a creature. The target magically regains 11 (2d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

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

ORLANDO'S TRAITS

Ideals. My oath is to protect my king and the kingdom from invaders.

Bonds. Angelica is my greatest love. My loyalty goes to my friends Ruggiero and Bradamante.

Flaws. I am profoundly jealous of Angelica's attention and my fury explodes if she shows affection to another man.

ORLANDO

Medium humanoid (human), chaotic neutral

Armor Class 18 (plate armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Strength +9, Constitution +7

Skills Athletics +9

Senses passive Perception 11

Languages Common

Challenge 13 (10 000 XP)

Fury. Orlando can enter a fury as a bonus action. While in fury, he has advantage on melee weapon attack rolls using Strength, but attack rolls against him have advantage. He gains resistance to bludgeoning, piercing, and slashing damage. In addition, he deals an extra 7 (2d6) damage to any target he hits with a melee attack.

ACTIONS

Multiattack. Orlando makes three attacks with the greatsword.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

LEGENDARY ACTIONS

Orlando can take 1 legendary action, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Orlando regains spent legendary actions at the start of his turn.

Attack. Orlando makes one attack with the greatsword.

Detect. Orlando makes a Wisdom (Perception) check.

Heroism. Orlando casts the spell heroism. His spellcasting ability is Charisma.

Olifant. Orlando blows his horn Olifant. Each hostile creature within 120 feet that can hear the horn must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Orlando is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

IN ITALIAN & FRENCH FOLKLORE

Orlando is the main character of the Italian writer Ludovico Ariosto's epic poem *Orlando Furioso*. In European literature, since medieval times, there are many poems about Orlando, also called Roland in French poems and in their English translations. He is one of Charlemagne's paladins and was originally introduced by the *Chanson de Roland*, a poem about the battle of Roncevaux.

by Ole Arnesen

DOVREGUBBEN

I'll scratch your eye a little, so your vision is skewed.

— Dovregubben

Dovregubben is a legendary king amongst trolls. Amongst men, he is known as the mountain king. Dovregubben is an ancient and cunning example of trollkind. All attempts to hunt and slay the mighty troll warlord have failed, so far.

Troll Magic. Not only is the mountain king cunning, he is also a powerful wielder of trolldom, troll magic. This enables him to command the forces of nature and shape a mortal's perception of the world to suit his purpose. Dovregubben sometimes use this ability on adventurers that have strayed into his realm, turning them into useful, if not especially trusted allies.

Trollbane. Dovregubben reserves a special hatred for Askeladden, a human king. Dovregubben refers to him as trollbane because Askeladden once tricked a troll into cutting its own guts open. Apparently this troll was a close relative of the mountain king. Askeladden, for his part, sees the mountain king as a lethal threat to his people, one that requires a permanent solution.

Dovregenta. After the death of his wife, the light in Dovregubben's life is his daughter Dovregenta. Like her mother she is a huldra, as wild and strong willed as they come. Much to her Dovregubben's concern she is increasingly curious about the world outside her father's hall and the humans that dwell there.





IN NORWEGIAN FOLKLORE

Dovregubben, or the mountain king, is a creature from Norwegian folklore. He is most famous for his appearance in the play *Peer Gynt* by Henrik Ibsen and *In the Hall of the Mountain King*, a piece of orchestral music written by Edvard Grieg to accompany it.

The name “Dovregubben” translates to “the old man of Dovre.” Dovre is a mountain plateau in southern Norway. Famously, the Eidsvoll-oath sworn by the Norwegian constitutional assembly in May 1814 is: “Enige og tro inntil Dovre faller.” In English: “United and loyal until Dovre falls.”

In Norwegian fairy tales, Dovre represents the ancient, the eternal. It is associated with trolls and magic. If ever there was a place on a map deserving of the label Here be Trolls, Dovre is that place.

DOVREGUBBEN'S TRAITS

Ideals. Troll, to yourself be enough. Trolls are self sufficient, civilization has nothing to offer.

Bonds. Dovregenta, my daughter.

Flaws. I care little for the fate of non-troll creatures, even allies. Isolationism.

AXE OF THE MOUNTAIN KING

Weapon (greataxe), rare (requires attunement)

A great axe made for a frost giant king in ancient time and passed down from brutal warlord to brutal warlord until finally it was claimed by the mountain king. The edge of the axe is perpetually covered in rime.

A greataxe that deals an additional 11 (2d10) cold damage.

SPELL: MODIFY PERCEPTION

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a needle used to lightly scratch the eye of the target creature)

Duration: Concentration, up to 1 minute

You attempt to shape a creature's perception of the world. A creature that you touch must make a Wisdom saving throw. On a failed save, the creature becomes charmed by you for the duration. The charmed creature is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends and the target's perception remains unmodified.

While the creature is charmed in this way, you can change the target's perception of the world. For example, you can change what the creature likes or dislikes, its ideals, bonds, and flaws. You can change the creature's alignment so that good becomes evil, evil becomes good, lawful becomes chaotic, and chaotic becomes lawful. You can change the creature's perception of beauty so that beautiful becomes ugly and ugly becomes beautiful. You can change the creature's perception of love and loyalty so that love becomes hate, hate becomes love, loyalty becomes disloyalty, and disloyalty becomes loyalty.

Neutral alignment cannot be changed by this spell.

DOVREGUBBEN

Large giant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 120 (10d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	12 (+1)	16 (+3)	7 (-2)

Skills Insight +7, Intimidation +2, Nature +5, Perception +7, Persuasion +2, Survival +7

Damage Resistances slashing, piercing and bludgeoning from nonmagical attacks

Senses darkvision 60 ft., passive Perception 17

Languages Common, Giant

Challenge 11 (7,200 XP)

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

Troll Nose. Dovregubben has advantage on Wisdom (Perception) checks that rely on smell. He knows the alignment of any creature he can smell and what deity they are devoted to, if any.

Regeneration. Dovregubben regains 15 hit points at the start of his turn. If he takes acid or fire damage, this trait doesn't function at the start of his next turn. Dovregubben dies only if he starts his turn with 0 hit points and doesn't regenerate.

Petrify. If Dovregubben is exposed to sunlight at the end of his turn, he must make a DC 20 Constitution saving throw. If the saving throw fails by 5 or more, he is instantly petrified. Otherwise, if Dovregubben fails the save he begins to turn to stone and is restrained. The restrained Dovregubben must repeat the saving throw at the end of his next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until Dovregubben is freed by a greater restoration spell or other magic. If the petrified troll is crushed or otherwise dismantled it cannot be freed from the petrification.

Innate Spellcasting. Dovregubben's spellcasting ability is Wisdom (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: augury, arcane lock, Nystul's magic aura, detect thoughts, druidcraft, gust of wind, pass without trace, ray of frost, see invisibility, sending

3 each/day: commune with nature, passwall, fear, find the path, greater invisibility, meld into stone, scrying, sleet storm, stone shape

1 each/day: control weather, etherealness, divine word, modify perception

Magic Items. The mountain king wields a greataxe known as the *axe of the mountain king*.

ACTIONS

Multiattack. Dovregubben makes one attack with the axe of the mountain king, or one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Axe of the Mountain King. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage plus 11 (2d10) cold damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

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

Cunning Escape. Dovregubben moves up to 30 feet. He can cast a spell at any time during this movement. The movement does not provoke opportunity attacks.

Sudden Strike. Dovregubben moves up to 30 feet. He can make one attack with the axe of the mountain king.

You, Finish Him! Dovregubben chooses one ally within 120 feet that he can see. The chosen ally can immediately take a full turn.

by Ole Arnesen

ESPEN ASKELADD

Yes, take her, have her and the realm also!

— the king to Askeladden

Espen Askeladd, or simply Askeladden, is a retired adventurer who rose from poor conditions and eventually became King Espen I.

Third Son. Askeladden is the youngest of three brothers. Their parents were poor peasants who could only barely support their children. The three brothers therefore often went hungry and were used to hardships. All three desired to improve their lot in life.

Useless Dreamer. In his youth, Askeladden was a dreamer. He was often found raking the embers in the fireplace and dreaming of far away lands and adventure. No one, least of all his older brothers Per and Pål, thought Askeladden would amount to anything in life.

Insightful and Charismatic. Askeladden is, to put it simply, a people person. He knows how to make friends and allies, when to speak the truth and when his cause is better served by lies. Friends gained through well-chosen words played a large part in Askeladden's success.

Peasant Upstart. Askeladden is a good and fair king, loved by his people. Yet, to some influential persons, he will always be an uneducated peasant upstart; certainly not king material. There are whispers that it would be better if the queen had married a foreign prince of royal blood. Maybe it is not too late for that to happen?

Retired Adventurer. Before he became king, Askeladden went on many adventures. One of the mementos he keeps from this time is an old and worn backpack filled with adventuring equipment. The pack smells faintly of cinnamon. A leather patch sewn to the side covers a hole cut with a knife during a dinner with a troll.

ESPEN ASKELADD'S TRAITS

Ideals. Waste not, want not.

Bonds. My family, friends and my people.

Flaws. I firmly believe that people will do good if given the chance.

ANIMATED AXE

Wondrous item, very rare

At a quick glance, an animated axe is indistinguishable from the mundane axe of a common lumberjack. The truth is revealed when the command word is spoken and the axe begins chopping with such vigor that wood chips fly in every direction. Any tree is destined to fall, when an animated axe is put to the task.

An animated axe is a lumberjack's axe:

- It can be wielded as a weapon that deals 1d8 slashing damage or 1d10 if it is handled with two hands.
- It can be activated; in which case it acts as a flying sword.
- It is sentient, it speaks and understands common. With regards to conversation the axe has a repertoire, limited to jokes, either lewd or bad and stories about trees it has chopped down.

Against blights, blight trees, gulthias trees or any other type of plant the animated axe also has the following effects:

- Attacks made with or by the animated axe deals an extra 1d8 or 1d10 if wielded with both hands slashing damage.
- Attacks made with or by the animated axe are magical and ignore immunities and resistances to slashing damage.
- Damage dealt with or by the animated axe cannot be regenerated until after a long rest.

WALNUT OF FLOWING WATER

Wondrous item, rare

A walnut of flowing water is a simple nut from which flows a never-ending stream of fresh water.

The Value of a Nut. In one well documented case, half a kingdom and a princess's hand in marriage was given for such a nut. In desert areas, wars have been fought for the possession of such an item.

A walnut of flowing water is a magical nut and has the following properties:

- It is sentient, speaks and understands common.
- It is absolutely terrified of squirrels.
- A never-ending stream of fresh water flows from a small hole in the nut. The stream of water fills a hole 20 feet wide by 20 feet long and 10 feet deep in 10 minutes. The hole can be sealed, to stop the water flowing.

