

CODEX OF THE INFINITE PLANES

VOLUME XVI: WILDERNESS OF THE BEASTLANDS

THE ESSENTIAL GUIDE TO THE PLANES OF EXISTENCE



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WILDERNESS OF THE BEASTLANDS

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“The Beastlands is a savage plane where ferocity and cunning stalk through endless forests. Here, everything feeds on something else, aggressively, and the rule of might makes right is the only rule to rely upon. It is often compared to Arborea, and the two planes share similar traits regarding the power of nature. Where Arborea showcases nature in an abundance of life and glory, the Beastlands depict nature stripped of all pretenses of civilization and order, where the savage hunter kills mercilessly to survive. Good and evil have little place in the savage wilderness where the cycle of life, death, and rebirth is honored by all living creatures, consciously or not.”

Malakara the Warden

There is no plane in the multiverse that better embodies the savage and unpredictable aspects of nature than the Wilderness of the Beastlands. Endless tracts of forests stretch out across all three of its layers, where cycles of the day are frozen in their paths – brilliant day, eternal dusk (or dawn depending on your belief), and endless night.

Forests of all kind grow rampant and enormous on all three layers along with all types of plants, though few places in all the multiverse rival the perpetual power of the sun on the Beastlands first layer, Krigala. There, supercharged by the powerful and never-ending sun overhead, plants have taken on titanic proportions. The second and third layers are overgrown with thick vegetation as well, though not quite to the scale of Krigala.

And beneath these endless forests stalk a dizzying array of beasts of all kinds. Predator and prey move in the eternal dance of life and death. All beasts understand this cycle instinctively – there is no evil in the wolf taking down a deer for the good of the pack. This bestial nature is common with most beasts, but on the Beastlands the creatures are more intelligent and most possess the gift of speech (speaking a variant of the Celestial language). Whether they speak with strangers is quite another matter.

Beasts are the undisputed rulers of the Beastlands, but there is nuance there that many do not realize. Every type of creature obeys the edicts of a special Council of Beasts unique to that type of animal. Each council consists of thirteen exceptionally intelligent and powerful representatives of their species – the Council of Panthers rules over all panthers across the multiverse, while the Council of Rats commands the rats. These powerful groups have motives, schemes, and plans all their own, many of which involve their representatives on the Material Plane and beyond.

Above the beast councils are the powerful animal lords. These are unique creatures with many capabilities that rival demon lords and devil princes. Like the councils, they have their own schemes, which may coincide with their “lower beasts” but often do not. Animal lords are dangerous, canny, and strategic in their actions, and their realms on the Beastlands harbor secrets and dangers to tempt any planar explorer.

While beasts are the dominant inhabitants of the Beastlands, other creatures move about as well. Many tribes of centaurs call the plane their home, and a great number of lycanthropes of all types move amidst the three forested layers. The lycanthropes are accompanied by humanoids with lesser bestial abilities known as shifters. These shifters and lycanthropes form a loosely organized group called the Wylders that offer some of the only civilized places in the Beastlands – though the standards fall into the rustic or quaint categories when compared to major planar cities.

Many powerful variants of normally encountered creatures also move through the plane’s three distinct layers. More intelligent than even their planar kin, these beasts possess magic and skills allowing them to thrive in the savage wilderness. Whisperpads, nightprowlers, grizzlepaws, sunspears, and more can be encountered in the Beastlands though potential travelers are warned that they rarely welcome guests in their lands.

The Beastlands offers a bountiful plane of natural wonder and beauty that cannot be rivaled across the multiverse. Primal magic stirs in the shadows of the endless forests, stirred up occasionally by chance or luck. The animal lords and beast councils protect their realms with fervent zealotry as well, though few are considered evil by traditional standards. Trust is hard to come by, however, when creatures have to constantly be wary for the bigger or stronger predator at all times.

LAY OF THE LAND

The layers of the Beastlands are specially designed to allow predators and prey of the animal kingdom to thrive. This means that there’s an abundance of vegetation, often in titanic proportions, to allow herbivorous beasts to graze and grow huge. By the same token, predators must also be larger and craftier. This circle of existence is repeated without end on all three of the Beastlands’ layers.

KRIGALA

The brilliant sun hangs in the sky over Krigala, the first layer. It never sets or wanes from its position, and this oversaturation of sunlight creates the most fantastically huge plants in the plane. The River Oceanus flows through Krigala as well, though no tributaries branch off as the waters make their way across the multiverse.

Lakes, pools, and streams crisscross the region which is dominated by forests of all kind. The weather is violent and random in Krigala, with rainforests standing next to tracts of deserts filled with cacti of enormous proportions. Mountains covered with evergreen trees rise up, creating fertile valleys where no non-beast has visited.

The beasts of Krigala are those that thrive in daylight, including hawks, bears, stags, lions, and more. A large herd of centaurs lay claim to a stretch of wilderness known as the Greenway, and the Wylder frontier town of Signpost sits as the plane’s most civilized point.

BRUX

The sun and moon hang at opposite ends of the sky above Brux, creating a perpetual cloak of twilight across its shadowed forests. Debate rages over whether dawn or dusk is forever frozen, but regardless the moon and sun never rise or set further in the layer frozen at the perfect “hunting hour.”

The forests of Brux are filled with exotic plants with enormous leaves grown to absorb the dim light of the sun as much as possible. Groves of moonflowers tilted towards the suspended moon are a common sight as well, but even these are larger than their normal Material Plane counterparts. Beneath all of this moves the stealthy creatures of the Beastlands – snakes, ravens, rats, and others occupy the twilight-shrouded expanses.

Brux also holds Blackstone Lodge, the centerpiece of the Glorious Lodge. This thoroughly selfish and depraved group are only interested in hunting the creatures of the Beastlands to extinction for their own vain glory, or the glory of their many planar clients. They are reviled by all beasts of the plane but magic keeps most of them out of a wide radius around Blackstone Lodge.

KARASUTHRA

Endless night sits like a blanket over the dark forests of Karasuthra, the Beastlands’ third layer. The sky overhead is lit by a heavy moon shedding pale radiance along with a multitude of stars. Unlike Material Plane night skies, however, the stars above Karasuthra move and shift of their own accord. No one is really sure what the stars are, though some theories say they are animal lords yet to be reformed into physical bodies.

The darkness of the layer creates a perfect environment for panthers, owls, cats, and other nocturnal creatures. Dark trees stand in thick groves, obscuring the moonlight and creating ample opportunity for stalking predators to hunt wary prey. Danger and death lurks everywhere on Karasuthra so few non-animals call it home.

The exception are the Unicorn Knights, warriors and defenders who follow the call of a great unicorn spirit that dwells in a luminous moonlit grove. These noble souls travel across the multiverse, righting wrongs and fighting evil in the name of their powerful spirit leader.

CYCLE OF TIME

Each of the three layers of the Beastlands are frozen at a point in time – high noon for Krigala, dusk/dawn for Brux, and midnight for Karasuthra. There is no constant measurement of time on any of the layers, as the weather is unpredictable and the moon and sun never move, but time otherwise does flow normally.

SURVIVING

The Beastlands are dangerous because of their endless tracts of forested land, wild and unpredictable weather patterns, and multitude of stealthy predators that have perfected the art of hunting. These factors make travel through the Beastlands a risky maneuver, but there is no pervasive natural element that threatens life and limb for non-natives.

GETTING THERE

Naturally occurring portals and gates to the Beastlands are common in the oldest forests of the Material Plane. Many of these are known to ancient guardians of the forest, animals that can trace their lineage back to the Beastlands itself. Most of these portals lead to Krigala and are activated by the presence of specific animal types only.

