

THE KHYBER KHRONICLE

VOLUME 2

WILDNIGHT EDITION

WILDNIGHT ON JUNIPER STREET

MORE MONSTER STATS
UNDEAD AND FEY

MUTATIONS OF XORIAT



ENCOUNTERS, PLOT HOOKS, AND DM RESOURCES FOR THE EBERRON CAMPAIGN SETTING

THE KHYBER KHRONICLE

VOLUME 2



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WILDNIGHT IN JUNIPER STREET

Designer: Elven Tower

BACKGROUND LORE

Once a year, on the 18th of Sypheros, a strange festivity known as the Wildnight comes to Sharn. Contrary to other traditions, this night of euphoria and detachment does not have a specific place for it to happen. It occurs all over Sharn, from the lowest Cogs neighborhoods to the flying mansions in the Skyway. It is the one thing that binds together all the strata of the city, if only for a few hours.

Most people ignore the origin of the festivity or better said the cause. Wildnight is not something that happens because people once decided to do it. It happens because people cannot avoid doing it. The Fury, the Sovereign of Passion and Madness, the mistress of unbridled emotion, reaches the height of her power during the month of Sypheros, on the night of the 18th. The arcane influence of The Fury cannot be negated, nor can it be controlled. People grow anxious as the day approaches and then unwind their deepest feelings during the Wildnight.

One place where the magic and energy of the Wildnight is always present is in the Bazaar Ward (Middle Dura). Crowds come to this location for fun, dance, competition, and street fights. The Bazaar has hosted these festivities since 945 YK, a little more than fifty years ago. The whole ward is a massive festival that encompasses many towers, but the main attractions are located on Juniper Street, right in front of a small barracks building of House Deneith.

There is no shortage of bards and minstrels in Juniper Street, and one of them is bound to tell the story of how it all began, at least according to them. Their stories and songs claim that a little over fifty years ago, a dwarf named Killig was drunk. He stumbled from tower to tower until he found his way to Juniper Street. He meandered through the street when he tripped over a halfling who was as drunk as him. They both fell to the floor. Here the story varies. Each bard, minstrel, and storyteller will reveal the place of the actual accident to be a different part of the street, usually affiliated to a street vendor or shop.

After the accident, both drunkards were furious. They agreed to a duel to the death with knives. They did not carry any weapons with them, so Killig the dwarf demanded a local innkeeper to provide knives for the fight. The innkeeper, scared but witty, gave Killig and the halfling one butter spreader each. They did not notice the deception and started their duel. A large crowd gathered around the two drunkards and had the time of their life. They laughed, they chanted, they cheered for one or the other. A few intelligent ones ran bets and made some coin. In the end, Killig and the drunk halfling fell to the ground exhausted. None had been able to hurt the other with the meager weapons they had. The story usually ends there. But some people also mention that both dwarf and halfling ended up laughing and drinking with all the people that gathered to see their “duel”.

Nowadays, the butter spreader duel is a staple of Juniper Street during the Wildnight. The story is recorded in the city’s annals and it appears to hold some truth to it.

General Features

These are the general features of Juniper Street Market during the Wildnight. Juniper Street consists of a straight road with many normal looking houses (for Sharn at least). If it were not for the towering constructions of Upper Dura above, it could well pass for a large town street.

Terrain. Most areas in Juniper Street are considered difficult terrain due to the number of street vendors and pedestrians. The amount of people in the area is what determines whether it is difficult to move or not. It is up to the DM’s discretion.

Light. All areas in Juniper Street Market are considered to be dimly lit by street lamps. Some storefronts are considered brightly lit.

Smells and Sounds. A lot of people relieve themselves in the streets during Wildnight. The streets are smelly and sometimes disgusting. Juniper Street vendors try to improve the situation by burning incense and scented candles with little success. The sounds of people partying, drinking, laughing, fighting, and arguing are prevalent in any street of the Bazaar Ward.

LOCATION DESCRIPTIONS

AREA 1.

A woman named Farla sells her wares outside of her house, which she puts on two carpets. She sells home-made wine and ales. The crates contain turnips, apples, and beets. Her nephew, a huge blonde teenager named Rolo (Thug), helps her in case anyone tries to steal from her.

AREA 2.

Old Carmack is a smiling old man with a wooden leg. He owns the general store at the end of the street. During Wildnight, he moves a table to the road and sells all kinds of things. Most of the stuff he sells are farm implements, fertilizer, produce, and a few steel weapons.

AREA 3.

The Church of the Silver Flame has made an appearance during the Wildnight for the past few years. They built a small kiosk where they have an altar, predicate their beliefs, and host a few games during the festival. This year, the church is hosting two games.

The first one is a strength game. A participant must use a heavy sledgehammer to play a high-striker game. Only the strongest participants can cause the puck to fly to the top and ring the bell. Any participant must make a successful DC 18 Strength (Athletics) check to hit the bell. A winner earns a basket of turnips, 5 gold pieces, and paper hat that says “strong”.

The second game is an archery game. A minimum of four participants must play for each game. There is a single winner each time. Every participant must use a bow provided by the kiosk. Each character shoots from 50 feet away once and rolls an attack roll with the bow. Whoever gets the better result hits the target closest to the center. Participants must roll Dexterity checks. Any result above 18 is in the center of the target. A winner earns a basket of turnips, 5 gold pieces, and one sunflower.

AREA 4.

Bara, the local innkeeper, organizes an impromptu outdoors tavern in the middle of the street. She sells ale, wine, food, and a few strong spirits. People are usually drunk, laughing, and merry. The tavern also makes a few strong-men contests among any who wish to participate. They organize an arm-wrestling tournament. When two participants arm wrestle, they both roll opposed Strength checks the winner advances to the next phase of the tournament. The winner gets a barrel of imported Aundair wine.

They also host straight wrestling competitions. No weapons are allowed. The objective is to immobilize your opponent or throw him out of the 15 ft. diameter circle where the fight happens. Contenders roll opposed Strength (Athletics) checks. The winner is one step closer to achieve his goal. A fighter must roll three successful checks to win the fight. If a fighter beats his opponent by 5 or more in the opposed check, it counts as two successful checks.