ESPEN ASKELADD

Medium humanoid (human), neutral good

Armor Class 16 (breastplate)

Hit Points 28 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	12 (+1)	19 (+4)	20 (+5)

Skills Deception +7, Insight +6, Intimidation +7, Perception +6, Persuasion +7

Senses passive Perception 16

Languages Common, Giant

Challenge 3 (700 XP)

Insightful and Charismatic. Askeladden has advantage on Wisdom (Insight and Perception) and Charisma (Persuasion and Intimidation) checks.

Nimble Escape. Askeladden can take the Disengage or Hide action as a bonus action.

Magic Items. Askeladden has the following magic items: animated axe, animated hoe, walnut of flowing water, and the flying ship.

ACTIONS

Multiattack. Askeladden makes two attacks with his rapier.

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

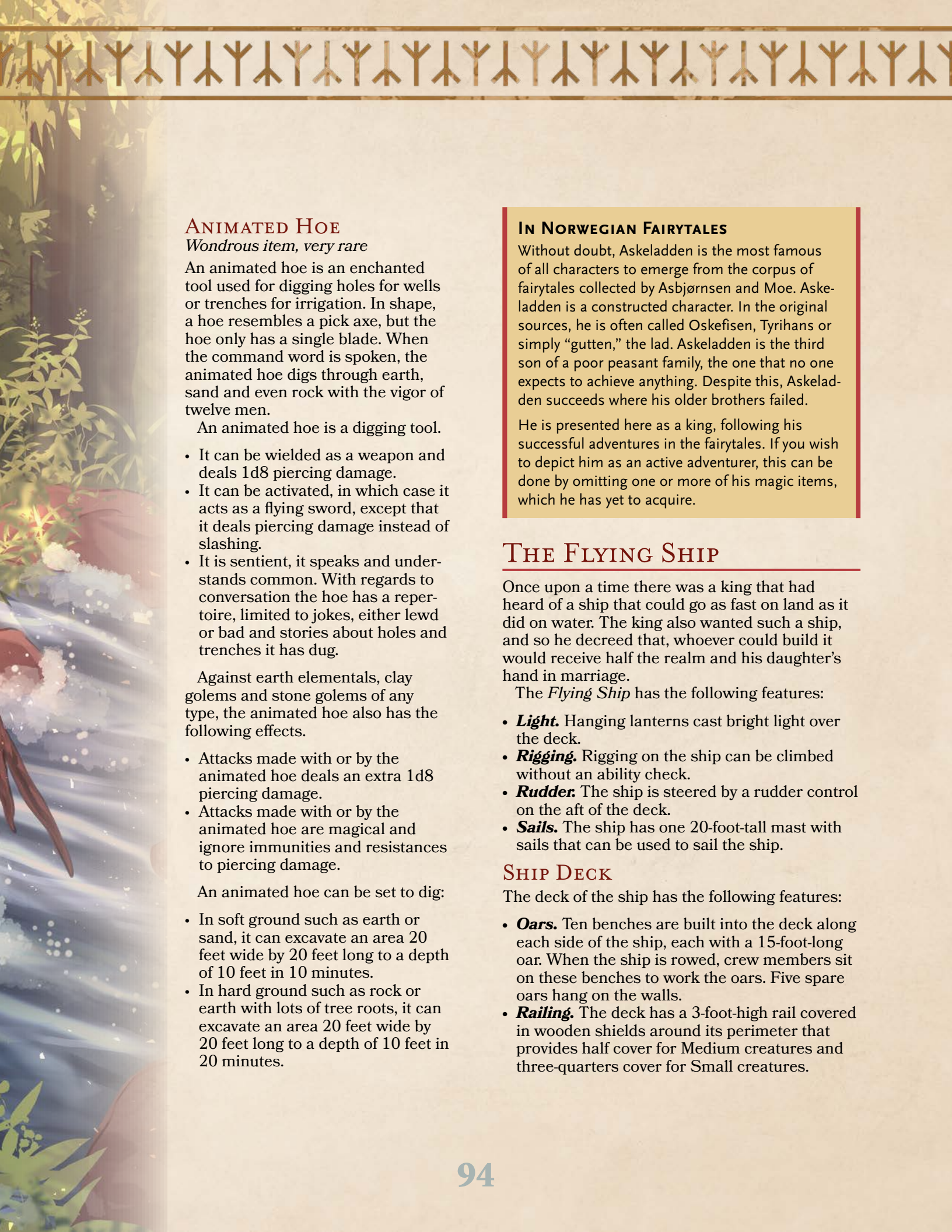
Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Animated Axe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands. When used against plant creatures, the animated axe deals an extra d8 damage or an extra d10 if used with two hands, its attacks are magical and ignore immunities and resistances to slashing damage, and damage dealt by the animated axe cannot be regenerated until after a long rest.

REACTIONS

Parry. Askeladden adds 2 to his AC against one melee attack that would hit him. To do so, Askeladden must see the attacker and be wielding a melee weapon.





ANIMATED HOE

Wondrous item, very rare

An animated hoe is an enchanted tool used for digging holes for wells or trenches for irrigation. In shape, a hoe resembles a pick axe, but the hoe only has a single blade. When the command word is spoken, the animated hoe digs through earth, sand and even rock with the vigor of twelve men.

An animated hoe is a digging tool.

- It can be wielded as a weapon and deals 1d8 piercing damage.
- It can be activated, in which case it acts as a flying sword, except that it deals piercing damage instead of slashing.
- It is sentient, it speaks and understands common. With regards to conversation the hoe has a repertoire, limited to jokes, either lewd or bad and stories about holes and trenches it has dug.

Against earth elementals, clay golems and stone golems of any type, the animated hoe also has the following effects.

- Attacks made with or by the animated hoe deals an extra 1d8 piercing damage.
- Attacks made with or by the animated hoe are magical and ignore immunities and resistances to piercing damage.

An animated hoe can be set to dig:

- In soft ground such as earth or sand, it can excavate an area 20 feet wide by 20 feet long to a depth of 10 feet in 10 minutes.
- In hard ground such as rock or earth with lots of tree roots, it can excavate an area 20 feet wide by 20 feet long to a depth of 10 feet in 20 minutes.

IN NORWEGIAN FAIRYTALES

Without doubt, Askeladden is the most famous of all characters to emerge from the corpus of fairytales collected by Asbjørnsen and Moe. Askeladden is a constructed character. In the original sources, he is often called Oskefisen, Tyrihans or simply “gutten,” the lad. Askeladden is the third son of a poor peasant family, the one that no one expects to achieve anything. Despite this, Askeladden succeeds where his older brothers failed.

He is presented here as a king, following his successful adventures in the fairytales. If you wish to depict him as an active adventurer, this can be done by omitting one or more of his magic items, which he has yet to acquire.

THE FLYING SHIP

Once upon a time there was a king that had heard of a ship that could go as fast on land as it did on water. The king also wanted such a ship, and so he decreed that, whoever could build it would receive half the realm and his daughter's hand in marriage.

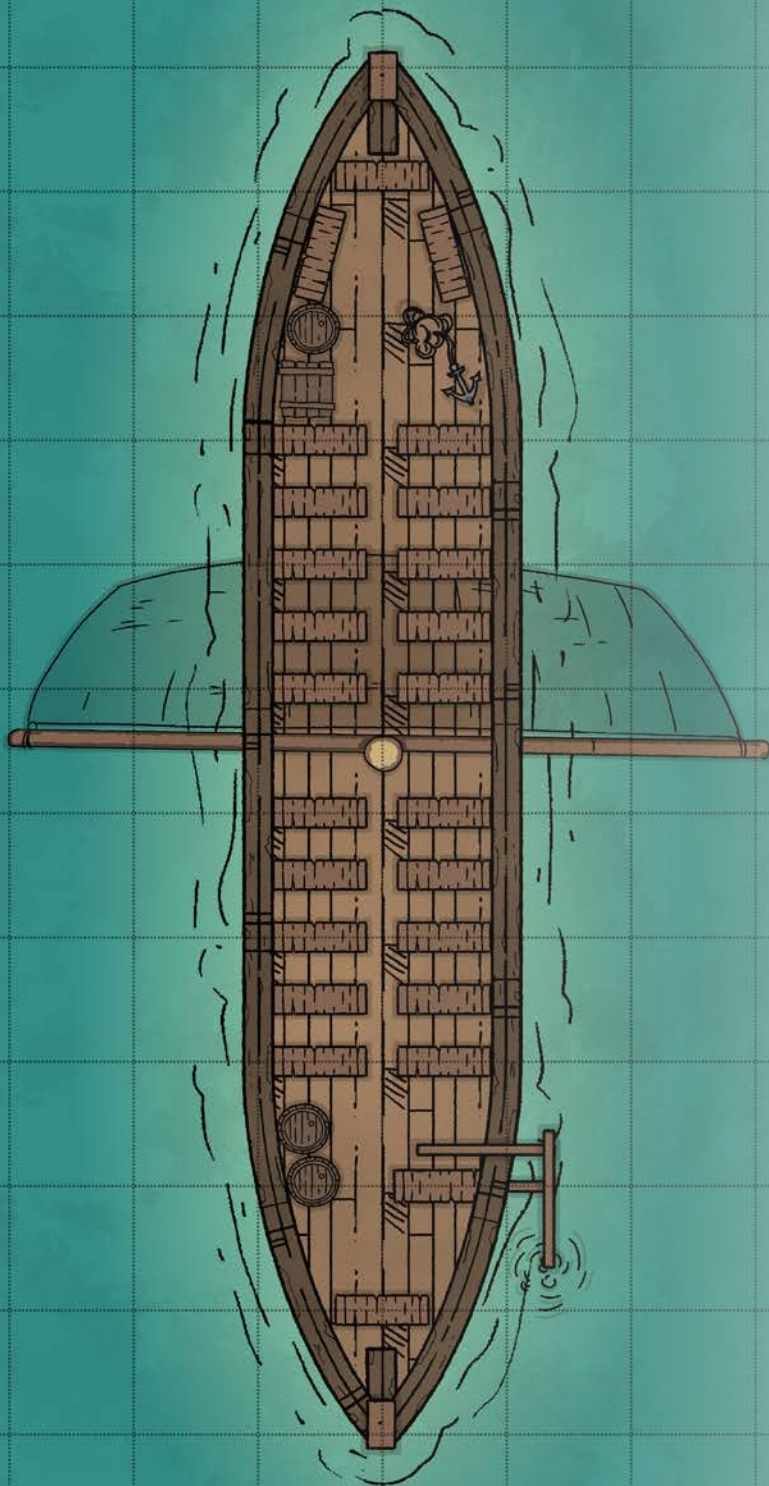
The *Flying Ship* has the following features:

- **Light.** Hanging lanterns cast bright light over the deck.
- **Rigging.** Rigging on the ship can be climbed without an ability check.
- **Rudder.** The ship is steered by a rudder control on the aft of the deck.
- **Sails.** The ship has one 20-foot-tall mast with sails that can be used to sail the ship.