The River Oceanus, which flows through many of the Upper Planes as the bright twin to the River Styx, cuts through Krigala as well. River travel is pretty regular through the Beastlands, and the Wylders keep several trading posts active along the Oceanus river banks to swap stories and goods with travelers.

Many gates exist between the layers as well, usually within the remnants of fallen trees. The amount of light on the tree’s trunk can give an indication of which layer it leads – brightly lit gates (whether by sun or moon) lead to Krigala, partially lit ones send a traveler to Brux, and the darkest ones go straight to Karasuthra. Many animals move naturally between the three layers in search of prey or food though they always manage to make their way back to their home layer.

TRAVELING AROUND

Wilderness is the prime deterrent to any sort of travel throughout the Beastlands. Forests, meadows, hills, and valleys tend to start to look the same the longer a traveler stays on the plane, but the cardinal directions still function by some quirk of planar geography. Animal trails crisscross all layers, though these can shift and change over the course of days or weeks.

There is a sect of Wylders that offer their services as guides to visitors. Known as trailfinders, these hearty rangers know many secret paths throughout each layer and can often provide maps to well-documented locations. Some of these trailfinders delight in tricking gullible travelers, leading them into dangerous situations for a laugh. If you come to the Beastlands with evil in your heart and a wish to defile nature, the trailfinders definitely make sure you have a hard time.

THE POWERFUL AND MIGHTY

Kings and queens of animals and beasts rule over many regions of the Beastlands, but usually these powerful beings are one with the natural beauty of the plane. Animal lords – mysterious and capricious beings on par with demon lords and devil princes – keep a watchful eye on their domains, while the various beast councils work towards the betterment of their animal type. Other organizations usually try to stay out of the way of these two potent forces.

ANIMAL LORDS

There are great primal powers that lurk in the Wilderness of the Beastlands. Unique, capricious, and unpredictable, these animal lords are masters of vast domains across the plane, with minions and servants placed in cunning and strategic locations. Their exact nature is not precisely known. Perhaps they are the spiritual manifestation of a specific animal type, savage perfection personified, though there are known to be multiple animal lords of a single type (there are multiple cat lords, for example, and at least two rat lords).

They are all canny shapeshifters as well, able to shift effortlessly from animal to humanoid to hybrid, switching genders as it pleases them or as it suits their needs. Listed below are the most influential or visible of the animal lords of the Beastlands, each with their own realms and schemes that can certainly extend far beyond the borders of their own plane. Certain individuals are drawn to these powerful entities, pledging their fealty in exchange for magical prowess; these warlocks are tools to be used by the animal lords as they see fit.

Aaru the Owl. The most feared of the owl animal lords, Aaru dwells in a massive hollow tree called the House of Owl beneath Karasuthra's eternal night. Those that seek the wisdom of Aaru must navigate the maze within the tree, filled with dangerous traps and monsters of all kinds. The great owl lord dwells at the top, always in the form a huge, weathered owl with thick gray feathers and piercing yellow eyes. It is said Aaru speaks all languages and can decipher any script as well.

Batris the Elk. Batris is a powerful elk that bounds through the sunlit layer of Krigala without a care in the world. This animal lord is one of the few with no definitive claim to a domain, though a stampeding herd of elk accompanies the animal lord on many of its travels. Batris spends most of its time as an elk, wild and free, and the warlocks and other mortal servants that follow the animal lord's ways tend to be nomadic and carefree.

Eerin the Rat. The twilight layer of Brux hides the shadowy movements of the minions of Eerin the rat lord, one of the oldest animal lords and the only known blind one. Thousands upon thousands of the creatures spread out in all directions, keeping an eye on the movements of other animal lords, the beast councils, and especially any strangers in the Beastlands. Secrets are whispered back to Eerin's ears deep in an underground lair called the Maze of the Blind Rat. Eerin enjoys taking the form of a blind hermit, both within the maze and while traveling abroad.

Lyanh the Cat. Lyanh is the most well-known of the cat lords of the Beastlands, and perhaps the most curious of them all. The home of this famously capricious animal lord is a region of Karasuthra called Cat's Breath – a stretch of thick forest blanketed entirely by dense fog. Strangers are blind in the mist, but Lyanh and other felines can see perfectly, allowing them to observe at their leisure. Lyanh's mortal servants are ever-watchful across the planes.

Rhirus the Bear. Strength and the power that comes from possessing it is all that matters to Rhirus, the bear lord. Dwelling within Great Bear Mountain, Krigala's tallest peak, Rhirus only recently ascended to the status of bear lord, following the disappearance of Rhekenar from the Beastlands. The loss does not bother Rhirus except the gnawing fear that Rhekenar might some day return, as the former bear lord was stronger and more cunning than Rhirus. Most do not believe the younger animal lord capable of the kind of coup that would remove Rhekenar from power, so theories point to an outside force that manipulated the situation within Great Bear Mountain.

Satassis the Snake. Moving silently through the twilight region called the Jungle of Slithers is Satassis, the snake lord, along with a swarm of seen and unseen vipers and snakes of all kinds. Satassis is an exceptionally charming animal lord, capable of convincing almost anyone of almost anything with its hypnotic voice, eyes, and powerful charming magic. Through spies and pawns across the multiverse, Satassis is also one of the busiest animal lords of the Beastlands with countless plots spinning at any given time.

Vadon the Hawk. Proud, agile, and defiant, Vadon the hawk lord is a symbol of nature's righteousness and pride. The Sunscreech Spire stands alone on Krigala, allowing Vadon and their bird minions to survey the plane for miles upon miles in every direction. Ever alert and always ready to strike, Vadon often lets its pride get in the way of good judgement, which may some day be the animal lord's downfall.

Zutris the Panther. The Midnight Plateau on Karasuthra is the forested realm of Zutris and a pack of cunning panthers. Unlike many of the other animal lords, Zutris takes an active role in the Council of Panthers, leading them in their decisions and running meetings when they occur. The panther lord's control over the Midnight Plateau is complete, though some malcontents whisper behind Zutris' back and plot quietly to overthrow the complacent lord. When they move they may be surprised to find Zutris is not as oblivious as they believe.

BEAST COUNCILS

Most inhabitants of the Material Plane are not aware that there is a secret council of beasts that rules the actions and activities of animals across their plane. Squirrels, wolves, deer, bears, and every other animal obeys the commands of a specific beast council located in the Beastlands. Each council contains thirteen animals of high intelligence with the ability to communicate across the planes to their fellow beasts on the Material Plane.

Given that there is only one council for each type of beast, their attention is naturally focused on only so many Material Plane plots and schemes. Most animals have no knowledge of the secret councils and most never hear or see them in their lifetimes. But each beast council keeps a magical scrying eye on the activities of their fellows, and while the Material Plane is the focus they usually have no qualms about involving other planes if necessary.

The members of each beast council are chosen by hidden lottery, which some claim is divine, but unless they are killed by violence each is effectively immortal. When they gather together, the thirteen council members can muster great magical might to effect their plans across the planes. They usually use them to watch from a distance and direct their fellows towards actions, but occasionally a council member is sent directly from the Beastlands to coordinate efforts directly.

There is at least one documented case of the Council of Rats moving to take over an entire city on the Material Plane using legions upon legions of rats, but their efforts were eventually thwarted by the intervention of outsiders. The Council of Rats is always looking to expand their territory, and many beast councils look upon humanoids as pests that must be eradicated for them to claim their true position in the multiverse.

GLORIOUS CONCLAVE

Not everyone that gazes upon the splendor of the Beastlands sees beauty and wonder. There are those that see only a land and creatures to be exploited, however. Such are the members of the Glorious Conclave. These rangers, warriors, wizards, warlocks, and more are dedicated to hunting down the powerful and unique creatures of the Beastlands for personal glory and profit. There are a great number of decadent nobles across the multiverse that pay great sums of gold and magic for a rare trophy to show off.