The popular butter spreader duel is also held at the outdoors tavern. In this contest, two fighters must overpower their opponent using nothing but a butter spreader. Because of tradition, only extremely drunk contestants are accepted for this challenge. There are no rules and there is seldom any winner. People gather to have fun and bet, regardless.



OTHER POPULAR ACTIVITIES

DART THROWING.

Up to four participants take turns throwing darts to a bullseye target. People often place bets, but it is otherwise just a game for fun. Participants must roll Dexterity checks when they throw a dart. The highest roll hits a spot closer to the center. A result of 18 or more hits the target's center.

MIDNIGHT DANCE.

A group of great musicians and professional dancers and performers get together at midnight and play their music for about an hour with no cost to anyone. The preternatural euphoria of the Wildnight causes many people to declare secret feelings of love and share feelings of warmth in ways they would never dare in any other day of the year.

Additionally, there is a high number of children born around nine months after the Wildnight. People from Sharn often refer to them as “Wildnight children”.

FIVE MINUTES HATE.

The heat of the Wildnight often turns to violence. It is not strange to see a person with a picture, statue, or some other form of representation of an important person. The person can be a politician from Sharn, a foreign ruler, or a nondescript monster or creature. They place the image in front of a crowd and call for people to say what they think. Crowds gather around images and start insulting them. They shout at them past transgressions and call for others to do the same. The strange phenomenon is contagious, and the more people are present, the more heated it gets. People get winded, their faces go red; others cry sour tears. Then after a few minutes, people become exhausted and stop. The images are often destroyed in the process. If the image survives, a person takes it to a different street or neighborhood to repeat the process. People who participate in the Five Minutes Hate cannot control themselves and release all their anger in a few minutes of shouting expletives. Remarkably, most participants claim to feel better about half an hour later. As if a heavy burden had been lifted from their backs, according to them.

SOARSLED RACE.

This event is not specific to Juniper Street, it happens all around Bazaar Ward. A group of brave people uses soarsleds to participate in a fast-paced race around the ward. People mark the intended track with flags, but racers often take shortcuts or outright violate the rules. Like most other competitions during the Wildnight, the soarsled race does not have very strict rules. Sometimes they even let a person riding a hippogriff or a flying creature like an aarakocra or a gargoyle take part in the contest. Over the years, many participants have died after falling from their soarsled or after crashing violently into a tower.

Soarsleds are three-feet in diameter floating disks that people use to travel around Sharn. They are very fast and cause accidents often. Their magical qualities are only usable in Sharn. They become inert if they are moved away from the city. Only one person can ride a soarsled at any given time.

[illegible]

DUNGEON MASTER MAP





JUST ONE DRINK

CHRISTOPHER WALZ

JUST ONE DRINK

Designer: Christopher Walz

INTRODUCTION

Just One Drink takes place on Wildnight, a celebration of the Sovereign of Passion and Madness, in Sharn. Wildnight is when the City of Towers' citizens, from the unfathomably rich in Upper Central to the forgottenurchins of Lower Dura, throw their inhibitions aside and embrace their baser instincts. For many, this means finding the bottom of a few too many cups and singing until the sun rises. The revelry often degrades into rioting, theft, and bloodshed, however. The wise know to stay indoors on Wildnight. This short adventure is designed for four or five characters of levels 2-4. It can be used to explore the themes of Wildnight, introduce House Ghallanda, connect the characters with Sharn's criminal underbelly, or as a setup for a recurring villain.

ADVENTURE BACKGROUND

Keden d'Ghallanda is a dragonmarked excoriate of the beloved halfling house. He trained as a Black Dog, in a secret organization of poison masters within House Ghallanda dedicated to dispensing vigilante justice. Many Ghallanda halflings despise the Black Dogs, fearing their underhanded tactics will tarnish the House's reputation. Keden was excoriated from House Ghallanda two years ago after poisoning and killing a Zil ambassador whom he believed to be gathering intelligence on House Ghallanda. The assassination sent ripples throughout the House, forcing the Hostlers Guild to offer wallet-breaking rates to dignitaries from Zilargo. Keden evaded Ghallanda agents for two years, coming to the City of Towers to lay low. He has allied with the Boromar Clan, serving as poison dealer and hitman as needed. The Black Dog has formulated a plan to strike back at House Ghallanda: by using a rare poison, Keden has infiltrated The Dog Bowl, a Ghallanda-owned tavern in Lower Central. With the Bowl's proprietors struggling against the poison, Keden lures in unsuspecting victims, poisoning them and pinning it on House Ghallanda. The chaos of Wildnight is the perfect opportunity for the exiled halfling to strike.

USING THIS ADVENTURE

You can begin the adventure whenever the characters are on the streets in Lower Central on Wildnight. If another district better suits your campaign, relocate The Dog Bowl. All Sharn's districts are prone to rioting and raucous chases on Wildnight. You can remove the references to Wildnight and use this adventure at any time. The characters may stumble into The Dog Bowl whenever they seek a short rest in the City of Towers.

The Children of Dhurinda

The Black Dogs call themselves the Children of Dhurinda. Dhurinda was a masterful Ghallanda chef before the halfling tribe was a dragonmarked house. The chef was found guilty of poisoning chieftains, bandits, and foreign interlopers, defying the tribe's code to provide honest hospitality to all. He took his own life before the tribe could punish him.

A select few dragonmarked heirs follow Dhurinda's example, forming a loose cabal of solitary vigilantes. Not all Black Dogs are evil, in fact, most believe what they are doing supports the House overall. Without any oversight from House leadership, however, the Black Dogs have grown a reputation for attracting unsavory assassins. A Child of Dhurinda makes a great friend, but a much worse enemy.

If you would like to incorporate the Black Dogs into your campaign, consider introducing one as a potential ally. Perhaps the halfling barkeep at the party's favorite tavern has a secret and needs help tracking down her next mark.



LURE THEM IN...

When you are ready to begin, read or paraphrase:

Sharn's streets are buzzing with activity, like a Cannith war-machine carrying out some unseen master's orders. It is Wildnight, and Sharn's dark desires are on display. The Fury reigns tonight and the meek – or the wise – stay indoors.