SHIP DECK

The deck of the ship has the following features:

- **Oars.** Ten benches are built into the deck along each side of the ship, each with a 15-foot-long oar. When the ship is rowed, crew members sit on these benches to work the oars. Five spare oars hang on the walls.
- **Railing.** The deck has a 3-foot-high rail covered in wooden shields around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures.



1 SQUARE
= 5 FEET

THE FLYING SHIP

Gargantuan vehicle (55 ft. by 10 ft.)

Creature Capacity 21 crew, 20 passengers

Cargo Capacity 6 tons

Travel Pace 5 miles per hour (120 miles per day), 10 miles per hour (240 miles per day) if flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	17 (+3)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the ship can take the move action below. It can't take this action if it has no crew.

Move. The ship can use its helm to move with its oars or sails.

HULL

Armor Class. 15

Hit Points. 300 (damage threshold 15)

CONTROL: HELM

Armor Class. 16

Hit Points. 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

MOVEMENT: OARS

Armor Class. 12

Hit Points. 100; -10 ft. speed per 25 damage taken

Speed (Water). 20 ft. (requires at least 20 crew)

Speed (Land/Low Level Flying). 20 ft. (requires at least 20 crew, oars must be able to reach the ground or something attached to it)

MOVEMENT: EVER-FULL SAILS

Armor Class. 12

Hit Points. 100; -10 ft. speed per 25 damage taken

Speed (Water). 60 ft. (regardless of wind direction relative to the ship)

Speed (Land/Low Level Flying). 60 ft. (regardless of wind direction relative to the ship)

Speed (Flying). 120 ft. (regardless of wind direction relative to the ship)

by Ole Arnesen

OLD-ERIK

Each is duty-bound to fulfill, that which with mouth, hand or seal have promised and signed.

— *Law of the Realm*

Old-Erik is a powerful devil and lord of hell. Some even believe him to be an avatar of Asmodeus himself.

Agent of the Nine

Hells. Only rarely can Old-Erik be found in the Nine Hells. Rather, he spends his time on the prime material plane, disguised as a mortal priest or another dignitary. There, he seeks to undermine gods and authorities, to create suffering and despair, in order to create fertile ground for future contracts with mortals.

Quid Pro Quo. Like any other devil, Old-Erik's purpose is to collect the souls of mortals. This is done through binding contracts where the mortal agrees to hand over his or her soul in exchange for some kind of infernal boon. The nature of the boons offered is as variable as the mortals Old-Erik deals with. The master of a merchant ship may contract for

favorable winds and a dry ship. A smith may enter into a contract where he gains unsurpassed skill at smithing for a number of years.

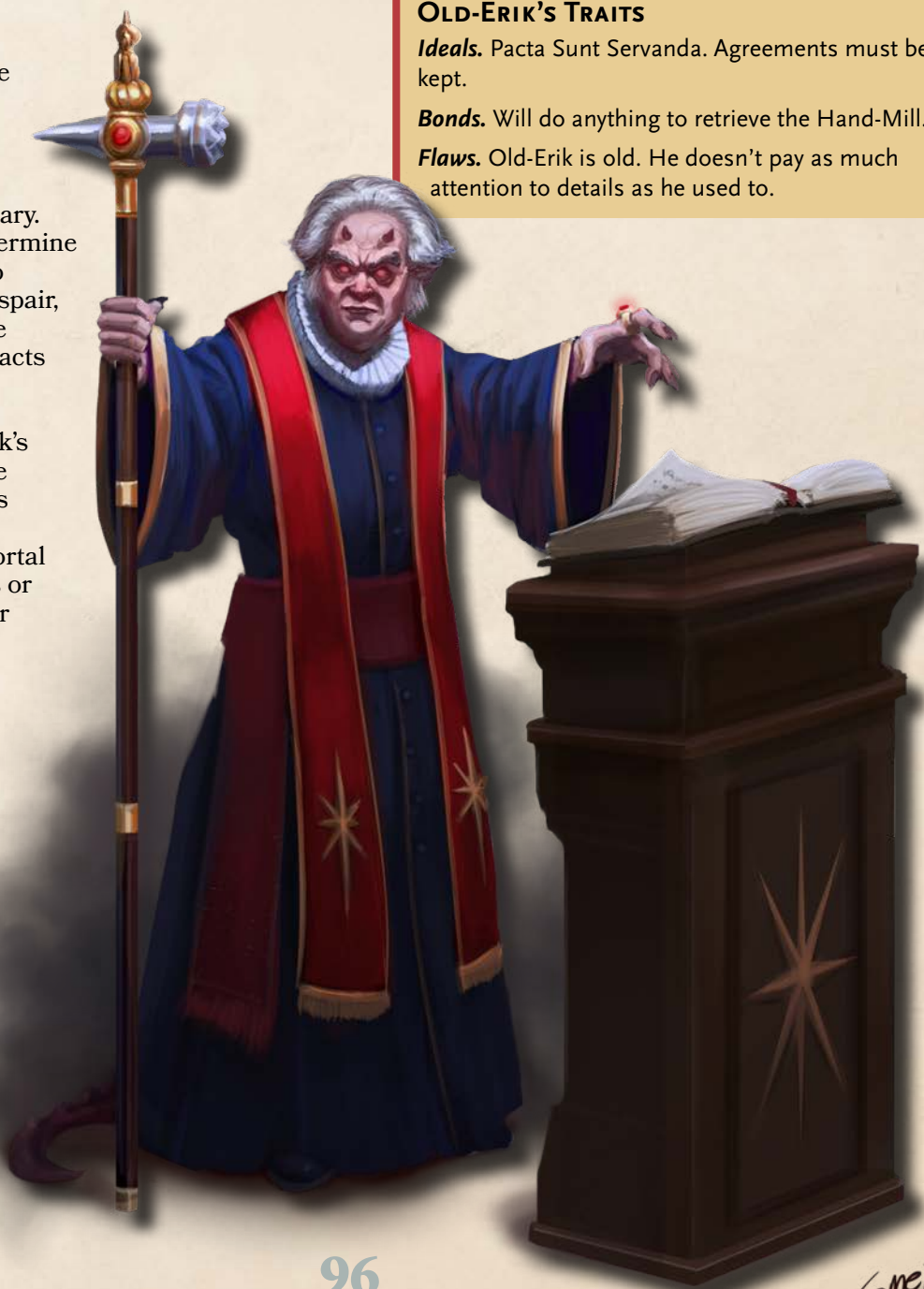
Old-Erik's Hand-Mill. Many years ago, a mortal bought a magical hand-mill from Old-Erik. The mortal became rich and mighty through its use. He did not succumb to greed however, and sold it on to a skipper before Old-Erik could rightfully claim his soul. The Hand-Mill was later lost at sea. Old-Erik now seeks to retrieve the Hand-Mill. It may not look like much, but it is capable of creating anything the owner desires.

OLD-ERIK'S TRAITS

Ideals. Pacta Sunt Servanda. Agreements must be kept.

Bonds. Will do anything to retrieve the Hand-Mill.

Flaws. Old-Erik is old. He doesn't pay as much attention to details as he used to.



OLD-ERIK

Medium fiend (devil), lawful evil

Armor Class 13 (chain shirt)

Hit Points 54 (8d8)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	22 (+6)	18 (+4)	24 (+7)

Saving Throws Dex +8, Con +8, Wis +10

Skills Persuasion +13

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Common, Giant, Infernal, Telepathy 120 ft.

Challenge 21 (33,000 XP)

False Appearance. Old-Erik appears as a male human priest in his late fifties. His true devilish form is revealed when he is reduced to 0 hit points. This works in the same way as for the shapechange spell. While in his priest form Old-Erik suppresses his fear aura and cannot be detected by divine sense, true sight or witch sight. If his concentration is broken, the fear aura takes effect and creatures with divine sense, true sight or witch sight can detect his presence normally. If Old-Erik's true form is revealed, he can assume his false appearance again by casting shapechange on himself.

True Form. Old Erik's true form is that of a **pit fiend**.

Fear Aura. Any creature hostile to Old-Erik that starts its turn within 20 feet of the him must make a DC 21 Wisdom saving throw, unless Old-Erik is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Old-Erik's fear aura for the next 24 hours.

Small as a Mouse. As a bonus action, Old Erik can change his size to any desired size.

Claustrophobia. A creature that manages to trap Old-Erik in a small space, like a pouch or metal box, has advantage on Charisma (Intimidation) checks made against him.

Magic Resistance. Old Erik has advantage on saving throws against spells and other magical effects.

Infernal Eminence. Old-Erik's attacks are magical and deal an extra 21 (6d6) fire damage (included in the attack). Old-Erik can choose to suppress this effect.

Innate Spellcasting. Old Erik's spellcasting ability is Charisma (spell save DC 21). He can innately cast the following spells, requiring no material components:

At will: *detect magic, fireball, thaumaturgy*

3/day each: *hold monster, wall of fire, symbol*

1/day: *shapechange*

ACTIONS

Multiattack. Old-Erik makes two attacks.

Hammer. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage plus 21 (6d6) fire damage.

OLD ERIK'S HAND-MILL

Wondrous item, legendary

Old Erik once owned a hand-mill, enchanted in such a way that it could grind forth anything the user desired. The hand-mill was lost at sea when it was set to grind forth salt and could not be stopped. Now the hand-mill sits at the bottom of the sea, still grinding, and this is why the sea is salty.

Old Erik's Hand-Mill is an enchanted hand mill.

Once set to the task of grinding, the hand mill grinds until told to stop or to grind forth something else:

- It can grind forth 45 pounds of food and 30 gallons of liquid in 10 minutes.
- It can grind forth any mundane material at a rate of 1 gold piece worth for each minute spent grinding.

IN NORWEGIAN FOLKLORE

Old-Erik, known in Norwegian as Gamle-Erik, is a common name for the devil, Satan. The term Gamle-Erik and other terms like it was used because of the belief that using a demon's actual name could summon evil power.

Old-Erik is known as the ruler of Blocksberg, Heckenfeld and Lyderhorn, mountains associated with witchcraft.



PIT FIEND

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 300 (24d10 + 168)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +10

Damage Resistance cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Infernal, Telepathy 120 ft.

Challenge 20 (25,000 XP)

Fear Aura. Any creature hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make a DC 21 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

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

Magic Weapons. The pit fiend's weapon attacks are magical.

Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fireball*

3/day each: *hold monster*, *wall of fire*

ACTIONS

Multiattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* (2d8 + 8) slashing damage.

Mace. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* (2d6 + 8) bludgeoning damage plus (6d6) fire damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* (3d10 + 8) bludgeoning damage.

by Ole Arnesen

UTGARDS-LOKE

I shall tell you the truth, now you are out of my castle, and if I live and have a say, you shall never enter it again.