The Glorious Conclave is happy to oblige these requests, but at its core the Conclave is dedicated to exterminating as many creatures of the Beastlands as possible. They have established Blackstone Lodge, a permanent base, on Brux, and use powerful sorcery to deter the elements of the plane from affecting it. The leaders of the Glorious Conclave are mysterious and direct things from off the plane, so the lodge captains have great leeway in how they conduct their business. Lodge Captain Hazaa al'Zuraa, an efreeti ranger, runs Blackstone with an iron fist and often leads hunts himself.

TRIBES OF THE GREENWAY

Centaurs are a proud race that run in tribes along a great stretch of wilderness known as the Greenway. They are one of the few non-animal natives of the Beastlands and they share a special kinship with the forests and wilds of their planar home. Nonetheless, they are part of the ecosystem, and they hunt and in turn are hunted by many of the creatures of the Beastlands.

There are more than two dozen tribes that run through the Greenway, nomadic and free, moving beneath the eternal sunshine of Krigala. Each tribe is named for a momentous event in their past, such as the White Storm Tribe named after a torrential thunderstorm that split a previous tribe in two with jagged lightning and flashfloods.

The dominant tribe of centaurs is the Sunstone Tribe, with many members that worship Krigala's sun as a god and receive power from their prayers. Other tribes include the Scorched Hooves Tribe (berserkers) and the Hawk Run Tribe. The Blackwind Tribe have fallen from

the main centaur groups and now keeps to themselves on the fringes of the Greenway, practicing a foul magic summoned from the depths of the Abyss itself.

UNICORN KNIGHTS

Most of the creatures of the Beastlands are animals – more intelligent, more aware, perhaps larger or more aggressive, but otherwise similar to the variety found on most Material Plane worlds. Some exceptions exist, and one of the primary are the unicorns. These majestic, celestial beings are found natively in the Beastlands, though they rarely gather in any large numbers, and can be found moving between all three of the plane's layers. Their mere presence has inspired a loose-knit band of warriors, rangers, and hunters called the Unicorn Knights.

Honoring the benevolence and stewardship of their namesake, Unicorn Knights start off as individuals from across the multiverse that experience the life-changing beauty and wonder of encountering a unicorn. For these people, the meeting draws them to the Beastlands and eventually to the Grove of the Unicorn on Karasuthra. There, beneath the ever-present full moon in the sky and thousands of twinkling moving stars, those that come with goodness in their hearts are visited by the unicorn spirit.

Unicorn Knights have no formal organization structure and they are led by no individual. Members are encouraged to fight for the good of all goodly people wherever their travels may take them. They share a special kinship with celestial creatures, as their goals often align, but otherwise the Unicorn Knights have no mandate beyond helping out whenever and wherever they can.

WYLDERS

The most numerous of the non-animal natives of the Beastlands are the disparate bands of lycanthropes and their kin known as Wylders. They live in harmony with the primal wilderness of the plane, hunting and being hunted in the trackless forests of all three layers according to the ways of the beasts. Lycanthropes of all kind can be found in the Beastlands, though many prefer the permanent moonscapes of Karasuthra or twilight regions of Brux to the everlasting noon of Krigala.

Many of the Wylders are not true lycanthropes but distant relations instead, an offshoot known as shifters. These humanoids appear as feral humans though they can manifest animalistic features under stress. Shifters outnumber the lycanthropes within the Wylders by ten to one, and a small number of other races can be found among their ranks as well.

Wylders operate a handful of permanent settlements in the Beastlands. Signpost is the largest and best known, located on the banks of the River Oceanus on Krigala, but they have a few others scattered throughout Brux and Karasuthra as well. The Wylders are violently opposed to the Glorious Conclave and the two have clashed on numerous occasions. The lack of any organization within the Wylders has kept focused counterattacks against the poachers to a minimum, and the Conclave members have kept information on tactics of their enemies in order to prepare hunts effectively.

CREATURES & DENIZENS

Creatures of all kinds can be found in the Beastlands. Many of these appear as normal versions of commonly encountered animals, though more intelligent and with the ability to speak a form of Celestial. There are some unique creatures as well that travelers can encounter, many of which are hostile as a predator is hostile to prey in the wilderness.

NATIVE BEASTS

The beasts that dwell in the Beastlands are more intelligent than regular variety. Creatures of the beast type that are native to the Beastlands have Intelligence and Wisdom scores of 10, if they are normally lower, and they speak and understand the Celestial language.

BEASTWRAITH

In the Beastlands, creatures that die outside the natural cycle of predator and prey sometimes rise up as ghostly apparitions known as beastwraiths. These spectral creatures are haunted, tortured remnants of their former selves, bound to the physical world by a consuming need to hunt those responsible for their untimely deaths. Beastwraiths are rarely afforded such opportunities, but they stalk the wilderness of the planes forever.

A beastwraith usually appears as a ghostly version of its former self, though emaciated and incorporeal, with a feral gleam in their hollow eyes. They never prey on beasts, focusing instead on humanoids above all others.

Pack of the Damned. Many beastwraiths are drawn to one another, regardless of their original species. In the Beastlands one group called the Pack of the Damned calls out to other lost beast souls, urging them to join in their hunt for justice. They travel all three layers of the Beastlands, moving silently and nearly invisibly, stalking any humanoid they find. The centaurs of the Greenway recognize the signs of their approach and move to avoid them, but over the years many of them have fallen prey to the beastwraiths of the pack.

Since they are responsible for creating many of the Pack of the Damned, members of the Glorious Conclave are special targets for the horde of beastwraiths. Areas such as Blackstone Lodge are warded against the incursions of such attacks, but many Glorious Conclave hunters know better than to stand and fight against the pack out in the Beastlands.

BEASTWRAITH

Medium undead, unaligned

Armor Class 14

Hit Points 60 (8d8+24)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	17 (+3)	10 (+0)	14 (+2)	9 (-1)

Skills Perception +5, Survival +5

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poisoned

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

Senses darkvision 60 ft., passive Perception 15

Languages understands Celestial but cannot speak

Challenge 4 (1,100 XP)

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

Mark Prey (1/Day). As a bonus action, the beastwraith can mark any creature it can see as its prey. The beastwraith has truesight out to 60 feet against its marked prey only, and it inflicts an extra 14 (4d6) damage once per round when it hits with a melee attack against its marked prey. The beastwraith has advantage on Wisdom (Survival) checks made to track its marked prey. The mark ends when the target dies or after 24 hours have passed.

ACTIONS

Spectral Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6+4) necrotic damage.

Chilling Roar (Recharge 5-6). Living creatures within 30 feet of the beastwraith must succeed on a DC 14 Wisdom saving throw or be paralyzed for 1 minute. Targets that fail can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DARKSTRIKER

Also known as smoke snakes, darkstrikers are dangerous predators that slither through the twilight-filled landscape of Brux seeking prey to devour. They are clever hunters, keeping to their transparent smoky form as they hunt down other beasts or intruders. Though capable of speech like all the beasts of the Beastlands, darkstrikers have little to say to outsiders and prefer to attack first to deal a lethal blow rather than chat.

Cruel Hunters. Darkstrikers are vicious beasts that delight in chasing down a target through the forests and jungles of Brux. They are predators of the highest orders with a powerful bite and a smoky form that lets them sneak up and sneak out without being detected. Occasionally, a darkstriker may taunt its target, but usually this is only when the victim has proven a boring sport and the smoke snake must do something to liven up the situation for all involved.