Lower Central's tight avenues and dark alleys host a hoard of bourgeois, many wearing fiendish masks or elaborate clothing playing at the true worship of The Dark Six. A firework explodes overhead, showering the street in a pale red as a voice cries out. "There! Those are the ones who mugged old Fenwick!" A group of masked thugs brandishing maces and clubs break toward you, rushing headlong.

The masked rioters are Boromar Clan thugs hired by Keden to chase victims into The Dog Bowl. The number of thugs is up to you, but there should be enough to threaten the party into fleeing. A good starting point is 2 thugs per character. If the characters hold their ground, reinforce the thugs with more Boromar grunts after they have dealt with the first group. The thugs do not reduce the characters to 0 hit points, hoping to keep them alive for the chase. Characters with a passive Insight of 18 or higher realize the thugs are pulling their punches.

It Was a Bloodbath

Player characters often rise to impossible standards and are victorious in the face of certain defeat, that is, after all, why they are the heroes of your story. If the characters stood their ground and defeated the hired thugs, you can place The Dog Bowl along their path.

Make it clear these were Boromar agents through a contract notice or insignia. The characters will be injured and looking for a place to lay low for a while. What better place than a House Ghallanda tavern?

A WILD CHASE

If the characters flee the combat, use the chase rules found in chapter 8 of the *Dungeon Master's Guide*. The thugs have passive Perception 15 for the purposes of ending the chase due to their familiarity with the area.

Sharn's streets are always bustling, but Wildnight is particularly raucous. Add these complications to the Urban Chase Complications table found in chapter 8 of the *Dungeon Master's Guide*.

D20	Complication
11	You run into a gang of street urchins painting a wall with graffiti. To pass the group without trouble, the player must succeed on a DC 10 Strength (Athletics) , Dexterity (Acrobatics) , or Charisma (Intimidation) check. On a failed check, you become covered in bright paint, giving you disadvantage on ability checks to disguise yourself or blend into a crowd using Dexterity (Stealth) .
12	A magewright performer uses <i>silent image</i> to conjure up the visage of a fiend. Attempt a DC 12 Intelligence saving throw . On a failed save, you believe the illusion is real and are frightened for 1 minute.
13	A bottle is thrown from a bridge high above you. Attempt a DC 10 Dexterity saving throw. On a failed save, you take 3 (1d6) piercing damage as the bottle hits you.
14	A half-elf is running from a band of masked drunks and comes dashing out of an alley or side street. If you have a passive Perception of 12 or lower, they collide with you. You take 3 (1d6) bludgeoning damage and are knocked prone.
15	A reveler takes a liking to you. Attempt a DC 10 Strength (Athletics) check to shove them off or become grappled (escape DC 10).

The Boromar thugs never approach within 20 feet of the characters, attempting to maintain the illusion of an honest chase. If the characters stop to fight the thugs, they put up a mock resistance before to resuming the chase.

After the characters have sustained a few levels of exhaustion or are nearing 0 hit points, read or paraphrase:

As the sweat beads across your brow, you turn a sharp corner onto a wide street. Across from the dark alley is a warm tavern, candlelight pouring from the frosted glass windows. The sign above the door reads "The Dog Bowl" in swaying script. An illusionary blink dog teleports back and forth from three dishes: a House Ghallanda establishment.

A plump halfling man with bushy muttonchops wearing a tightly fitted frock coat bursts out of the door. "As a dragonmarked heir of House Ghallanda, I offer this lot safe respite! Cease your assault or know that you attack all of House Ghallanda!"

The halfling pulls up his coat sleeve, showing an intricate tattoo-like birthmark. It glows faintly and seems to move, changing shape: the Mark of Hospitality.

TREAT THEM WELL...

The masked pursuers turn on their heels and break through the district's streets, feigning fear of a House Ghallanda heir. Characters with a passive Insight of 16 or higher sense that the thugs give up their chase a little too easily.

Keden d'Ghallanda (see below) uses a *bat of disguise* (save DC 14) to appear as Garrett d'Ghallanda, one of The Dog Bowl's owners. Garrett is more rotund than Keden, so the Black Dog avoids close physical contact, fearing his illusion may be discovered. Once the thugs are out of sight, he ushers the characters inside, promising a safe place to recover. As the characters enter, read or paraphrase:

The tavern doors open to a large interior, stretching far into the tower's base. A trio of large group tables dominates the central portion of the common room with smaller, more intimate arrangements placed throughout. A small stage to the south, flanked by doors leading to a patio, stands empty. To the north is a magnificent redwood bar carved with idyllic scenes of country life. A far cry from life in urban Sharn.

Keden offers the characters to make themselves at home while he prepares drinks. The Black Dog insists that the first round is on the house as a show of House Ghallanda's hospitality. Keden poisons 3 drinks with drunkard's folly (see below for new poisons) and makes small talk with the characters. Here are answers to a few questions the characters might ask:

- Who are you? "The name's Garrett d'Ghallanda, honored dragonmarked heir to House Ghallanda and proprietor, alongside my wife Marisa, of The Dog Bowl. We moved to Sharn three years ago; we were getting too old for life in Stormreach."
- Why did you help us? "It is my House's duty to provide safe shelter to any who require it. You all certainly did!"
- Who were those people? "Probably some street gang up from Dura to cause trouble on Wildnight."
- Why did they listen to you? "House Ghallanda may not have the warmachines of Cannith or the soldiers of Deneith, but we are everyone's best friend. Including Cannith and Deneith."
- Where is everyone? "Wildnight is always tough for us barkeeps. If you stay open, you're likely to see your establishment burn down. We are closed for the night, but I couldn't let those ruffians assault you without offering four walls and roof. Such is our way."

If the characters suspect Keden is lying, they can make a **Wisdom (Insight)** check opposed by Keden's **Charisma (Deception)** check. At your discretion, Keden might have advantage on his ability check due to being a masterful barkeep and cook himself. He is well-versed in House Ghallanda protocol, lore, and mannerisms.

After the characters have had drinks, Keden says they should relax while he prepares a new dish: roasted pumpkin soup spiced with rare seasonings from Xen'drik. Keden spends the next hour in the kitchen preparing the meal, but keeps an eye on the characters, especially if they try to enter the doors behind the bar. After an hour has passed, see *And They Won't See It* Coming below to proceed.