— Utgards-Loke to Thor

The realm of the jotnar is a land covered in snow and ice. For much of the year it lies shrouded in darkness, the sun barely appearing above the horizon if at all. At the centre of jotunheim stands a imposing fortress known as Utgard. The fortress, and the vast host of jotnar warriors that dwell there are ruled by the devious sorcerer Utgards-Loke.

Trolldom. Utgards-Loke is the greatest sorcerer in all of jotunheim. He is a master of trolldom, troll magic. Utgards-Loke is able to shape reality and create illusions so cunningly deceptive that even the god of trickery was once fooled by them.

Trials of Utgards-Loke.

The god of thunder and the god of trickery once visited Utgard. Utgards-Loke decided to test the mettle of his guests with five trials. The first trial, was an eating contest against Logi. The second trial, was a race against Hugi. The third trial, was to empty Utgards-Loke's drinking horn. The fourth trial, was to lift a gray cat. The fifth and final trial, to wrestle with an old woman named Elli.

In Utgard, few things are exactly as they seem. Each of the trials had been cleverly rigged by Utgards-Loke's sorcery to be impossible to beat. The being Logi was really fire in the guise of a person. Hugi was Utgards-Loke's thought given form. The drinking horn was connected to the sea itself, and functionally bottomless. The gray cat was Jörmungandr the great serpent that surrounds the world of mortals. Elli, the old woman was none other than old age, to whom even the mightiest must yield.



UTGARDS-LOKE

Huge giant, neutral evil

Armor Class 18 (chainmail and shield)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Con +11, Wis +9, Cha +9

Skills Athletics +13, Perception +9

Damage Resistances cold

Senses passive Perception 19

Languages Giant

Challenge 16 (15,000 XP)

Reduce Size. Utgards-Loke can change his size to medium as an action.

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

Innate Spellcasting. Utgards-Loke's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: *blur*, *disguise self*, *fear*, *illusory script*, *meld into stone*, *minor illusion*, *mirror image*, *sleep*, *sleet storm*, *thaumaturgy*

3/day each: *dream*, *greater invisibility*, *hallucinatory terrain*, *passwall*, *phantasmal killer*, *seeming*

1/day each: *control weather*, *planeshift*, *project image*, *weird*

Magic Items. Utgards-Loke has *Utgards-Loke's drinking horn*.

ACTIONS

Multiattack. Utgards-Loke makes three sword attacks.

Sword. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 35 (6d8 + 8) slashing damage.

Rock. Ranged Weapon Attack: +13 to hit, range 60/240 ft., one target. *Hit:* 61 (10d10 + 6) bludgeoning damage.

REACTIONS

Uncanny Dodge. When attacked by an attacker he can see, Utgards-Loke can halve the attack's damage against him.

Evasion. When subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Utgarda-Loke can instead take no damage if he succeeds on the saving throw, and only half damage if he fails.

UTGARDS-LOKE'S TRAITS

Ideals. A good trick is worth the risk.

Bonds. The jotnar of Utgard.

Flaws. I am reckless.

THE FORTRESS UTGARD

Utgards-Loke's lair is the fortress Utgard. Utgard is a mighty fortress constructed from impossibly huge timber logs. The fortress lies far to the north in a land of perpetual snow, ice and darkness far from the sight of the gods. A vast host of jotnar calls Utgard home. Here they hunt, fight and feast while plotting their revenge on the gods of men.

Utgards-Loke encountered in his lair has a challenge rating of 17 (18,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Utgards-Loke can take one lair action to cause one of the following effects:

- A strong gust of wind, blows open doors or windows. Non-magical fires and light are extinguished, casting the room into darkness and drastically reducing temperature. All liquids freeze in 1d6 turns.
- A troll or frost giant suddenly appears to aid Utgards-Loke. They fight to the death to defend their master. Roll initiative for the reinforcements as per the normal rules.
- Utgards-Loke's can use Utgards-Loke's Drinking Horn.

Utgarda-Loki can't repeat an effect until they have all been used, and he can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region surrounding Utgard is affected by its presence, which creates one or more of the following effects:

- A blizzard covers the ground in snow affecting a 24-mile radius centered on Utgard. Within a 12-mile radius from Utgard the snow is about 2.5 ft. deep making the area difficult terrain.

- Trolls and giants frequently roam the land surrounding Utgard in a 6-mile radius.
- Within a 120-mile radius of Utgard, the common people tell tales of man eating trolls and giants, and fear to go out after dark.
- Utgards-Loki can use the planeshift spell to hide Utgard from the view of gods and mortals by shifting it into another plane, or its own demiplane.

If Utgards-Loke dies, these effects fade over the course of 1d10 days.

UTGARDS-LOKE'S DRINKING HORN

Wondrous items, legendary

Guests of Utgards-Loke must prove their mettle in a multitude of trials before they are granted the hospitality of the jotnar. One of the trials is to empty Utgards-Loke's drinking horn. This is a daunting task indeed, for the drinking horn is made for giants. Even if someone was able to drink the copious amount of liquid nominally contained within, the horn is connected to the sea and thus is functionally bottomless.

Utgards-Loke's drinking horn is a giant sized drinking horn that has been enchanted to be connected to the sea.

- As liquid is emptied from the horn it is instantly refilled with seawater. The seawater is transformed into whatever liquid the horn held as it refills the horn. Typically this will be mead or beer. It is not possible to empty the horn and no matter how much a creature drinks, the level of liquid barely changes.
- If the horn is knocked over a wave of seawater originates from the drinking horn and hits any creature in a 90-foot cone. Any creature in the wave's path takes 8d6 bludgeoning damage and must make a DC 15 Strength saving throw or be knocked prone. The seawater spreads out across the floor and remains until dried up.

by Beatriz T. Dias

BRITES DE ALMEIDA

What are you gonna do baker? Kill us?

— *Invader's last words*

Ever since she was young, Brites was a burly and capable woman who didn't like taking orders. She gave her parents a lot of stress. They died when Brites was barely a young adult. She decided she didn't want to stay in her hometown. Brites turned to adventuring. She visited many different places until she finally decided to settle, nowadays she is a baker in a quaint little town. Known by the locals as a capable fighter, and great storyteller from her turbulent life.

Adventuring Days. Before settling in as a baker, Brites had her share of adventures and setbacks. She had killed an unwanted suitor and as a result she needed to flee the kingdom by boat. Despite her efforts, her boat was captured by pirates. From that point and after, her life was one adventure after the other.

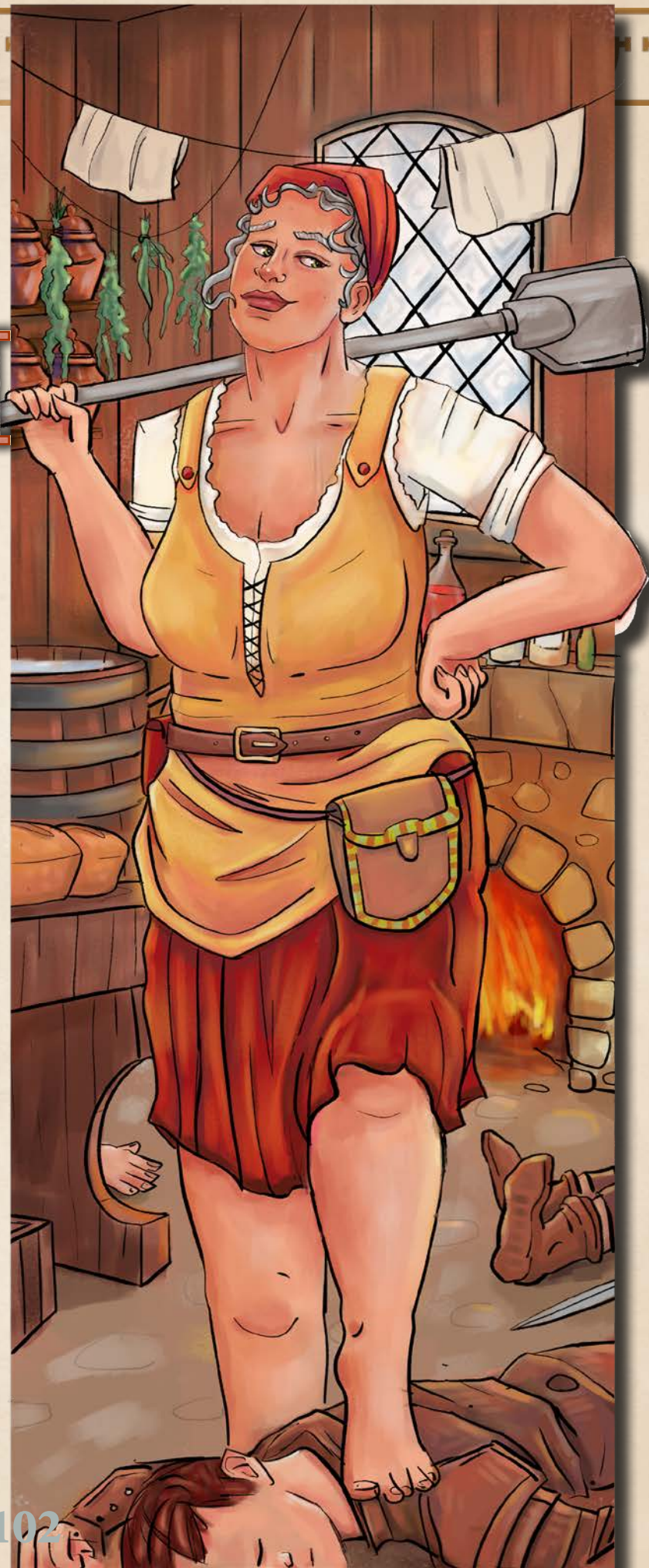
Death to the Invaders. Long after her adventuring days Brites settled as a calm baker. But one day her town was attacked by a nearby kingdom. The moment she arrived at her bakery during the attack, she noticed that the door was open. She immediately understood that something was amiss. After cautiously entering the premises, she found not one but seven intruders hiding inside her oven! She ordered them to leave but they paid her no attention, so she picked up her baker's shovel, a peel, and killed them all. After that, she rallied the other women of the town and together they expelled the invaders.

BRITES' TRAITS

Ideals. I had plenty of adventures, now I just want to live a peaceful life, nothing too much out of the ordinary.

Bonds. My bakery is my life now, I'll die before someone else takes it.

Flaws. I may be a little abrasive and impulsive... Or maybe a lot.



by Beatriz T. Dias

VIRIATO

Brites de Almeida

Medium humanoid (human), chaotic neutral

Armor Class 12

Hit Points 80 (10d8 + 35)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	11 (+0)	10 (+0)	15 (+2)

Saving Throws Con +6, Str +6

Skills Athletics +6, Survival +2, Performance +4

Senses passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Retired Adventurer. When she was younger, Brites did quite a bit of adventuring herself and has a variety of stories to brag about. She can choose to share one of these stories and give everyone who hears her, advantage on their next Wisdom Saving throw. She can only do this once every short rest. This effect lasts until their next long rest.