Unwilling Agents of Satassis. The Jungle of Slithers on Brux is the realm of Satassis, the animal lord of snakes, and the darkstrikers are the favored agents of this busy yet deceptively charming denizen. For their part, darkstrikers are not stupidly loyal followers, and they always demand something from Satassis before agreeing to any mission or function. The preferred gift is a bipedal creature capable of running and thinking in order to give the darkstriker a challenge, but they are also known to covet black gemstones.

DARKSTRIKER

Large beast, any alignment

Armor Class 16 (natural armor)

Hit Points 90 (12d10+24)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

Skills Perception +6, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages Celestial

Challenge 7 (2,900 XP)

Keen Senses. The darkstriker has advantage on Wisdom (Perception) checks that involve smell or hearing.

Smoke Form. As a bonus action on its turn, the darkstriker can transform its physical body into a thin smoky tendril. While in this form, the darkstriker has a flying speed of 30 feet, resistance to all damage, and advantage on Strength, Dexterity, and Constitution saving throws. In dim light, the darkstriker in smoke form is invisible. The creature can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces.

While in this form, the darkstriker can't talk or make any attacks. It can drop the smoke form and resume its normal physical form at any time on its turn.

Sneak Attack. Once per turn, the darkstriker deals an extra 27 (6d8) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of any ally that isn't incapacitated and the darkstriker doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The darkstriker makes two bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d10+6) piercing damage.

GASPAR

Gaspar are massive herd animals that wander the grasslands and light forests of the Beastlands, specifically in sun-filled layer of Krigala. They are proud creatures that often run with the herds of Batris the elk lord, but even the animal lord is wary of the gaspar's ability to rip holes in the multiverse to send foes hurtling across the planes. Male and female gaspar have magnificent racks of gleaming horns – male horns are gold while female horns are silver. Reddish fur covers their thick, muscled bodies and their hooves are capable of pounding foe and ground alike.

Antlers of Planar Power. Gaspar are hunted by ruthless individuals seeking their horns, which possess powerful planar transportation abilities even after the creature is dead. The creature's sheer size, strength, and defensive ability makes taking one of the beasts down a difficult prowess for all but the canniest of hunters. The elk lord Batris holds a special grudge for any hunter that kills a gaspar only for its horns.

Migration Movements. As a herd animal, gaspar travel in regular migration patterns across the landscape of Krigala. With no definite seasonal change, however, the timing of the migration is difficult for outsiders to predict. Sometimes, a gaspar herd remains in a region for months at a time, while other times they are constantly on the move in search of other lands. Planar scholars believe they are in tune to the natural needs of the Beastlands, and their migration patterns are dictated by the desires of the plane itself rather than self-preservation. The land in the wake of a gaspar herd is trampled and torn, but from such soil disruption new plant life emerges almost immediately.

GASPAR

Huge beast, any alignment

Armor Class 15 (natural armor)

Hit Points 105 (10d12+40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages Celestial

Challenge 7 (2,900 XP)

Charge. If the gaspar moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 27 (6d8) slashing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

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

ACTIONS

Multiattack. The gaspar makes two attacks, one with its hooves and one with its gore.

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

Planar Rip (1/Day). The gaspar uses its horns to rip a temporary hole in the multiverse. Creatures within 20 feet of the gaspar must succeed on a DC 16 Wisdom saving throw or be pulled into the hole and sent to a random plane. Choose a plane or roll randomly on the Astral Color Pools table in the *Dungeon Master's Guide* to determine the destination. All of the creatures that fail the saving throw are transported to the same plane.

GRIZZLEPAW

Bears are one of the toughest, most formidable creatures of the wilderness, pound for pound. They have thick muscles, sharp claws, and powerful jaws. In the Beastlands, the oldest and most feared bears are the grizzlepaws. These ancient creatures have seen multiple lifetimes of hunting and living, and that experience has made them canny opponents on par with some of the greatest warriors of the Material Plane. Their hides are crisscrossed with so many scars they have developed thick callouses stronger than most armor, and they have grown to truly enormous size.

Aged Wisdom. Grizzlepaws are not just renown for being ferocious and capable warriors. Their great age has given them expanded wisdom that only comes from years of experience. A grizzlepaw has walked the land for countless years and knows the ways of the wilderness better than most, though its knowledge is more practical than academic. Rarely, a grizzlepaw takes on an apprentice bear, teaching them what they know, grooming them to join the revered ranks of the most powerful of bears in the multiverse.

Grizzled Guardians of Great Bear Mountain. The first grizzlepaws emerged as the elite warriors of the bear lord who rules from Great Bear Mountain on Krigala. Blessed with powerful fighting skills and an indomitable spirit, these capable creatures defended the home of their lord against outside incursion on countless occasions. The bear lord blessed them and granted them immortality so that they could continue their service to Great Bear Mountain for as long as they were able. They are known now as the Grizzled Guardians and they serve whomever sits as bear lord within the complex of caves below their mountain charge.

GRIZZLEPAW

Huge beast, any alignment

Armor Class 15 (natural armor)

Hit Points 184 (16d12+80)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	10 (+0)	15 (+2)	7 (-2)

Saving Throws Str +12, Con +9, Wis +6

Skills Perception +6

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed

Senses blindsight 60 ft., passive Perception 16

Languages Celestial

Challenge 12 (5,900 XP)

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

Indomitable (3/Day). The grizzlepaw can reroll a failed saving throw.

ACTIONS

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 34 (4d12+8) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d10+8) slashing damage. The grizzlepaw can choose one of the following effects to occur on the target:

Disarm. The target must make a DC 17 Strength saving throw or drop an item it is holding. The object lands 1d6 x 5 feet away in a random direction.

Distract. The next attack roll against the target by an attacker other than the grizzlepaw has advantage if the attack is made before the start of the grizzlepaw's next turn.

Menace. The target must make a DC 17 Wisdom saving throw or be frightened until the end of the grizzlepaw's next turn.

Push. The target must make a DC 17 Strength saving throw or be pushed up to 15 feet away from the grizzlepaw.

Trip. The target must make a DC 17 Strength saving throw or be knocked prone.

NIGHTPROWLER

Nightprowlers are sleek panthers that move effortlessly through undergrowth, blending seamlessly into shadows. They are as large as horses with jet black fur, thick muscles, and luminous eyes that never seem to betray their presence in the never-ending night of Karasuthra, the third layer of the Beastlands. Nightprowlers hunt the prey that suits their mood and few creatures can withstand the sudden ferocity of a pouncing nightproowler as it hits, runs, and then hits again.

Best of the Best. The Midnight Plateau is the undisputed territory of Zutris, the panther lord, and the potent being uses nightprowlers as an elite force. None of the other panthers of the plateau know exactly how many nightprowlers Zutris commands, as they come and go as silently as a gentle breeze, but there are enough of them to keep Zutris' rivals from growing too bold. More than one plot against the seemingly lazy panther lord has been thwarted silently by a nightproowler team, striking suddenly and disappearing as quickly.

One in particular serves as Zutris' personal spy, bodyguard, and mate. Kaori is a nightproowler with two wicked scars crossing her face in an X pattern, but it's a mark that brings no shame. She has served Zutris loyally for many years, and while the two bicker and argue constantly in public, they are true companions that would never want to see the other hurt. For her part, Kaori has put down multiple coups and keeps her own network of spies across the multiverse active, feeding the information to Zutris on a regular basis and keeping a feline eye on the Midnight Plateau.

Compelled to Hunt. Nightprowlers are consummate hunters, and they never remain idle for very long. Their massive size requires a heavy diet, but more than that they are obsessed with the hunt. Not all nightprowlers hunt for the kill, but all enjoy the chase. Several bands of travelers into Karasuthra have been stalked by a nightproowler without even realizing it, watched from a distance as a sort of test to see what they would do. Many poachers in the service of the Glorious Conclave have fallen victim to a nightproowler they never knew were there as well.