SOMETHING ISN'T RIGHT HERE

Keden is a trained professional, but he missed a few small details as he prepared The Dog Bowl for his victims.

Drag Marks. Characters with a passive **Perception** of 16 or higher notice freshly worn marks in the floor near the bar, leading into the bedroom. Keden restrained the d’Ghallanda’s with manacles before dragging them off, creating the marks.

Barstools. Keden knocked over two barstools while dragging Marisa to the back. He replaced them, but not exactly where they have sat for decades. Characters with a passive **Investigation** of 16 or higher or who search the area and succeed a **DC 18 Intelligence (Investigation)** check notice the stools are not sitting in their well-worn spots.

Poison Stopper. Keden poisoned his *Black Dog’s paw* with quori’s breath (see below) at the table in the tavern’s southeastern corner. If a character is in the area and has a passive **Perception** of 18 or higher or searches the area and passes a **DC 18 Wisdom (Perception)** check, they find a small cork stopper. If the character smells or tastes the end of the stopper, they feel drowsy and have difficulty recalling where they are for a moment.

Bloody Rags. Garrett hit his head on the bar when he fell unconscious. Keden cleaned up the blood using alcohol and rags from the kitchen but didn’t properly dispose of them. If a character is in the kitchen and as a passive **Perception** of 15 or higher or searches the area and passes a **DC 15 Wisdom (Perception)** check, they find the alcohol-soaked, bloodstained rags in a bucket under the counter.

Familiar Faces. Characters with a passive **Insight** of 16 or higher notice that three figures are staying near the tavern, watching it. These are 3 **thugs** who chased the characters earlier. They are watching the tavern and will assist Keden in combat.

EMPLOYEES ONLY

Garrett and Marisa d’Ghallanda, the tavern’s owners, are restrained with manacles in the bedroom north of the bar. They have succumbed to quori’s breath. The doors leading to the bedroom are locked, requiring a **DC 14 Dexterity** check using thieves’ tools to unlock or a **DC 16 Strength** check to force open, causing plenty of noise. Keden keeps the keys to the bedroom and manacles in his belt.

PLAN B

If the characters confront Keden about the evidence above, he relies on his expertise in Deception to fabricate a story. If the characters pressure him or discover Garrett and Marisa, he falls back to a secondary plan: stab them to death.

The 3 **thugs** arrive after the first round of combat and assist Keden. Keden tries to stay out of the characters’ reach and uses his small size to find cover behind the bar, tables, and other furniture in the tavern. Keden flees if brought to 20 or fewer hit points. He Dashes into Sharn’s streets and disguises himself using his *bat of disguise*. See Concluding the Adventure for how to use Keden in the future if this occurs.

TREASURE

Keden wears a *bat of disguise* and a *Black Dog’s paw* (see below). He has 13 gp, 21 sp, and a small ruby worth 100 gp in his coin purse. Tucked into his sleeve are 2 doses of serpent venom and 1 dose of truth serum (see chapter 8 of the *Dungeon Master’s Guide* for information on poisons).

AND THEY WON'T SEE IT COMING

While preparing the meal, Keden poisons the food with Khyber salts (see below), hoping to kill several of characters over the coming days. The salts are known to have a foul acrid taste, which he disguises using prestidigitation. Keden eats a portion of the soup as well, which he has not poisoned.

He continues to make jovial small talk with the characters throughout the meal. Keden preys on the fact that the characters are likely drunk from the Drunkard's Folly to weave lies and reinforce his persona as Garrett d'Ghallanda.

After the meal, Keden notes that he should be getting back to Marisa. He uses prestidigitation to create an arcane mark depicting House Ghallanda's sigil on a character's clothing, claiming it should dissuade any other ruffians (it does not). After the characters have left, their bellies full of poison, he frees Garrett and Marisa, knowing they will awaken soon with little relocation of the Black Dog.



CONCLUDING THE ADVENTURE

There are several ways this short adventure could end or continue to influence your campaign. Here are a few ideas:

Keden Succeeds. If the characters fail to stop Keden before he poisons them, he will escape into Sharn and continue working alongside the Boromar Clan. The party will likely have a close call or even suffer a loss to the Khyber salts. If they return to The Dog Bowl, Garrett and Marisa do not recognize the characters. If the characters are not threatening or violent to the halfling couple, Garrett and Marisa promise to help them uncover what happened that night. A talented House Jorasco healer may even be able to track which poisons were used.

Keden Escapes. If Keden is discovered but escapes The Dog Bowl, he develops a lasting grudge against the characters. He becomes a recurring villain who should make the characters look over their shoulders at all times and question every drink they take.

The Plan is Foiled. If the characters discover Keden and stop him, either by capturing or killing him, they become favored with House Ghallanda in Sharn. Benefits might include half-off drinks and lodging at Hostlers Guild establishments for a month or access to a well-connected information broker. If the characters get into trouble with the law, they can use their connections with the House to establish limited immunity from minor transgressions.

MAGIC ITEM

BLACK DOG'S PAW

Wondrous item, rare (requires attunement)

The interior of this single black leather glove is lined with naga skin. The Black Dogs created these gloves to make better use of difficult-to-deliver poisons.

While wearing this glove you can use an action to change the delivery type of a single dose of poison you are holding to contact. The dose of poison is expended and stored on the glove until delivered or washed off. Once you use this feature, you cannot use it again until the next dawn.

POISONS

Poison	Type	Price per Dose	Save DC
Drunkard's folly	Ingested	75 gp	DC 12
Khyber salt	Ingested	750 gp	DC 17
Quori's breath	Inhaled	1,500 gp	DC 17

Drunkard's folly. This colorless, odorless, tasteless, poison can only be applied to alcohol. Drunkard's folly causes the alcohol to have an immediate effect. A creature subjected to this poison must make a **DC 12 Constitution** saving throw or become poisoned for 1d4 hours.

Khyber salt. These black salts have a strong acrid taste. A creature subjected to this poison must make a **DC 17 Constitution** saving throw or take 7 (2d6) necrotic damage and become poisoned. The creature begins vomiting blood and bile, repeating the saving throw every hour, taking 2d6 more necrotic damage on a failure. After five successful saving throws, the effect ends. A creature poisoned by Khyber salt cannot gain the benefits of a long rest due to the vomiting.