Inspiring Fighter. Due to her heroic actions that saved her town, Brites inspires common folk to fight to their very best. Humanoids fighting alongside Brites that have a CR equal or lower than 1 gain advantage on all attack rolls and do 1d4 extra damage.

ACTIONS

Multiattack. Brites makes two melee weapon attacks.

Peel Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

The Shepherd-King is our only option against the Empire, we would be fools not to follow him.

— Tribesmen

Growing up as a shepherd gave Viriato a deep bond with his homeland. When the legions of a foreign Empire threatened to come and conquer, Viriato picked up arms. Proving himself in battle against the invaders, Viriato became the leader of his tribe. Believing that a united front was the only thing that could stop the empire, Viriato used his new status to unite the neighboring tribes.

Shepherd-King. His humble origins gave Viriato the respect of all tribesmen. He wasn't just a soldier; he understood the people, and for that they rallied around him.

A Losing War. The Empire was much bigger, stronger, and richer than all the tribes put together. Viriato was fighting a war he could not win. He fought on regardless.

VIRIATO'S TRAITS

Ideals. Our tribes will never bend the knee to the Empire.

Bonds. I adore the land I grew up on, and shall do everything to protect it.

Flaws. I can't identify a losing battle and will continue fighting till my last breath.

IN PORTUGUESE FOLKLORE

Viriato is a Portuguese folk hero, a leader of Lusitanian guerrilla fighters against the invading Roman troops in the second century AD. He is still considered the symbol of Portuguese nationality.

VIRIATO

Medium humanoid, chaotic good

Armor Class 15 (leather armor, shield)

Hit Points 97 (15d8 +30)

Speed 30 ft.

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

Saving Throws Strength +7, Charisma +6

Skills Animal Handling +5, Athletics +7, Intimidation +6, Persuasion +6

Senses passive Perception 11

Languages Common

Challenge 6 (2,300 XP)

Brave. Viriato has advantage on saving throws against being frightened.

ACTIONS

Multiattack. Viriato makes three melee attacks: two with his spear and one with his shield.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If hit the target must make a DC 14 Strength saving throw or become stunned until it's next turn.

REACTIONS

Parry. Viriato adds 2 to his AC against one melee attack that would hit him. To do so, Viriato must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

The character name can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Viriato regains spent legendary actions at the start of its turn.

Charge. Must be mounted. Viriato spurs his steed towards an enemy, moving up to 30 ft. then making one spear attack that does 2d6 extra piercing damage if it hits.

Spear Swipe. Viriato swipes his spear around him, hitting all creatures in a 5ft. radius with a spear attack that does bludgeoning damage instead. If a character succeeds in a DC 14 Dexterity saving throw they take no damage.



by Miłosz Gawęcki

BABA YAGA

With the crackling trees and the rustling leaves comes She. The soil trembles before Baba Yaga...

— Vasilisa the Beautiful

Widespread among various cultures is the idea of wisdom coming with age. People reach out to their elders for help or advice, as their knowledge and intuition are vast. Baba Yaga is the personification of this wisdom. She's as old as the deep forests and winding creeks and at the same time believed to be a human. Her knowledge of the world is matched only by the powers of nature she wields. Whenever she appears, the wind moans and leaves swirl.

Old Hag. Nothing scares children as much as stories of the old crone living in the forests. They say she travels at night, flying in her magical mortar and flailing her pestle like an oar, to snatch naughty children from their homes and cook them. While Baba Yaga doesn't kidnap children, there is a seed of truth in every story. Her wrinkled skin is gray and dry as paper. Her yellowed fangs, fetid breath, and elongated claws leave no doubt. Despite her elderly looks, she can kill. Inside her moving hut, a giant stone oven stands eerie and ominous.

Matron of Nature. Baba Yaga is a part of the natural world and the natural world is a part of her. She communicates with animals, often sending them as her envoys. She has knowledge of all herbal

secrets. Baba Yaga has the talent to tell a good heart apart from an evil one. Everyone with vile intentions will face her wrath. Creatures with pure intentions that respect the knowledge of the hag have nothing to fear from her. She even encourages them to call her 'grandmother'.

Give and Take. Those who do not fear Baba Yaga seek her out in times of need. The crone is willing to help all creatures with a pure heart, but will kill everyone who comes to her with wicked intentions. She also demands respect for her old age and wisdom from all visitors.



BABA YAGA'S TRAITS

Ideal. Natural balance and traditions must be observed.

Bond. Streams, rocks, plants, everything seen and unseen. Baba Yaga is a part of the world.

Flaw. Baba Yaga is impulsive and even the slightest misconduct may infuriate her.

BABA YAGA

Medium humanoid (shapechanger), neutral evil

Armor Class 16 (natural armor)

Hit Points 227 (35d8 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	16 (+3)	20 (+5)	14 (+2)

Saving Throws Wis +9, Cha +6

Skills Arcana +7, Deception +6, History +11, Insight +13, Medicine +13, Nature +11

Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 30 ft., passive Perception 14

Languages Abyssal, Common, Infernal, Sylvan, Terran

Challenge 12 (8,400 XP)

Elder Knowledge (1/Day). Baba Yaga can cast foresight once per day without expending a spell slot or using material components.

Shapechanger. Baba Yaga can use an action to polymorph into an owl or a black cat, or back into her true form. Anything she is wearing transforms with her, but nothing she is carrying does. While transformed, Baba Yaga can cast spells.

Spellcasting. Baba Yaga is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *infestation, guidance, mending, primal savagery*

1st level (4 slots): *animal friendship, create or destroy water, cure wounds, speak with animals*

2nd level (3 slots): *animal messenger, beast sense, heat metal*

3rd level (3 slots): *dispel magic, meld into stone*

4th level (3 slots): *blight, charm monster, polymorph, locate creature*

5th level (2 slots): *awaken, scrying*

6th level (1 slot): *true seeing, wrath of nature*

ACTIONS

Multiattack. Baba Yaga makes three attacks with her claws.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) slashing damage.

Baba Yaga's Pestle. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Primal Savagery. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d10) acid damage.

Baba Yaga cannot stand people who claim to know more than they do and brag about their “wits and knowledge”. When such a fool of a person happens to anger her, they will quickly find themselves in her oven.

She doesn't aid anyone gratuitously. She demands the visitors to perform seemingly mundane chores around her hut.

These tasks, however, are far more challenging than one would assume—for example, counting and segregating poppy seeds from dirt one by one. In return for completing a task, Baba Yaga usually provides support and guidance or needed items that should help the visitors.

BABA YAGA'S PESTLE AND MORTAR

Baba Yaga uses the pestle and mortar to travel far under the dark sky. She jumps into her magic mortar and flies off, using the pestle to paddle in the air as if it was water. Baba Yaga is able to cover vast distances in this manner, threatening anyone wandering alone in the wilderness.

BABA YAGA'S PESTLE

Weapon (greatclub), very rare (requires attunement)

The pestle is a magic weapon that grants a +2 bonus to attack and damage rolls made with it. While holding it, a creature gains proficiency with alchemist's supplies and can use the pestle together with the Baba Yaga's mortar as alchemist's supplies.

Mortar Paddle. A creature sitting in **Baba Yaga's mortar**, can use an action to drive and steer it, flailing the pestle like an oar.

BABA YAGA'S LAIR

Baba Yaga lives in a hut with two chicken legs. If the hag wishes, it may move and relocate (40 feet speed). It is surrounded by a fence made of human bones. While the hut is simple and small from the outside, its interior is a demiplane and a labyrinth of similar corridors and rooms. Each of them is filled with hoarded rummage and mundane items of all sorts. If a fight against Baba Yaga breaks out, it takes place in the hut's main room (see map).

Baba Yaga encountered in her lair has a challenge rating of 13 (10,000 XP)

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Baba Yaga can take one lair action to cause one of the following effects:

- The hut stands up on its chicken legs and starts wobbling. Each creature except for Baba Yaga must succeed on a DC 15 Strength saving throw or fall prone. In addition, various items scattered around are thrown into the air making a weapon attack against these creatures. The attack has a +4 bonus to hit and deals 5 (2d4) bludgeoning damage.
- Stone oven breathes fire in a 30-foot cone, igniting flammable objects in the area that aren't being worn or carried. Any creature in the area must make a DC 15 Dexterity saving throw,



taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

- Baba Yaga chooses one creature. It must succeed on a DC 15 Dexterity saving throw, or else the hut shoves it into one of its endless corridors with a sudden shake. The target spends 1d4 + 1 turns finding its way back to the main room. The target can use its action to attempt to return faster. When it does so, it makes a DC 15 Intelligence check. If it succeeds, the target returns at the end of its turn.

Baba Yaga can't repeat an effect until they have all been used, and she can't use the same effect two rounds in a row.

REGIONAL EFFECTS

A region housing Baba Yaga's lair is affected by its presence, which creates one or more of the following effects:

- Wild animals are drawn to Baba Yaga's hut. The area within half a mile from it is patrolled and protected by hungry wolves, owls, and vermin of all kinds.
- Eye sockets of skulls incorporated into the skeletal fence light up at night. They provide bright light in a 30-foot radius of the hut and dim light for an additional 60 feet.
- Countless mundane items are inside the hut. The characters may find all adventuring gear, tools, non magical weapons and armors, gaming sets, and trade goods. However, taking any of them without Baba Yaga permission animates them and causes them to attack the characters. Use various animated object stat blocks (PHB, p. 213).
- All doors in the hut are magically locked and can be unlocked on Baba Yaga's whim. Otherwise, to open them the characters must target a door with the dispel magic spell or stronger magic. The targeted door remains open for 1 hour.

If Baba Yaga dies, these effects fade over the course of 1d4 hours and the hut becomes an ordinary building.

IN SLAVIC FOLKLORE

In early European beliefs, Baba Yaga represented the wisdom of highly respected elders who always had advice for those in need. In later centuries, she became a progenitor of a stereotypical witch who uses dark magic to harm innocent people. She is sure to be respected and feared.

BABA YAGA'S MORTAR

Large vehicle (400 lb.)

Creature Capacity 3 Medium creatures

Armor Class 20 (19 while motionless)

Hit Points 60 (damage threshold 12)

Speed 40 ft., fly 60 ft.

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

Damage Immunities fire, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Deep Seats. Any creature inside the mortar has three-quarters cover.

Immovable. The mortar cannot be moved by normal means unless a creature sitting inside uses the Baba Yaga's pestle.

Ramming. The mortar can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be pushed 5 feet sideways (DM decides which direction) and knocked prone. This trait can't be used against a particular creature more than once each turn. Double the damage if the target is an object or a structure.

ACTION STATIONS

Pestle. Drive and steer the mortar with *Baba Yaga's pestle*.