NIGHTPROWLER

Large beast, any alignment

Armor Class 19 (natural armor)

Hit Points 75 (10d10+20)

Speed 50 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	24 (+7)	15 (+2)	15 (+2)	14 (+2)	10 (+0)

Saving Throws Dex +10, Wis +5

Skills Perception +5, Stealth +10

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 15

Languages Celestial

Challenge 7 (2,900 XP)

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

Evasion. If the nightproowler is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Pounce. If the nightproowler moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the nightproowler can make one bite attack against it as a bonus action.

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 16 (2d8+7) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 12 (1d10+7) slashing damage.

SUNSPEAR

Also known as golden hawks, sunspears are large avian hunters that soar through the air of Krigala, the sun-drenched layer of the Beastlands. Red, orange, and white feathers adorn their bodies in wild patterns, and it is said no two sunspears have identical markings. Their eyes are large black orbs, catching every detail and piercing through magical veils with ease, and their powerful wings can propel them swiftly through the air to catch targets.

Birds of a Feather. Sunspears are proud birds that gather and hunt in large flocks. While no two sunspears have the same markings, families tend to have similar styles, often with elaborate patterns that defy natural order. A sunspear flock usually occupies the top-most sections of the tallest trees in a region, and they fight other sunspears and hawks over the exact boundaries of their territory. Such tussles are usually bloodless but occasionally an over-aggressive sunspear kills their opponent. Flocks of sunspear never forgive such slights.

Feuding Flocks of Sunstream Spire. Vadon the hawk lord relies upon a strong network of sunspear flocks around Sunstream Spire to protect the region from invaders. Each flock is independent of Vadon, however, and many hold onto grudges against the hawk lord and its retinue of personal soldiers that date back centuries. Sunstream Spire hosts many lords and ladies of the powerful flocks for receptions and dinners, and Vadon is usually careful not to disrupt the careful balance of power that exists around the towering structure.

SUNSPEAR

Medium beast, any alignment

Armor Class 15

Hit Points 44 (8d8+8)

Speed 10 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	11 (+0)	16 (+3)	14 (+2)

Skills Perception +5

Damage Immunities fire

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 15

Languages Celestial

Challenge 5 (1,800 XP)

Keen Sight. The sunspear has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The sunspear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 9 (1d8+5) piercing damage.

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

Sun Streak (Recharge 5-6). The sunspear chooses an unoccupied 5-foot square it can see within 60 feet not blocked by any physical barrier. It appears in that square, and any creature caught in a line between its original location and the chosen square must succeed on a DC 15 Dexterity saving throw, suffering 28 (8d6) fire damage on a failed save, or half as much on a success.

TRICKTAIL

Tricktails are sleek rats that run through the undergrowth of Brux and Karasuthra like silent tricksters. They are mischievous masters of illusory magic, able to disappear and create images from nothing in order to fool predators and the foolish they come across. Their regular form appears much like a rat, with glossy gray, black, or white fur and unusually large red eyes. The creature's tail is long, thin, and usually moving of its own accord.

Vengeful Tricksters. Tricktails enjoy using their illusion powers to play practical jokes and pranks on creatures they come across. These are usually harmless involving humiliating their target, but woe befalls the one who angers a tricktail and lets it escape. The tricks can turn violent quickly, and a tricktail is famously patient. It can wait for an offender to fall asleep and then torture it using its *dream* spell, and when the target awakes the rat's illusion magic helps reinforce the tortured scenes in the waking world.

Eyes of the Blind Rat. Eerin is the oldest of the animal lords in the Beastlands and the powerful creature rarely leaves its maze-like lair in the twilight realm of Brux. Whether they want it or not, all tricktails are linked to Eerin and the famously blind rat lord can actually see through their eyes at any time. Not all tricktails enjoy or welcome this intrusion, but Eerin usually does not do so without good cause and with good reward. It is whispered that the rat lord can actually take over bodily any rat or tricktail as well, but this may just be a rumor spread by the older beasts to keep the younger generation afraid of Eerin's true power.

TRICKTAIL

Small beast, any alignment

Armor Class 16

Hit Points 36 (8d6+8)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	23 (+6)	13 (+1)	19 (+4)	11 (+0)	8 (-1)

Skills Acrobatics +9, Perception +3, Stealth +9

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 13

Languages Celestial, Common, and any three others

Challenge 4 (1,100 XP)

Illusion Immunity. The tricktail automatically sees through any illusion spell of 6th-level or lower.

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

At will: *mage hand*, *minor illusion*

3/day each: *color spray*, *invisibility*, *major image*, *mirror image*, *silence*

1/day each: *dream*, *phantasmal killer*

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

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

Pack Tactics. The tricktail has advantage on an attack roll against a creature if at least one of the tricktail's allies is within 5 feet of

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 9 (1d6+6) piercing damage. If the target is a living creature, it must make a DC 15 Wisdom saving throw, suffering 18 (4d8) psychic damage on a failure, or half as much on a success.

WHISPERPAD

Whisperpads are the most charming creatures in the Beastlands – just ask them! They appear as large kittens, with wide luminous eyes and button noses, and few can resist their delicate charms. An aura of adorability surrounds them, deterring predators and poachers alike, and they have many charming abilities to change would-be foes into unwilling allies.

Solitary Masterminds. Whisperpads do not like other whisperpads, or even other cats of any kind. They are superficially vain and believe truly that their own adorability outweighs any other. Several have claimed regions of the Beastlands where they surround themselves with stronger predators in order to protect their territory, but just as often they use their charming abilities to create servants that simply exist to flatter the whisperpad. The entire world of a whisperpad revolves around themselves and they care little for what happens outside of that world, making them callous and aloof to outsiders.

Proto-Animal Lords. It is believed that whisperpads are cats that exist before they advance to true animal lord status. Lyanh, the most well-known of the cat lords, exhibits many similar powers and traits of a whisperpad though magnified to near deity-level. Also, Lyanh forbids entry of other whisperpads into its realm of Cat's Breath, though lesser cats are allowed. How a whisperpad becomes a true animal lord isn't known, and likely there is no exact formula for such ascension.

WHISPERPAD

Medium beast, any alignment

Armor Class 13

Hit Points 33 (6d8+6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	11 (+0)	15 (+2)	22 (+6)

Saving Throws Wis +5, Cha +9

Skills Perception +5, Persuasion +9, Stealth +6

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Celestial, any two others

Challenge 4 (1,100 XP)

Deflective Charm. Attacks against the whisperpad have disadvantage unless the whisperpad made an attack roll against the attacker the previous round.

Innate Spellcasting. The whisperpad's spellcasting ability is Charisma (spell save DC 17). The whisperpad can innately cast the following spells, requiring no material components:

At will: *command*, *silence*, *sleep*, *vicious mockery*
3/day each: *confusion*, *hold monster*, *modify memory*

ACTIONS

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d8+3) slashing damage. If the target is a living creature, it suffers disadvantage against any spell cast by the whisperpad until the whisperpad's next turn.

Hypnotic Purr (Recharge 5-6). The whisperpad purrs loudly, and all living creatures within 30 feet must make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed for 1 minute, and while charmed the creature is incapacitated and has a speed of 0. The charmed status ends if the creature takes any damage or if someone uses an action to shake the creature out of its stupor.

HAZARDS & PHENOMENA

The Beastlands is a dangerous place, mainly due to the number of predator creatures that stalk through all three of its forested layers. Several latent planar effects can surprise the unwary traveler, however.