Quori's breath. This magical liquid must be kept in an airtight container. When air makes contact with the liquid, it becomes a poisonous gas. A creature subjected to this poison must make a **DC 17 Wisdom** saving throw or become poisoned for 12 hours. The creature is also unconscious while poisoned in this way. The creature cannot be shaken awake. The creature wakes up if it takes damage.

While the creature is unconscious, another creature can speak to the poisoned creature and alter a recent memory. This acts like a *modify memory* spell with no saving throw. The memory must have occurred within the last 48 hours and lasted no longer than 1 hour. The poison allows for only one memory to be modified in this way.



KEDEN D'GHALLANDA

Small humanoid (halfling), neutral evil

Armor Class 15 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	13 (+1)	14 (+2)	16 (+3)

Saves Dex +6, Con +5, Int +4

Skills Acrobatics +6, Deception +9, Nature +4, Persuasion +9, Sleight of Hand +6, Stealth +6

Damage Resistances poison

Senses passive Perception 12

Languages Common, Elvish, Halfling, Thieves' Cant

Challenge 5 (1,800 XP)

Assassinate: During his first turn, Keden has advantage on attack rolls against any creature that hasn't taken a turn. Any hit he scores against a surprised creature is a critical hit.

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

Hat of Disguise. Keden wears a *hat of disguise*, allowing him to cast *disguise self* (save DC 14) at will while wearing the hat.

Innate Spellcasting: Keden's innate spellcasting ability is **Charisma** (spell save DC 14, +6 to hit with spell attacks). Keden can innately cast the following spells, requiring no material components:

At will: *friends*, *prestidigitation*

Mark of Hospitality. Whenever Keden makes a **Charisma (Persuasion)** check or any ability check using brewer's tools or cook's utensils, he adds 1d4 to the ability check.

Master Poisoner. Keden's proficiency bonus is doubled for any ability checks he makes using a poisoner's kit or to identify poisons. Additionally, he has advantage on saving throws versus poison.

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

ACTIONS

Multiattack. Keden makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 13 **Constitution** saving throw, taking 7 (2d6) damage on a failed save, or half as much on a successful one.

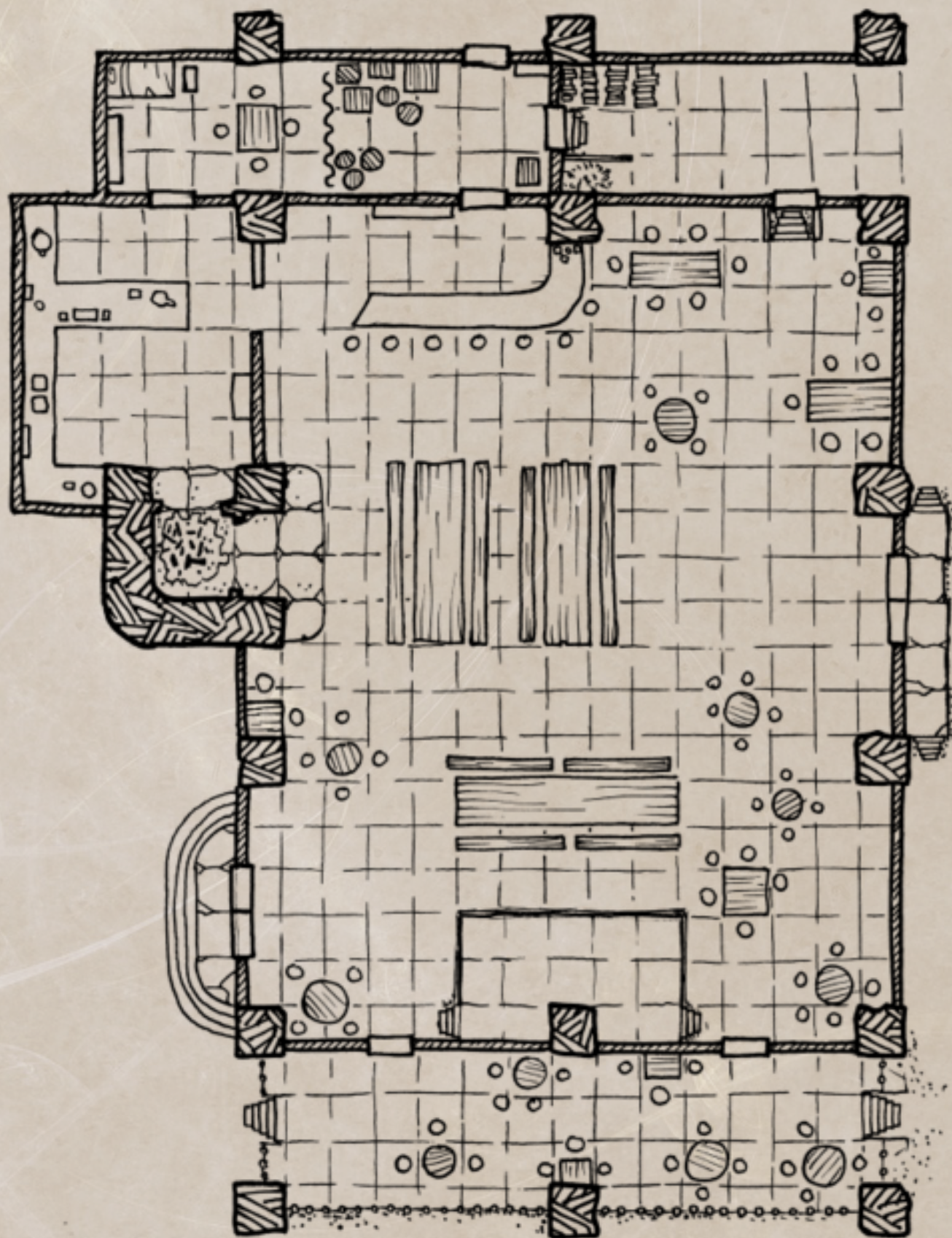
Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 13 **Constitution** saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Dhurinda's Trick (3/day). Keden magically applies a single dose of ingestible poison on his person to food or drink that he can see within 30 feet. If he is being directly observed, he can make a **Dexterity (Sleight of Hand)** check opposed by the observers **Wisdom (Perception)** check to conceal his actions.