REACTIONS

Duck. Creatures inside the mortar can use their reaction to duck, gaining total cover until their next turn.

by Miłosz Gawęcki

DZEVIANNA

*There she goes fair and wild
Brings fortune to your love child
Knocks an arrow shoots it straight
You're damned far beyond the gate*

— Cautionary rhyme

Believed to be a goddess of the hunt, death, and magic, Dzevianna has more than one face. She doesn't have her own domain, she rather constantly watches over forests and fields. She is equally fit to help people in need and punish those who earn her wrath.

Feminine Goddess. For humans, Dzevianna is best known as a benevolent and caring lady. Virgins and pregnant women pray to her for everything from a happy and long-lasting marriage to healthy labor and fertility. Even though she is considered to be an eternal virgin herself, she extends her patronage over all loving couples. Moreover, Dzevianna is a patron of all women who got rejected by society, including evil witches and sorceresses. She is known to bestow upon them additional magical power.

Nature and Hunt. Dzevianna is usually seen running through the woods with a pack of hounds or riding a giant moose. She is an outstanding huntress and thrives whilst on a chase. Due to her knowledge of the wild, people often seek her help in sickness. Dzevianna possesses a vast knowledge of natural remedies and can pinpoint the locations of various healing plants.

Vengeful Cold. Forgiveness is not one of Dzevianna's feats. If someone wrongs her, she knows no mercy. They quickly learn about her other, darker side. She appears in a ghostly visage with a group of angered specters. With her bow, Dzevianna is able to send the souls of her enemies straight to eternal damnation.

DZEVIANNA'S TRAITS

Ideals. I prefer to only have a marginal influence over mortals. I do not need to be worshipped nor do I need to be perceived as a deity.

Bonds. Balance. Natural order should be preserved.

Flaws. I have a quick temper.

IN SLAVIC MYTHOLOGY

Dzevianna, Dzewanna, or Devana is believed to be a Slavic goddess of nature and the hunt. However, scholars often disagree on her origin, claiming that she represents a concept borrowed from the Roman Diana and wasn't a proper goddess from the Slavic pantheon.



DZEVIANNA

Medium fey, true neutral

Armor Class 20 (natural armor)

Hit Points 456 (48d8 + 240)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	20 (+5)	18 (+4)	25 (+7)	20 (+5)

Saving Throws Str +13, Dex +13, Con +12, Wis +14

Skills Arcana +11, Athletics +13, Acrobatics +13, Medicine +21, Nature +11, Perception +14, Stealth +13, Survival +21

Damage Resistances cold, fire, lightning, poison

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 24

Languages Common, Druidic, Sylvan

Challenge 24 (62,000 XP)

Alternating Essence. Dzevianna draws power from three domains: Arcana, Grave, and Nature. She can use only one domain at a time.

Freedom of Movement. Dzevianna ignores difficult terrain, and magical effects can't reduce her speed or cause her to be restrained. She can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Wild Call. When Dzevianna is targeted by a melee weapon attack, she can use her reaction to draw from the Nature domain until she alters to another domain. She gains the following effects:

- The creature hit by Dzevianna's pike attack takes an additional 22 (4d10) force damage. In addition, it is restrained until the end of its next turn, as magical vines entangle its body.
- Dzevianna's speed increases by 10 feet.

Death's Door. When Dzevianna is targeted by a ranged weapon attack, she can use her reaction to draw from the Grave domain until she alters to another domain. She gains the following effects:

- The creature hit by Dzevianna's longbow attack must make a DC 21 Constitution saving throw taking

an additional 36 (8d8) force damage on a failure. Succeeding on the save halves the damage. If this additional damage kills the target, its soul is sent straight to the Wall of Eternity.

- Dzevianna gains truesight up to 90 feet.

Magic Spark. When Dzevianna is targeted by a spell, she can use her reaction to draw from the Arcana domain until she alters to another domain. She gains the following effects:

- Each time a creature within 30 feet of Dzevianna casts a spell, she makes a Wisdom check against the creature's spell save DC. If Dzevianna succeeds, she can cast the same spell as a bonus action during her next turn using Wisdom as her spellcasting ability.
- Dzevianna can choose any damage type for each of her weapon attacks.

Legendary Resistance (3/Day). If Dzevianna fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. Dzevianna makes three weapon attacks.

Longbow. *Ranged Weapon Attack:* +13 to hit, reach 150/600 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Pike. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Summon Wildlife (1/Day). Dzevianna casts *conjure animals* as a 9th-level spell.

LEGENDARY ACTIONS

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

Attack. Dzevianna makes a melee or ranged weapon attack.

Essence Flux. Dzevianna changes the domain she draws from.

Reposition. Dzevianna leaps up to 40 feet away from her current position to an unoccupied space of her choice.

by Miłosz Gawęcki

GUARDIAN MERMAID

*There she goes fair and wild
Brings fortune to your love child
Knocks an arrow shoots it straight
You're damned far beyond the gate*

— *Cautionary rhyme*

One of the merfolk has never told her name to anyone. People used to call her the Guardian Mermaid, because when they'd saved her oppression, she'd always returned the favor by protecting their entire town.

Seasoned Warrior. The mermaid has fought in countless battles. Now, as she travels the seas and rivers, she searches for people doing good deeds. She uses her powers to combat injustice and protect the weak. Those who show the mermaid their honesty and courage can always count on her help whenever they are in need.

Fickle Creature. Swimming around the world can get boring. The mermaid tends to play tricks on people she comes across. She tangles the fishermen's nets, releases caught fish back to water, lures young men with her voice. The Guardian Mermaid doesn't do any of this for excitement only—it's her way of inciting people's reactions and revealing their nature.

In Debt. Several years ago, the mermaid visited a riverside village. She was caught by ruffians angered by her tricks, who then kept her locked in a secluded shed. For days she was singing, hoping someone would hear her voice. Finally, a teenager came to her rescue and together they defeated the ruffians. The boy was the village elder's son and the mermaid promised to repay the debt by protecting the settlement. Years passed, and the village became one of the most prosperous cities in the realm. It was as if the mere presence of the mermaid kept the city out of harm's way.



GUARDIAN MERMAID

Medium humanoid (merfolk), lawful neutral

Armor Class 18 (breastplate, shield)

Hit Points 142 (19d8 + 57)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Str +7, Cha +7

Skills Athletics +7, Deception +7, Nature +5, Persuasion +7

Senses passive Perception 12

Languages Aquan, Common

Challenge 8 (3,900 XP)

Amphibious. The mermaid can breathe air and water.

Song of the Sea. The mermaid can force any creature that starts its turn within 60 feet of the mermaid to make a DC 15 Wisdom saving throw. On a failure, the creature becomes charmed by her. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The mermaid can end this effect on a creature at will. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the mermaid's Song of the Sea for the next 24 hours. Constructs and undead are immune to this effect.

Depth Succor. The mermaid offers her protection to a settlement adjacent to a body of water. Doing so requires her to spend ten days within one mile of its walls. The mermaid can use an action to teleport to any body of

water within one mile of the walls of the settlement she protects as long as she is on the same plane. The mermaid must finish a long rest before teleporting again.

Magic Item. The mermaid wields the *pearly blade*.

ACTIONS

Multiattack. The mermaid makes three melee attacks with her pearly blade.

Pearly Blade. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) piercing damage plus 3 (1d6) cold damage. The target must succeed on a DC 13 Constitution saving throw or be unable to take reactions until the beginning of the mermaid's next turn.

Crashing Tide (Recharge 6). The mermaid conjures a 15 feet long, wide and high crashing wave of water in front of her. The wave travels 40 feet at the end of the mermaid's turn. After it moves, the wave changes dimensions, increasing its width by 5 feet and reducing the height by the same amount. Each creature hit by the wave has to make a DC 15 Strength saving throw. On a failed save, a creature takes 36 (8d8) bludgeoning damage, is pushed back 15 feet, and knocked prone. On a successful save, a creature takes half damage and doesn't suffer any additional effects. The wave extinguishes unprotected flames and vanishes when its height becomes 0.

Walk the Land (Recharges after a Short or Long Rest). The mermaid transforms her fin into legs, increasing her movement speed to 30 feet and losing her swim speed. This transformation lasts for 10 minutes.

GUARDIAN MERMAID'S TRAITS

Ideals. The debt must always be paid. Do good onto others, as they do onto you.

Bonds. I won't let any harm come to people I'm indebted to.

Flaws. I'm jaunty and joyful, often in an inappropriate situation.

IN POLISH FOLKLORE

According to legends, the mermaid (called simply Syrenka) protects Warsaw, the capital of Poland. She is supposed to aid the citizens when the city is attacked and all hope is lost. She appears on the coat of arms of Warsaw.

PEARLY BLADE

Weapon (shortsword), very rare (requires attunement)

The *pearly blade* is said to have been forged in the ocean depths. Its white blade looks like hundreds of pearls merged into one pristine shape.

You have a +1 bonus to attack and damage rolls made with this weapon, and it deals an extra 1d6 cold damage to any target it hits. In addition, the target must succeed on a DC 13 Constitution saving throw or be unable to use reactions until the start of your next turn.

by Miłosz Gawęcki

KING POPIEL AND THE POISON QUEEN

They were just so many! The guard tried to kill the mice, but from each sliced in half two emerged. After we escaped the castle, we heard frightening screams for days. It's all god's wrath, I tell you.

— the Poison Queen's maid

Last of the line of Popielids, King Popiel had never earned the respect of his subjects. His rule was cruel and the monarchy was corrupt. Even though life wasn't easy for most, the people had been accustomed to hardships and managed to get by. Things changed for the worse when the queen died, and King Popiel took a foreign princess for his second wife.

Iron Rule. King Popiel and the new queen exercised a merciless reign. They raised taxes, offended gods, and defiled local customs and laws. The king's relatives hoped he would see for himself that the queen was evil, but everyone was too afraid to stand up against him and his army loyal only to the coin. As the queen's bad influence on Popiel grew, so did their love, and soon they had a son.

Securing the Crown. The queen was callous. She didn't care for her subjects nor for opinions and gossips surrounding her. What she always wanted was power and wealth, and that is what King Popiel had in abundance. However, she was aware of the mood in their kingdom. People were angry and sooner or later someone would rally against the crown. The rulers came up with a plan. All local leaders and Popiel's family members—including the king's two sons from his first marriage—received invitations to come to the

KING POPIEL AND THE POISON QUEEN'S TRAITS

Ideals. We're absolute rulers. No one will undermine our authority.

Bonds. If we're to die, we'll do so in each other's arms.

Flaws. It's all about us. No other person matters.

castle and form a council that would discuss the situation in the kingdom.

Poison Chalice. According to customs, during grand feasts, everyone takes one sip of wine from a single chalice, starting with the king. The queen formulated a devious plan: to have a special chalice made that would turn all liquid inside into poison but in such a way that the first sip would be clean.