HUNTER'S PARADISE

There's a primal order that infuses the Beastlands, heightening the abilities of predators and prey alike throughout all the layers. Living creatures have advantage on Wisdom (Animal Handling), Wisdom (Perception), and Wisdom (Survival) checks while in the Beastlands.

SHAPE OF BEASTS

Changing into a beast, either through *polymorph* or a druid's wildshape, is dangerous in the Beastlands. Creatures that do not possess the shapechanger subtype that transform into a beast while in the Beastlands must succeed on a DC 15 Wisdom saving throw. On a failure, the animalistic nature of the plane takes over for 1 minute. At the beginning of each of the creature's turn, roll a d10 to determine its behavior for that turn.

1D10	ANIMALISTIC BEHAVIOR
1-2	The creature uses all its movement to move in a random direction. The creature doesn't take an action this turn.
3-8	The creature uses its action to make a melee attack against a randomly determined creature with its reach. If there is no creature with its reach, the creature moves towards the nearest creature it can see and takes no other action this turn.
9-10	The creature can act and move normally.

This planar effect can be ended early by targeting the creature with a *calm emotions* spell.

MYSTERIOUS SITES & TREASURES

The Beastlands holds a trove of wondrous sites within its wooded boundaries, from the lairs of the most prominent animal lords to naturally occurring places of strange beauty and unknown power.

BLACKSTONE LODGE

The Glorious Conclave has made it their mission to harvest the most valuable parts of the beasts found in the Beastlands and sell them to wealthy patrons and collectors across the multiverse. They are universally reviled by the natives of the plane, but that hasn't stopped the conclave from establishing several outposts from which they perform their poaching and hunting. Blackstone Lodge is the largest and most prominent of these, standing three stories tall on a cleared ledge overlooking a brilliant azure lake on Krigala. The impressively built wooden building is stained black and contains rooms for nearly 100 hunters of the conclave, with additional space for guests. Portals leading across the multiverse are maintained by conclave wizards.

Magical wards surround Blackstone Lodge that prevent the natives of the Beastlands from attacking it directly, allowing the conclave members inside to enjoy luxurious privacy amidst their ill-gotten trophies and treasures. The leader of the Blackstone Lodge is the cruel and merciless efreeti, Lodge Captain Hazaa al'Zuraa, who personally hunts down the biggest creatures across the Beastlands he can find. Smaller bands of conclave hunters head out on specific targeted hunts, taking on commissions from wealthy patrons.

Infiltrating Blackstone Lodge requires passing through multiple layers of magical scrutiny, and then facing against the golem guardians that protect the interior. Wood and stone golems are carefully hidden amongst the trophies inside, ready to come to the aid of the lodge when a ranking conclave member calls to them. It is rumored that Hazaa al'Zuraa keeps a secret vault beneath the lodge for his personal trophy collection, including the heads and stuffed bodies of at least three fallen animal lords.

CAT'S BREATH

The realm of Lyanh, the most curious cat lord in the Beastlands, is a fog-enshrouded region of Karasuthra forest known as Cat's Breath. There, the many felines under Lyanh's control patrol for intruders while the cat lord itself listens to messages delivered by spies and agents from across the multiverse. Non-felines that enter Cat's Breath are blinded by the thick fog, forced to stumble around in the dark forest.

Lyanh's personal sanctuary sits at the heart of Cat's Breath. There, in the sprawling arms of a mighty tree, the cat lord lounges, sleeps, and moves multiple plots forward. Like all animal lords, Lyanh can take the form of any gender and transform into a cat, human, or hybrid between the two. Its personal preference is a large female kitten, similar to a whisperpad, and it's in this form that most of its agents speak or work with. Lyanh has a vested interest in multiple plane-spanning plots, most just for fun, but

a few secret ones that the animal lord hopes will deliver magical artifacts into their paws.

The felines that serve as Lyanh's eyes and ears in Cat's Breath are no more fearsome or dangerous than ordinary feral cats, so they do not engage in combat. Aggressive intruders are dealt with using charm and subtlety by the cat lord, who can also command the thick fog to become a choking mist upon command if its feline wiles fail to deter. Few enter Cat's Breath without good reason.

GREAT BEAR MOUNTAIN

Towering above the forest of Krigala is a solitary peak known as Great Bear Mountain. Its sides are dotted with multiple cave entrances that lead into a sprawling network of natural tunnels and levels within the mountain, and there dwell the strongest of the bear lords. This mantle has been passed between multiple bears over the centuries, with the current bear lord, Rhirius, stepping up boldly to fill the vacancy left by Rhekenar.

Hundreds of bears live within Great Bear Mountain, and though there was grumbling when Rhirius stepped up to claim the bear lord title none moved actively against the younger creature. Some of the older bears believe Rhekenar's disappearance was caused by an outside force, and a few whisper Rhirius had a paw in the act considering how quickly they moved to claim the bear lord leadership. The elite guard of the bear lord, the Grizzled Guardians, have not opposed Rhirius' ascension, which leads most to believe that the new animal lord had no direct part in Rhekenar's absence.

Activities within Great Bear Mountain are slow and ponderous, but when moved by righteous anger the bears within can act surprisingly fast. Rhirius is more aggressive than most bear lords of the past, and it is widely believed the new animal lord is sowing the seeds of war to mobilize the forces of Great Bear Mountain against an unknown foe.

THE GREENWAY

The forested landscape of Krigala is marked by an unusual feature called the Greenway. It is a wide, winding "river" of grasslands that cuts through the heart of forest and jungle alike, running for hundreds of miles. It parallels rivers and moves around lakes, and on more than one occasion the grassland route has shifted dramatically due to some unknown cause. Its grassy width varies, from several hundred feet wide at its narrowest to more than five miles wide in some areas.

The Greenway acts as a point of reference for many beasts that call Krigala their home, but none depend on it more than the centaur tribes. They live, breathe, and die along the length of the grassy expanse, where they can run unimpeded by the thick forests that surround them. Batris the elk lord and its stampeding herd run through the Greenway as well, and the centaurs usually welcome the powerful animal lord and its retinue when their paths cross.

Herds of gaspar are known to run through the Greenway as well, though they are generally avoided by the centaur tribes. A gaspar in a wrong mood can wreak havoc on a

tribe, sending them across the planes with little hope of returning, so the centaurs keep their distance.

GROVE OF THE UNICORN

Unicorns are not natives of the Beastlands, which is why the presence of one can be a surprising encounter. But on Karasuthra, beneath the ever-present full moon and dancing stars, a sacred place stands that holds the eternal spirit of one of these majestic creatures. The Grove of the Unicorn is a magical area filled with wonder and beauty that holds the immortal spirit of Arryn, a unicorn that came to the Beastlands accidentally.

Arryn's complete story is not known, but the pieces that planar scholars have been able to gather suggest the unicorn was pulled into the Beastlands by an outside force. Whether malevolent or not, Arryn was unable to leave, and spent some time learning about Karasuthra and the powerful primal magic that infused the entire plane. She encountered a band of Wylders that fell in love with the unicorn, and Arryn encouraged them to take the love they felt for her and share it with the multiverse. The first Unicorn Knights were born then.

Arryn's passing is also not known, and some believe that she didn't die but instead became one with the grove that bears her likeness. Her generous spirit dominates the Grove of the Unicorn and fills the heart of all goodly people that find it, inspiring many to take up the role of Unicorn Knights. Arryn rarely speaks now, instead preferring the more powerful and subtle language of the plane and grove to convey her thoughts.