REACTIONS

Uncanny Dodge. Keden takes half damage from one attack that would hit him. To do so, he must see the attacker.

the **Quiet Margose**
tabern



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RACIAL FEATS FOR WARFORGED AND KALASHTAR

Designer: Jeremiah Jagers

AVIATOR

Prerequisite: Warforged

You have developed a close relationship with a tinkerer or artisan. As a reward for your committed friendship, you have been given mechanical wings. You gain the following benefits while not wearing heavy armor or heavy plating:

- You gain a fly speed of 20 ft.
- You may remove your wings following the rules for Integrated Protection.

WAR CHARGE

Prerequisite: Warforged

You are able to leverage your physical prowess in combat. If you move at least 20 feet straight toward a target and then hit it with a melee weapon attack on the same turn, add 1d4 + Strength modifier bludgeoning damage to the damage roll. This feat may not be used again until the beginning of your next turn.

PSYCHIC RETRIBUTION

Prerequisite: Kalashtar

You learn to call on your inner psychic powers to defend yourself. You gain the following benefits:

- Increase your Wisdom score by 1 to a maximum of 20.
- If you are hit by a melee attack you may use your reaction to inflict damage upon the attacker. The target must attempt a **Wisdom** saving throw. On a failure, the target takes 1d12 psychic damage or half as much on a success. The damage increases to 2d12 at 5th level, 3d12 at 11th level, and 4d12 at 17th level. The DC for this is 8 + proficiency + Wisdom modifier.
- On a failure, the target cannot take reactions until the end of your next turn.
- You may use this a number of times equal to your Wisdom modifier between long rests.

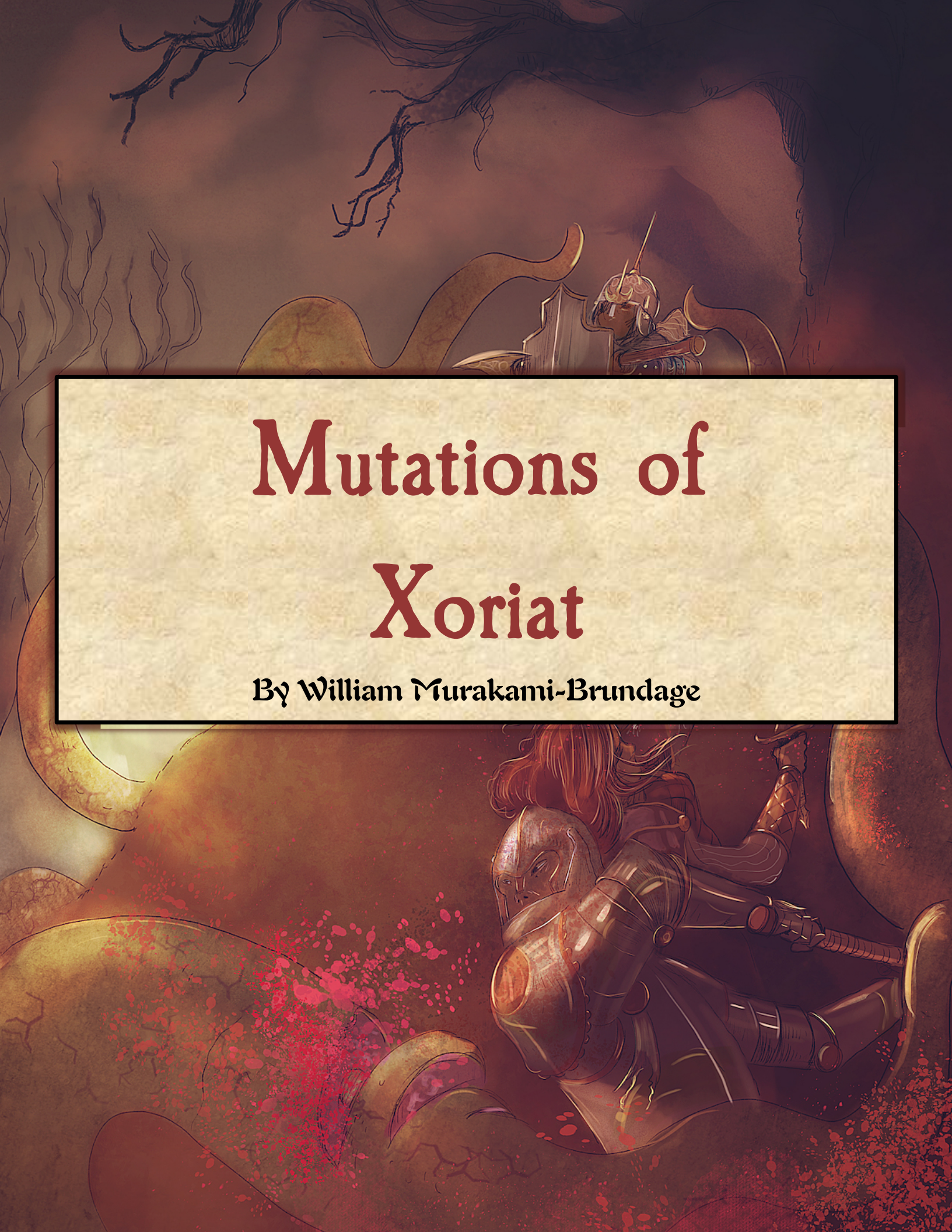
PSYCHIC BLINDNESS

Prerequisite: Kalashtar

You reach into the mind of your opponents. You gain the following benefits:

- Increase your Charisma score by 1 to a maximum of 20.
- As a bonus action, you identify a number of hostile creatures up to your Charisma modifier, who are within 30 feet of you. Each creature must attempt **Charisma** saving throw. The DC for this is 8 + proficiency + Charisma modifier. On a failure, the creature is *blinded* for 1 minute. On a success the target is unaffected.
- You may use this trait once per short or long rest.