Demise by Mice. They both watched in relief as all the guests were dying in pain, throwing curses with their last breaths. King Popiel ordered his henchmen to get rid of the bodies and to not bury them as a warning. A few days later, countless unusually big mice emerged - perhaps the rulers' actions were an affront to the gods or maybe one of the curses indeed worked. The rodents entered the castle, forcing the majority of the servants and the guards to leave. The rulers started to fight the mice in hopes to reclaim the building.

IN POLISH FOLKLORE

In the 9th century version of the legend, Popiel II escaped with his wife to a tower built on a lake island. The mice followed them and cornered them inside where, eventually, the king and the queen were eaten alive. You can visit the Mouse Tower in Kruszwica, Poland.

CHALICE OF POISON

Wondrous item, rare

This expensive chalice can turn any liquid poured inside into a deadly poison. One of them was created by the Poison Queen in order to kill King Popiel's family and local leaders, so they would never try to take the throne.

Beautiful Traps. Chalice of poison are often used against thieves and greedy adventurers. Stashed amongst gems and various other goods they seem safe but are sure to kill any careless robber.

This wondrous chalice turns any liquid inside it into a poison. Any creature that drinks from it takes 3d6 poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned. At the start of each of its turns, while poisoned in this way, the creature takes 3d6 poison damage. At the end of each of its turns, it can repeat the saving throw. On a successful save, the poison damage it takes on its subsequent turns decreases by 1d6. The poison stops working when the damage decreases to 0.



KING POPIEL

Medium humanoid (human), neutral evil

Armor Class 20 (plate mail, shield)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	11 (+0)	15 (+2)	14 (+2)

Saving Throws Str +6, Dex +5, Wis +5

Skills Athletics +9, Intimidation +5, Perception +5

Senses passive Perception 15

Languages Common, Dwarvish

Challenge 5 (1,800 XP)

Avenge. If the Poison Queen is reduced to 0 hit points and King Popiel is within 60 feet of her and can see her, he drops his shield and makes three attacks with his multiattack instead of two for the next minute.

Til Death Do Us Part. As long as King Popiel is within 60 feet of Poison Queen, can see her, and is not incapacitated, he has advantage on all saving throws against being charmed and restrained.

ACTIONS

Multiattack. King Popiel makes two melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

REACTIONS

For the Queen. If a creature within 30 feet of King Popiel makes an attack against the Poison Queen, he may move up to his speed towards the attacker and make a longsword attack.

Protect the Queen. If King Popiel is within 5 feet of the Poison Queen, he can raise his shield to protect her. It imposes disadvantage on all attack rolls against the Poison Queen until the start of King Popiel's next turn.

POISON QUEEN

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	17 (+3)	13 (+1)	16 (+3)

Saving Throws Con +5, Int +6, Cha +6

Skills Arcana +6, Deception +6, Perception +4

Damage Resistances poison

Senses passive Perception 14

Languages Abyssal, Common, Dwarvish, Elvish

Challenge 5 (1,800 XP)

Avenge. If King Popiel drops to 0 hit points and the Poison Queen is within 60 feet of him and can see him, each time she rolls poison damage she deals maximum damage for the next minute.

Spellcasting. The Poison Queen is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The Poison Queen has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *toll the dead*

1st level (4 slots): *chromatic orb*, *mage armor*, *ray of sickness*

2nd level (3 slots): *hold person*, *mirror image*, *suggestion*

3rd level (3 slots): *counterspell*, *fear*, *stinking cloud*

4th level (3 slots): *dimension door*, *polymorph*

5th level (2 slots): *cloudkill*

ACTIONS

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

by Miłosz Gawęcki

MASTER TWARDOWSKI

Your offer is most generous, Devil. Let me trim down your expectations by adding one more clause to the contract. You can take my soul only when I find myself in a boat. And don't you worry, I'm setting sail soon!

— Master Twardowski to the Devil

A noble of above-average intelligence struck a deal with a devil and became a warlock. Jan Twardowski sold his soul in return for wealth, fame, and magic power. He managed to include a specific clause within the fiendish contract—the devil could take his due only when Master Twardowski set foot on a boat.

Good Soul. The warlock quickly gained renown throughout the realm. He traveled wide and far helping and healing people who needed it the most. He never took any compensation for his deeds, as he possessed more material goods than he ever would need.

Royal Mage. Master Twardowski's grand ambition was not satisfied by his good deeds. He wanted to be recognized by the royalty. He saw himself as the King's counselor. The monarch agreed to accept the nobleman to his court on one condition—the King wished to talk to his dead spouse for one last time. The warlock used a magical mirror to summon the reflection of the dead Queen, to finally become the court mage and royal advisor.

Inevitable Decline. The terms of the contract prevented the devil from claiming master Twardowski's soul. Even so, it was slowly becoming corrupted every time he used his infernal powers. He distanced himself from other people, even the King, and started experimenting. The devil eagerly accompanied him, granting Master Twardowski even greater powers and magic items. The fiend eventually tricked him into coming to the Wild Roamer Tavern. It had been built inside the broken hull of an old ship. After a brief confrontation with the devil, Master Twardowski managed to escape and now hides somewhere in the Astral Sea.

MASTER'S MIRROR

Wondrous item, legendary

This 22 by 18-inch wall mirror made of a white metal allows communicating with the dead. It was granted to Master Twardowski by the devil. In time, the warlock discovered that the mirror possesses even more powers and allows for trans dimensional travel.

The mirror allows you to communicate with the dead. You can use your action to say the name of a deceased humanoid, summoning the reflection of their soul. The reflection acts as a corpse for the purpose of the speak with dead spell. You

MAGIC ROOSTER

Large fey, unaligned

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

Limited Flight. The rooster can use a bonus action to gain a flying speed of 50 feet until the end of its turn.

Night-blindness. The rooster refuses to cooperate and act in darkness. When it suffers from the blinded condition caused by darkness, it is also incapacitated.

Panicking Rampage. If the rooster has taken damage since the end of its last turn, it can use feathers and claws as a bonus action.

ACTIONS

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

Feathers and Claws. The rooster moves towards a target within 25 feet and attacks its eyes. The target must make a DC 13 Dexterity saving throw, taking 2d4 slashing damage and becoming blinded until the end of its next turn on a failed save. If the saving throw is successful, the target takes half the damage and isn't blinded.

MASTER TWARDOWSKI

Medium humanoid (human), chaotic neutral

Armor Class 17 (robe of the archmagi)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	18 (+4)	13 (+1)	17 (+3)

Saving Throws Int +8, Cha +7

Skills Arcana +8, Deception +10

Senses passive Perception 11

Languages Common, Celestial, Infernal

Challenge 10 (5,900 XP)

Innate Spellcasting. Twardowski's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 17), requiring no material components:

At will: *fire shield*, *freedom of movement*, *levitate*, *scorching ray*, *speak with dead*

1/day each: *mass suggestion*, *plane shift*

Magic Resistance. While wearing his robe of the archmagi, Twardowski has advantage on saving throws against spells and other magical effects.

Special Equipment. Twardowski wears a gray robe of the archmagi (accounted for in his statistics). He wields a moon-touched scimitar.

Spellcasting. Twardowski is a 14th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit

with spell attacks). He regains expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *friends*, *minor illusion*, *prestidigitation*

1st-5th level (4 5th-level slots): *banishment*, *cure wounds*, *dispel magic*, *expeditious retreat*, *infernal calling*, *lesser restoration*, *magic circle*, *misty step*, *protection from evil and good*, *suggestion*, *summon lesser demons*, *tongues*

Magic Items. Twardowski has the *master's mirror*.

ACTIONS

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

Summon Servant (1/Day). Twardowski summons a phase spider. It obeys his verbal commands.

Summon Magical Rooster (1/Day). Twardowski summons a magic rooster (see stat block below). It obeys his verbal commands. Twardowski can mount it and control it. The rooster won't accept other creatures as riders.

LEGENDARY ACTIONS

Twardowski can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Twardowski regains spent legendary actions at the start of his turn.

Cast Spell. Twardowski casts a spell of 5th level or lower.

Move. Twardowski moves up to his speed.

must be familiar with the deceased in order to summon their reflection.

You can only use the master's mirror in this way at night. Once you've summoned a reflection in this way, you can't do so again for ten days.

Life-powered. The master's mirror is fueled by the life-energy of its users. It can store up to 60 charges at a time and loses one charge every day in the morning. Silverish, glowing runes on its rim indicate how many days of power remain. Every time you summon a soul reflection using the mirror, you take 8d4 necrotic damage and the mirror regains a number of charges equal to the damage dealt. If it loses all charges, it breaks and becomes a mundane item.

Transdimensional Portal. When the master's mirror has 60 charges, you can use it to cast the *gate* spell without using material components. As you do so, there's a 25% chance that the mirror shatters. Roll a 1d4. On 1 it breaks and loses its properties.

IN SLAVIC LEGEND

In the original legend, the devil could take Mr. Twardowski's soul only when he would visit Rome. The nobleman was tricked to enter a tavern called Rome and devils abducted him. Fortunately, he was able to escape and hid on the Moon where he is said to be living till today.



MASTER TWARDOWSKI'S TRAITS

Ideal. To do good and help people in need.

Bond. Freedom. I do what I want.

Flaw. I am willing to pay any price for power.

HEROES & VILLAINS

HEROES AND VILLAINS BY CR

SORTED ALPHABETICALLY

Hero or Villain	CR (XP)
Abhartaigh	16 (15,000)
Achilles	12 (8,400)
Aeneas	18 (20,000)
Ajax	11 (7,200)
Atalanta	8 (3,900)
Baba Yaga	12 (8,400)
Brites de Almeida	4 (1,100)
Cathbad the Druid	10 (5,900)
Circe	12 (8,400)
Cú Chulainn	26 (90,000)
Dovregubben	11 (7,200)
Dzevianna	24 (62,000)
Emmeken	8 (3,900)
Espen Askeladd	3 (700)
Finn mac Cumhail	9 (5,000)
Guardian Mermaid	8 (3,900)
Guinevere	3 (700)
Heracles	21 (31,000)
Herne the Hunter	13 (10,000)
Jack the Giant Killer	13 (10,000)
Jenny Green-Teeth	5 (1,800)
King Arthur Pendragon	15 (13,000)
King Midas	4 (1,100)
King Popiel and the Poison Queen	5 (1,800)

Hero or Villain	CR (XP)
Kriemhild	7 (2,900)
Lancelot du Lac	9 (5,000)
Master Twardowski	10 (5,900)
Merlin the Wizard	18 (20,000)
Morgan le Fay	13 (10,000)
Old-Erik	21 (33,000)
Orlando	13 (10,000)
Orpheus	1/8 (25)
Penthesilea	10 (5,900)
Perseus	18 (20,000)
Queen Méabh	24 (62,000)
Reineke	6 (2,300)
Robin Hood	6 (2,300)
Romolo and Remo	9 (5,000)
Schneewittchen	3 (700)
Siegfried	17 (18,000)
Sir Mordred	13 (10,000)
Talos	11 (7,200)
The Lady of the Lake	12 (8,400)
The Morrígan	18 (20,000)
Utgarde-Loke	16 (15,000)
Viriato	6 (2,300)
Wicked Queen	4 (1,000)