HOUSE OF OWL

The oldest tree in Karasuthra's night-blacked landscape is a great, gnarled oak tree, sprawling and ancient. Its limbs are twisted and covered with luminous moss that resembles strands of spider webbing, but no spiders can be seen around it. In fact, no creature native to the Beastlands comes to this tree unless they are looking for its master, for this is the House of Owl, home to the most feared animal lord of the plane.

Aaru, the owl lord, sleeps for days at a time in the tree's hidden heart. Visitors that wish to partake in Aaru's wisdom must navigate the House of Owl's defenses – magical locks that can only be unlocked by riddle answers, natural tree-like guardians that deter aggressive intruders, and powerful befuddling sorcery that can confuse the strongest of minds. If a visitor can get through it all and the twisting tunnels of the tree itself, Aaru waits in the center.

Though it is believed Aaru can transform into a hybrid or human like the other animal lords, no one has seen the owl lord in any form but that of a titanic horned owl, with graying feathers and enormous yellow eyes. Because Aaru sleeps for so long, the luminous moss that grows around the House of Owl creeps in around it as well, so some visitors have been startled by the sudden movement of what otherwise appeared to be a monstrous statue. Aaru's knowledge of words, scripts, and languages is unparalleled in the multiverse, and many scholars have sought the owl lord's aid in deciphering ancient tomes or books.

JUNGLE OF SLITHERS

Snakes are a common encounter on Brux, the twilight realm of the Beastlands, but nowhere are they more numerous than the aptly named Jungle of Slithers. This hot, humid stretch of forest is densely covered with thick vegetation, hiding so many snakes that an exact count would be impossible. It is the realm of Satassis, a charming and engaging snake lord, who is always interested in learning about the outside realms.

Satassis is a rare animal lord who holds true malice in its heart, and it uses its snakes and charm to force bad things to happen. If confronted, Satassis is always quick to point out that good and evil are constructs of civilization and have no place in the animal world of the Beastlands, but it nonetheless revels in inflicting pain and stealing joy from all creatures. The Jungle of Slithers reflects this nature, where new and deadly poisons can be found behind the fangs of countless serpents. Satassis is a master of poisons, especially debilitating ones that don't kill but instead steal the agency from a victim.

Few enter the Jungle of Slithers on purpose, but those that do are encouraged to bring fire with them. It is widely known that Satassis and the serpents of the Jungle of Slithers abhor fire of all kind, and the perpetually wet and rainy region keeps such natural occurrences to a minimum. Of course, those that bring fire into the snake lord's realm had better have a good reason, for Satassis' cruelty is on full display for those that dare tread upon its ground with such fiery tools.

MAZE OF THE BLIND RAT

Rats live on every layer of the Beastlands, from Krigala's eternal sunshine to Karasuthra's endless moonlight. The shadowy layer of Brux, between the two, is the favored home of the rats, and beneath the forested ground hides the lair of the oldest animal lord. Eerin, the rat lord, has never been deposed and it is said the animal lord was the first of its kind to be uplifted to intelligence and awareness.

Eerin is also blind, and his realm has become known as the Maze of the Blind Rat. It is a bewildering network of tunnels, some no larger than a rat could pass through, that keeps Eerin safe from those that would do the rat lord harm. Over the centuries, Eerin has made numerous enemies including those of its own rat kind. The rat council refuses to honor Eerin's requests, though the clever rat lord can see through and manipulate the actions of any rat on the Beastlands, giving it plenty of tools with which to play.

As the oldest animal lord, Eerin has also accumulated perhaps the greatest treasure hoard of any others on the plane. Explorers and treasure hunters have gone into the Maze of the Blind Rat in search of Eerin's fabulous treasure, but none have found more than a pittance. Perhaps the blind rat lord has seeded these rumors itself in order to lure strangers into its realm. But for what purpose no one knows, and Eerin doesn't let slip much from what it thinks.

MIDNIGHT PLATEAU

Rising above the forested layer of Karasuthra is the impressive Midnight Plateau, so named because of its black volcanic stone ground. Gnarled leafless trees grow between the cracks of the plateau's landscape beneath the eternal full moon overhead. It stretches for many miles and stands a hundred feet over the regular floor of Karasuthra, as if the entire plateau was pushed up by some incredible force long ago.

This is the home of the panthers of the Beastlands. Countless panthers of all types lounge, sleep, and play on the Midnight Plateau, leaving only to hunt in the wilderness surrounding the area. The Council of Panthers meets here, and they are advised directly by Zutris, the panther animal lord, a close relationship rarely shared by other animal lords of the plane. The council and Zutris rely on the stealthy skills of the nightprowlers to keep them free from outside forces, but few would dare intrude upon the Midnight Plateau uninvited. The panthers are not known for their welcoming behavior.

SACRED STONES OF SALAZHA

The Wylders that live alongside the natural creatures of the Beastlands have long viewed many aspects of the plane as sacred. Whether it's a pool, river, patch of trees, or other feature, different Wylders hold different aspects of the plane as holy or supernatural. All agree that the Sacred Stones of Salazha are truly unique.

These large monolithic stones are found scattered across the three layers of the Beastlands. They are each tall, roughly 20 feet high, and about 10 feet thick. They appear cut from a single slab of gray stone inlaid with intricate patterns of red, black, and gold minerals. No mason, dwarf, or other expert can explain their presence or origin but they are each identical in size, with strong variations in the mineral striations. Each stone hums with sorcerous power related to transmutation magic, but to date no one has unlocked what they do or what they are for. Or at least not intentionally.

The sacred stones are named for Salazha, a shifter druid who is credited with finding the first one on Krigala. Salazha not only found them, she catalogued more than a dozen across the Beastlands. While her records were passed to other Wylders, Salazha herself vanished mysteriously into one of the sacred stones many years ago. No one knows where she went, as all attempts at divination have resulted in nothing conclusive.

SIGNPOST

The River Oceanus winds through Krigala before passing into other Outer Planes. Its banks draw numerous creatures from all over the layer, and river traffic is frequent enough to create small communities along its length for travelers to stop, rest, and resupply. Signpost is the largest of these communities, big enough to be considered a frontier town. No government runs Signpost, though a few Wylders keep a close eye on outsider activities to make sure nothing is being done that could threaten the natural order of the Beastlands.

Signpost has numerous taverns along its muddy streets. The most famous is the Boar Boot, run by a werewolf ranger named Howling Rheed. He serves strong wildly fermented ales using rare hops and barley from across the Beastlands, which draw all manner of travelers along the River Oceanus to his doors. Unfortunately for some travelers, though, the Boar Boot is closed irregularly when Rheed and his packmates decide close up and go on a hunt through Krigala.

SUNSCREAM SPIRE

Standing like a spike trying to pierce the ever-present sun above Krigala, Sunscreeam Spire is the home of the hawk lord Vadon. Proud and noble, Vadon keeps the peace in and around the towering spire with the aid of the noble flocks that live in the trees and rocky towers that surround Sunscreeam. These flocks have their own agendas and motivations that only occasionally align with Vadon, keeping the hawk lord on his claws at all times.

The spire itself is tall and thin, only a few hundred feet wide, but riddled with holes and perches. Inside is a series of hollow chambers where hawks of all kind fly about in their business. Vadon keeps the top of the Sunscreeam Spire for its own private chambers, closest to the sun which the hawks revere as a living deity.

The political situation with the flocks of hawks and sunspears is delicate enough to be upset by seemingly minor occurrences. Recently, Vadon sired a clutch of eggs with the daughter of a nearby flock. This in and of itself is not unusual, as Vadon has no wife and can choose any mate he desires. The situation is made more complicated by the daughter's recent exile from her family due to unhawk-like behavior. If the eggs were to be discovered, the scandal could upset Vadon's delicate political situation and send the flocks into a frenzy of war.