The background of the cover is a dark, atmospheric illustration. At the top, a warrior in a helmet with a single horn and a sword on their back is seen from behind, looking into a dark cave. The cave walls are covered in gnarled, root-like structures. In the lower right, a figure in full plate armor is shown in a dynamic, crouching pose, surrounded by a spray of red particles. The overall color palette is dominated by dark browns, blacks, and a touch of red.

Mutations of Xoriat

By William Murakami-Brundage

THE REALM OF XORIAT

Xoriat, the Realm of Madness - all who enter this forbidden place are changed forever. Xoriat is the plane of insanity within the Eberron world. This seething land of aberrations and abominations harbors eldritch treasure and danger that would make even the staunchest adventure pause.

Notable inhabitants of Xoriat include the illithid and a nigh-endless litany of protoplasmic creatures. The Realm of Madness is formed of almost geologic layers of bizarre and unstable matter. These layers can range in height from meters to several miles and can vary in width and breadth from a human's arm span up to a sizable humanoid kingdom.

Even such features as gravity and density are mutable within the endless layers of Xoriat. On some layers, gravity may be reversed, or movement may be controlled via thought, like Limbo and the Astral plane. Likewise, within any given layer liquids may act as solids, or the very foundation of the ground may be gaseous.

As crucially, time does not pass smoothly in Xoriat. A being spending an entire day within the Realm of Xoriat will find that two months have passed on the Material Plane. An hour in Xoriat is three days on the Material Plane; a Xorian year is over two decades on the Material, an entire human generation.

XORIAT AND MUTATIONS

Non-native creatures that visit Xoriat or are exposed to the aberrant energy of the Realm of Madness often manifest physical or psychic mutations from Xoriat's radiation.

These mutant changes are typically seen in mundane beasts and plant life first. Hence, the druids charged with guarding the gateways to Xoriat are attentive to even slight changes in the flora. If one of the Gatekeepers notices an unusual five-leafed clover or a patch of stormflowers growing in a sigil-pattern, mutations have leaked through. At this point, it is too late to slow the tide of chaotic energy, and more aggressive measures must be taken.

Once the mutations have occurred in smaller beasts, weeds, and bushes, the corruption will begin spreading in intensity and reach.

After animals in the proximity are impacted, humanoids and monstrosities are next. Scholars debate whether Xoriat emits energy with an active intention to corrupt and destroy life on the Prime Material plane, or whether the Plane of Madness merely discharges these toxic mutations as a manifestation of the pure, uncontrolled nature of the Realm itself.

THE IMPACT OF MUTATIONS

The devastation to a wilderness or rural area that even a small gateway or pin-prick portal can inflict is immense. Mutations and radiation can render farmland useless for decades, allow a scourge of altered beasts to ravage towns and villages, or empower beholders, neogi, or even daelkyr to intrude into Eberron, where these abominations can form a mutant army of mindless thralls.

MUTATION RULES

Mutation effects can and will occur with exposure to Xoriat's chaotic energy. The following rules can be applied across any world or setting but are specifically oriented towards Xoriat in Eberron. With some work, these mutation rules can be adapted for the Far Realms of Faerûn, the Athasian forests of Dark Sun, or even the dark towers of Planescape's Sigil.

RESISTING MUTATION

Resisting mutation effects requires a Constitution saving throw. If the source of mutation is powerful, the saving throw DC could be even higher, or made at disadvantage.

TABLE 1: MUTATION SAVING THROW

Mutation Level	Constitution Saving Throw DC
Least	10
Major	13
Greatest	16

REVERSING MUTATION

Magical effects can warp the very essence of the land. Beasts and humanoids exposed to high levels of chaotic magic can change, gaining elements of mutation.

Creatures affected by mutation become aberrations, and typically gain a chaotic and/or evil alignment component (neutral creatures become chaotic neutral or chaotic evil, etc.)

Effects caused by lesser mutation may be reversible by magic such as greater restoration, while greater mutations are reversible only by wish or other magic.



THE PATH OF MUTATION

Mutations usually start as alterations of small facets of a creature's being. The local fox's intelligence may be enhanced, a deer's eyes may grow bulbous or fade away entirely, or a second set of vestigial wings may sprout from local songbirds.

More extreme alterations soon occur, leading to the mutations found on the lesser, major, and greatest mutation tables below. Lesser mutations are far more common, but exposure to enough energy, or passing through a focused gateway to the endless depths of Xoriat, can induce major mutations within minutes.

CULTURAL PERCEPTIONS OF MUTATIONS

While aberrations are hunted and reviled by most humanoid species, some of the evil goblinoids, lizardfolk, and giant-kin bear their mutations with pride. This is especially true when a mutation is either beneficial or bestowed a marked difference. An example may include an ogre that can exhale necrotic gases, a lizardfolk with unique scale coloration, or an orc shaman with four arms.

On the other hand, most humans, dwarves, elves, and other civilized races of Eberron will destroy an obvious mutant. At the best, a humanoid may hope to hide their mutation or dwell on the outskirts of a town or city. The Fates are not kind to these beings.

TABLE 2: LESSER MUTATION

3d6	Lesser Mutation	Mutation Effect
3	Albino	The creature's skin, hair, and eyes are alabaster white, almost translucent. Albino: Disadvantage on Dexterity (Stealth) checks.
4	Shark Teeth	Sharp, jagged teeth fill the jaw. If the creature has a bite attack, add one die to its damage. Otherwise, gain the following attack: Bite: Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.
5	Huge Ears	The creature's ears are triple the normal size, and often hang or protrude comically. Keen Senses: Advantage on Wisdom (Perception) checks involving hearing.
6	Bulbous Eyes	The creature's eyes are bulbous and protruding, but visual ability is not affected.
7	Massive Girth	The creature is massively overweight. Slabs of flesh hang from the torso and limbs. Girth: Speed is halved, and the creature has disadvantage on Dexterity checks.
8	Fangs	The creature has a pair of fangs. If the creature has a bite attack, add one die to its damage. Otherwise, gain the following attack: Bite: Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.
9	Massive Size	The creature is overgrown for its species. Increased Size: The creature is one size category larger (maximum of Huge).
10	Hairy	The creature is abnormally hairy. If the creature normally doesn't have hair, it has a thick pelt.
11	Protruding Nose	The creature's nose or snout is double the normal size and works far better. Keen Senses: Advantage on Wisdom (Perception) checks involving smell.
12	Mane	The creature has a mane or huge tuft of bright-colored hair on its head.
13	Scaled	The creature is covered in scales. These scales can be any hue or color.
14	Warts	The creature is covered with knobby warts. Explosive Warts: When the creature is reduced to 0 hit points, it explodes in a burst of ooze. Each creature within 5 ft. of it must then succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.
15	Strong	The creature has bulging muscles and appears very fit. Increased Strength: The creature deals an extra 7 (2d6) damage to a creature it hits with a melee weapon.
16	Nimble	The creature is swift and lithe. Increased Speed: The creature's movement is doubled, and it has advantage on Dexterity checks.
17	Cunning	The creature's cranium is lumpy and huge. This is due to the creature's swollen, powerful brain. Increased Brain: The creature has advantage on Intelligence and Wisdom ability checks and saving throws.
18	No Eyes	The creature has no eyeballs, only smooth sockets.