OF THE OLD WORLD

SORTED BY CR

CR (XP)	Hero or Villain
1/8 (25)	Orpheus
3 (700)	Espen Askeladd
3 (700)	Guinevere
3 (700)	Schneewittchen
4 (1,100)	Brites de Almeida
4 (1,100)	King Midas
4 (1,100)	Wicked Queen
5 (1,800)	Jenny Green-Teeth
5 (1,800)	King Popiel and the Poison Queen
6 (2,300)	Reineke
6 (2,300)	Robin Hood
6 (2,300)	Viriato
7 (2,900)	Kriemhild
8 (3,900)	Atalanta
8 (3,900)	Emmeken
8 (3,900)	Guardian Mermaid
9 (5,000)	Finn mac Cumhail
9 (5,000)	Lancelot du Lac
9 (5,000)	Romolo and Remo
10 (5,900)	Cathbad the Druid
10 (5,900)	Master Twardowski
10 (5,900)	Penthesilea
11 (7,200)	Ajax
11 (7,200)	Dovregubben

CR (XP)	Hero or Villain
11 (7,200)	Talos
12 (8,400)	Achilles
12 (8,400)	Baba Yaga
12 (8,400)	Circe
12 (8,400)	The Lady of the Lake
13 (10,000)	Herne the Hunter
13 (10,000)	Jack the Giant Killer
13 (10,000)	Morgan le Fay
13 (10,000)	Orlando
13 (10,000)	Sir Mordred
15 (13,000)	King Arthur Pendragon
16 (15,000)	Abhartaigh
16 (15,000)	Utgards-Loke
17 (18,000)	Siegfried
18 (20,000)	Aeneas
18 (20,000)	Merlin the Wizard
18 (20,000)	Perseus
18 (20,000)	The Morrigan
21 (31,000)	Heracles
21 (31,000)	Old-Erik
24 (62,000)	Dzevianna
24 (62,000)	Queen Méabh
26 (90,000)	Cú Chulainn

HEROES & VILLAINS

NAMES AND PRONUNCIATION

Hero or Villain	Original Name	Pronunciation	English Name
Abhartaigh	Avartagh	AW-er-tagh	The Dwarf
Achilles	Achilles	a-KIL-leez	Achilleus
Aeneas	Aeneas	eh-NEH-ah	Aeneas
Ajax	Æantas	AY-jaks	Ajax
Atalanta	Atalanta	ata-LAN-ta	Atalanta
Baba Yaga	Baba Jaga	BA-ba YA-ga	Baba Yaga
Brites de Almeida	Brites de Almeida	BRI-tes de al-MAY-da	Brites de Almeida
Cathbad the Druid	Cathbad	CATH-vad	Cathbad
Circe	Kirki	SUR-see	Circe
Cú Chulainn	Cú Chullainn	coo-HULL-in	Culann's Hound
Dovregubben	Dovregubben	dov-RE-gubb-EN	The Mountain King
Dzevianna	Dziewanna	di-VANN-a	Devana
Emmeken	Emmeken	EM-uh-ken	Little M
Espen Askeladd	Espen Askeladd	esp-EN aske-LADD	Boots
Finn mac Cumhaill	Finn MacCool	finn mac-COOL	Fair son of Cumhall
Guardian Mermaid	Syrenka	syr-en-KAH	Mermaid of Warsaw
Guinevere	Gwenhwyfar	GWIN-uh-veer	Guinevere
Heracles	Heracles	HERR-a-kleez	Hercules
Herne the Hunter	Herne	her-NE	Herne the Hunter
Jack the Giant Killer	Jack	JAK the JAI-uhnt ki-LUH	Jack the Giant Killer
Jenny Green-Teeth	Wicked Jenny	JEH-nee green-teeth	Jenny Green-Teeth
King Arthur Pendragon	Artorius	king ar-THUR	King Arthur
King Midas	King Midas	MI-das	King Midas
King Popiel	Król Popiel	PO-pyel	King Popiel
Kriemhild	Gudrun	KREEM-hilt	Kriemhild
Lancelot du Lac	Lancelot du Lac	LAN-se-lot	Lancelot of the Lake
Master Twardowski	Mistrz Twardowski	tvar-DOV-skee	Master Twardowski
Merlin the Wizard	Myrddin	MUH-luhn	Merlin
Morgan le Fay	Morgen	MOR-gan le fey	Morgan the Fairy
Old-Erik	Gamle-Erik	GAM-le ER-ik	Old-Erik
Orlando	Orlando	or-LAN-doh	Roland
Orpheus	Orpheas	OR-pheus	Orpheus
Penthesilea	Penthesilia	PEN-thes-i-LAY-uh	Penthesilea
Perseus	Perseus	PER-see-uhs	Perseus
Queen Méabh	Méabh	MAY-iv	She-who-intoxicates
Reineke	Reynaerde	RYE-naard	Reynard the Fox
Robin Hood	Robyne Hude	ro-bin HUD	Robin Hood
Romolo and Remo	Romolo and Remo	ROH-moh-loh and REH-moh	Romulus and Remus
Schneewittchen	Schneeweißchen	shnae-WIT-tchen	Snow-White
Siegfried	Sigurd	SIG-freed	Siegfried
Sir Mordred	Modredus	mor-DRED	Mordred
Talos	Talos	TAHL-owz	Talos
The Lady of the Lake	Nimuë	neem-WAY	The Lady of the Lake
The Morrigan	Morrígu	MOR-ree-gun	Phantom Queen

OF THE OLD WORLD

Hero or Villain	Original Name	Pronunciation	English Name
Utgards-Loke	Utgårds-Loke	ut-GARDS lo-KE	Utgarda-Loki
Viriato	Viriato	vir-i-a-TOH	Viriato
Wicked Queen	die böse Königin	koe-NI-gin	Wicked Queen

ORIGINS

Hero or Villain	Countries	Culture or Myths
Abhartaigh	Ireland	Irish folk tale
Achilles	Greece	Greek mythology
Aeneas	Italy	Greek, Roman
Ajax	Greece	Greek mythology
Atalanta	Greece	Greek mythology
Baba Yaga	Various Slavic countries	Slavic
Brites de Almeida	Portugal	Portugal
Cathbad the Druid	Ireland	Irish mythology
Circe	Greece	Greek mythology
Cú Chulainn	Ireland	Irish mythology
Dovregubben	Norway	Norwegian fairytales
Dzevianna	Poland	Slavic
Emmeken	The Netherlands	Dutch
Espen Askeladd	Norway	Norwegian fairytales
Finn mac Cumhaill	Ireland	Irish Mythology
Guardian Mermaid	Poland	Slavic
Guinevere	Britain	Arthurian legends, The Matter of Britain
Heracles	Greece	Greek mythology
Herne the Hunter	Britain	British folklore
Jack the Giant Killer	Britain	British folklore
Jenny Green-Teeth	Britain	British folklore
King Arthur Pendragon	Britain	Arthurian legends, The Matter of Britain
King Midas	Greece	Greek mythology
King Popiel	Poland	Slavic
Kriemhild	Germany	Nibelungenlied
Lancelot du Lac	Britain	Arthurian legends, The Matter of Britain
Master Twardowski	Poland	Slavic
Merlin the Wizard	Britain	Arthurian legends, The Matter of Britain
Morgan le Fay	Britain	Arthurian legends, The Matter of Britain
Old-Erik	Norway	Norwegian fairytales
Orlando	Italy	Italic, Frankish, The Matter of France
Orpheus	Greece	Greek mythology
Penthesilea	Greece	Greek mythology
Perseus	Greece	Greek mythology
Queen Méabh	Ireland	Irish Mythology
Reineke	The Netherlands	Dutch

HEROES & VILLAINS

Hero or Villain	Countries	Culture or Myths
Robin Hood	Britain	British folklore
Romolo and Remo	Italy	Roman
Schneewittchen	Germany	German fairytales
Siegfried	Germany	Nibelungenlied
Sir Mordred	Britain	Arthurian legends, The Matter of Britain
Talos	Greece	Greek mythology
The Lady of the Lake	Britain	Arthurian legends, The Matter of Britain
The Morrígan	Ireland	Irish Mythology
Utgards-Loke	Denmark, Iceland, Norway, Sweden	Scandinavian mythology
Viriato	Portugal	Lusitanian myths
Wicked Queen	Germany	German fairytales



OF THE OLD WORLD

THEMES

Hero or Villain	Themes
Abhartaigh	revenge, spite, terror
Achilles	accuracy, glory, might
Aeneas	new beginnings, piety
Ajax	angering the gods, sacrilege
Atalanta	hunting, virginity
Baba Yaga	knowledge, nature, respect
Brites de Almeida	courage, independence
Cathbad the Druid	counsel, divination
Circe	magic, poison, transformation
Cú Chulainn	courage, individualism, strength
Dovregubben	isolationism, nationalism, self sufficiency
Dzevianna	forests, hunting, nature, wilderness
Emmeken	devil's bargain, freedom, patriarchal oppression
Espen Askeladd	class mobility, hard work, honesty, kindness, resourcefulness
Finn mac Cumhaill	knowledge, leadership, skill in battle
Guardian Mermaid	cheerfulness, honesty, protection
Guinevere	infidelity, penitence, tragic love
Heracles	kindness, strength, wits
Herne the Hunter	haunting, relentless, sadness
Jack the Giant Killer	underdog, resilience, wit
Jenny Green-Teeth	sadistic, trickery, wicked
King Arthur Pendragon	chivalry, virtue
King Midas	be careful what you wish for, greed, vanity
King Popiel and the Poison Queen	conspiracy, corruption, cruelty, misrule, poison

Hero or Villain	Themes
Kriemhild	determination, strength
Lancelot du Lac	adultery, chivalry, martial prowess, tragic love
Master Twardowski	power, trickery, wit
Merlin the Wizard	intelligence, magic, might
Morgan le Fay	healing, magic, reconciliation, scheming, usurpation
Old-Erik	attention to detail, evil, greed
Orlando	chivalry, nobility, unrequited love
Orpheus	charm, death, mourning
Penthesilea	daring, honourable death, valor
Perseus	cunning, favor, trickery
Queen Méabh	charisma, cunning, sovereignty
Reineke	anarchy, trickery, rebellion
Robin Hood	honour, kind, thief
Romolo and Remo	fratricide, the founding of Rome
Schneewittchen	innocence, naivete, kindness
Siegfried	cunning, might, power
Sir Mordred	bastard, might, traitor
Talos	apathy, loyalty, relentless
The Lady of the Lake	sorcery, virtue
The Morrígan	augury, shapshifting, trickery
Utgards-Loke	magic, trials, trickery
Viriato	rebellion, resistance
Wicked Queen	poison, wickedness