VALLEYS OF THUNDER

The Beastlands are filled with beasts that can be found in many Material Plane realms. One type, however, have been isolated from the rest by some unknown force, whether time or the hand of a divine agent from long ago. Dinosaurs, rare in most Material Plane wildernesses, exist almost exclusively in the Beastlands in the three broad hidden regions known as the Valleys of Thunder.

A Valley of Thunder exists one each of the three layers (Krigala, Brux, and Karasuthra) and they are all connected via large natural gates. The dinosaurs that inhabit the valleys are powerful, savage creatures, though they possess the same intelligence and speaking ability as the rest of the beasts. Are there dinosaur lords hidden amongst their ranks? Planar scholars believe so but so far none have revealed themselves to the outside world.

Each Valley of Thunder is more than a hundred miles across located in a stretch of rugged mountain peaks. Finding them is often a matter of luck as some powerful magical mist protects them, but it also keeps the dinosaurs bound within the three valleys. Travelers that have escaped the Valleys of Thunder say ancient ruins dot the hidden landscape, remnants of a time when the dinosaurs were more than just beasts. What secrets they hide remain a mystery for now.

ADVENTURE HOOKS

The Beastlands hold a wealth of adventure opportunity for characters of any level. Whether it's a trip to the plane itself or an incursion from across the borders of the multiverse, heroes of all kinds have an opportunity to show off their own wild side!

TIER 1 (LEVELS 1-4)

While dangerous, the Beastlands can still offer tier 1 characters a chance at planar travel and excitement because of its relatively low latent threat levels. Whether it's getting involved with one of the beast councils, an animal lord, or the Glorious Conclave, heroes of all stripes can get involved in the Beastlands.

... The Council of Rats needs information about a certain area of the Material Plane, and they happen upon the characters as perfect agents. The characters are approached by a rat from the Beastlands representing the Council of Rats, and he explains what they need – search out a nearby ruin for signs of a nest of malformed rats that have gone fully savage.

... A portal opens up in the forest near the characters and through it runs a proud elk with an unusual rack of white antlers. The elk is being chased by a team of hunters from the Glorious Conclave, and the whole mess crashes right into the party. The hunters are cruel and merciless while the elk begs for help against the aggressors who only want the rare white antlers. Defeating the conclave band puts the elk in the party's debt and he takes them through the portal to the Beastlands, where he introduces them to Batris the elk lord.

... A messenger in a town mistakes one of the party members for its target and delivers a letter into their hands. The letter is from a Unicorn Knight in the Beastlands seeking aid from a fellow knight who just so happens to resemble one of the characters. Unfortunately, the missing Unicorn Knight died in a goblin raid. Do the characters travel to the Beastlands to aid the Unicorn Knight?

TIER 2 (LEVELS 5-10)

Bigger threats require more experienced heroes, and tier 2 characters can truly step up and start making an impact in the Beastlands.

... A strange town worships a single cat like a god, and the characters arrive and start investigating the situation. It turns out a whisperpad cat moved in and has charmed its way into a secure lifestyle at the expense of the rest of the town. When confronted, the whisperpad leaps into a portal back to the Beastlands. Do the characters follow?

... A wilderness- or nature-focused character in the party is approached by a druid seeking help. A high-ranking member of the druid's conclave was obsessed with the potential of their wildshape ability, and against orders set

out to find the "perfect animal" in the Beastlands. It seems they got into trouble and now the druids want their ally rescued. The druid went feral upon transforming in the Beastlands and now runs with a pack of dire wolves in the forests of Brux.

... While traveling down a river, the characters get pulled into a wild current and sucked into a portal leading them to the River Oceanus on Krigala. They arrive at Signpost and learn that a powerful river spirit actually pulled them into the portal on purpose to deal with a dangerous band of Glorious Conclave hunters seeking to bring down a grizzlepaw that has befriended the river spirit. The grizzlepaw needs help in repelling the dangerous hunters and can be a strong ally to the party if the characters prove themselves by aiding the powerful bear.

TIERS 3 AND 4 (LEVELS 11+)

Advanced characters can deal with the greater threats and dangers of the Beastlands. Interacting with animal lords and other powerful figures can elevate the party's standing in the eyes of the planar inhabitants.

... A wounded band of Wylders pass through a gate in search of help. They run into the party and explain that one of the Sacred Stones of Salazha has gone berserk, throwing magical power around randomly and transforming people into snarling savage beasts. The stone was activated by the ghost of a druid driven mad by the strange whispers that only she could hear. Stopping the wild magic from growing stronger requires putting the ghost to rest.

... The party is requested to take an ancient manuscript to the House of Owl for translation, as divinations point to it holding the secret to a dangerous prophecy that must be understood. The characters travel to Karasuthra and must navigate Aaru's traps and perils before finally meeting the feared animal lord. What does Aaru want in return for translating the book?

... The Glorious Conclave are after the biggest prize of all – the horns of an ancient triceratops from the Valleys of Thunder. They believe they have found the way, and a spirit guardian of the valley picks the characters as the ones to help stop the hunters from ravaging the populace of the valleys. Traveling to the Valleys of Thunder, stopping the conclave hunters, and not getting killed by dinosaurs are all in a day's work for heroes!

RANDOM ENCOUNTER TABLES

The below tables can be used by the Dungeon Master as a source of inspiration when a party of characters is traveling through the Beastlands. Look at each one as a springboard for new adventure ideas, or as a means of highlighting the nature of the plane for the players.

KRIGALA

1D100	KRIGALA ENCOUNTER
01-07	A family of apes moving through the forest
08-14	A Wylder hunter stalking prey
15-21	Three black bears fishing at a stream
22-28	A flock of blood hawks
29-35	A solitary grizzlepaw
36-42	A herd of elk grazing in a field
43-49	A family of elephants trampling the ground
50-56	The trail of a giant ape
57-63	A giant lizard sunning itself on a rock
64-70	A pride of lions resting in the sun
71-77	Two rival giant boars attacking each other
78-84	A rhinoceros rumbling through the forest
85-91	A flock of sheep
92-98	A gaspar separated from its herd
99-00	Two sunspears on patrol from the Sunscram Spire

BRUX

1D100	BRUX ENCOUNTER
01-07	A pack of aurochs looking for food
08-14	A flock of axe beaks
15-21	An angry giant badger upset at being awoken
22-28	A tricktail enjoying its time
29-35	Five dire wolves on the hunt
36-42	A werewolf hunter of the Glorious Conclave
43-49	The croaking of a dozen giant frogs
50-56	The harsh laughter of a pack of giant hyenas on the prowl
57-63	A giant constrictor snake moving in for a kill
64-70	Several swarms of poisonous snakes devouring a recent victim
71-77	A darkstriker slithering on a mission from Satassis
78-84	A swarm of ravens making a ruckus
85-91	A tiger moving through the underbrush
92-98	The howling of a pack of wolves
99-00	A swarm of rats looking for food

KARASUTHRA

1D100	KARASUTHRA ENCOUNTER
01-07	Several giant bats catching insects in the air
08-14	A cat agent of Lyanh watching from a nearby tree
15-21	A giant owl swooping down from above
22-28	Three hunting panthers
29-35	A mage with bodyguards from the Glorious Conclave
36-42	A pack of giant weasels
43-49	A nightprowler on a secret mission
50-56	A herd of rothe escaped from a nearby cave
57-63	A saber-toothed tiger looking for an easy meal
64-70	A werebear ally of the Wylders hunting a poacher
71-77	Swarms of stirges filling the night sky
78-84	A pit filled with a swarm of rot grubs
85-91	A whisperpad moving silently in the darkness
92-98	A pack of beastwraiths hunting their killers
99-00	A unicorn seeking its lost mate