TABLE 3: MAJOR MUTATION

3d6	Major Mutation	Mutation Effect
3	Extra Eyes	The creature has one or more additional eyes. These eyes may be anywhere on the creature's body, including the hands, torso, or forehead. Keen Senses: Advantage on Wisdom (Perception) checks involving vision.
4	Beak	The creature has a raptor's beak. If the creature has a bite attack, add one die to its damage. Otherwise, gain the following: Beak: Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.
5	Stench	A cloud of stench surrounds the creature. Stench Cloud (Recharge 6): A 10-foot radius of gas extends out from the creature. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any target that starts its turn in that area must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.
6	Crab Pincers	One or more of the creature's limbs end in crab-like pincers instead of hands. Pincers: Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 12.) The creature has one or more claws, each of which can grapple only one target.
7	Extra Arms	The creature has one or more extra arms. If the creature doesn't normally have arms, it has at least one. Extra Limbs: If the creature uses melee weapons, add one melee weapon attack per attack action.
8	Wings	The creature has a pair of wings. These can sprout from the body or be modified limbs. Flight: The creature has a flying speed of 60 feet. If the creature already has a flying speed, it increases by 20 feet.
9	Mandibles	A pair of heavy mandibles replaces the creature's normal mouth. Optionally, the mandibles may be in the torso or a limb. Mandibles: Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 12.) Until this grapple ends, the creature can bite only the grappled target and has advantage on attack rolls to do so.
10	Tentacles	A writhing mass of tentacles sprout from the creature's body. The tentacles don't have to replace existing limbs but can do so. Tentacles: Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 12) and restrained until the grapple ends. The creature has one or more tentacles, each of which can grapple one target.
11	Spines	Parts of the creature are covered with spines. These can be launched like javelins. Spines: Ranged weapon attack: +6 to hit, range 30/120 ft., one target. Hit: 8 (1d8 + 4) piercing damage.
12	Tail	The creature has a whip-like tail. The tail can optionally be serrated, bladed, or spiked. Tail: Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) slashing damage.
13	Eyestalks	"The creature's eyes are at the end of long eyestalks. These stalks may be anywhere from a few inches to several feet in length. Keen Senses: Advantage on Wisdom (Perception) checks involving vision.
14	Igniting Touch	The creature radiates immense heat. Its touch sets flammable objects on fire, and its melee attacks deal extra fire damage. Fire Touch: The creature's melee attacks deal an extra 7 (2d6) fire damage.
15	Claws	The creature has claws or talons. If the creature has a claw attack, add one die to its damage. Otherwise, gain the following: Claw: Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.
16	Vibrations	The creature vibrates and throbs even while still. Vibration: The creature vibrates and blurs. Attack rolls against it have disadvantage. This trait stops while the creature is incapacitated or restrained.
17	Frog Tongue	The creature's tongue is barbed and whip-like and unfurls to attack. Tongue: Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit: 6 (1d8 + 2) piercing damage.
18	Sticky	The creature is covered with sticky fluid which oozes out of its skin. Sticky Skin: When an attacker misses the creature with a Melee weapon attack, the attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the creature. If the attacker won't let go of the weapon, the attacker is grappled while the weapon is stuck. While stuck, the weapon can't be used. An attacker can pull the weapon free by succeeding on an opposed Strength check.

TABLE 4: GREATEST MUTATION

3d6	Greatest Mutation	Mutation Effect
3	Extra Head	The creature has one or more extra heads. Extra Head: The creature has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.
4	Necrotic Breath	The creature can exhale a cone of corruptive mist. Necrotic Breath (Recharge 4-6): The creature exhales necrotic mist in a 15-foot cone. Each target in that area must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.
5	Aura of Mutation	The creature is surrounded by a visible cloud of insects, colored mist, or another effect. Necrotic Aura: At the start of each of the creature's turns, each target within 10 feet of it takes 10 (3d6) necrotic damage.
6	Unstable	The creature temporarily phases into the Ethereal plane, reappearing nearby. Teleport (Recharge 4-6): As a bonus action, the creature can magically teleport along with any equipment, up to 40 ft. to an unoccupied space, it can see.
7	Confusing Howl	The creature unleashes a baffling howl, dazing and confusing enemies. Confusing Howl (Recharge 4-6): Each target within 30 feet of the howling creature that can hear the howl must succeed on a DC 13 Wisdom saving throw. On a failure, the creature is incapacitated. This effect lasts for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
8	Electrified	The creature throws off sparks of electricity and flickers and glows erratically. Electrical Aura: At the start of each of the creature's turns, each target within 5 feet of it takes 7 (2d6) lightning damage. An attacker that touches the creature or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage.
9	Rotting Stare	The creature's gaze rots whatever it stares at. Rotting Stare (Recharge 4-6): As a bonus action, the creature targets one enemy it can see within 60 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 10 (3d6) necrotic damage.
10	Spits Acid	The creature spits a gout of caustic acid. Acid Breath: The creature exhales acid in a 30-foot line that is 5 feet wide. Each target in that line must make a DC 13 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.
11	Regeneration	The creature's wounds mend and knit shut, leaving thick, vivid scars. Regeneration: The creature regains 10 hit points at the start of its turn. If the creature takes acid or fire damage, this trait doesn't function at the start of the creature's next turn. The creature dies only if it starts its turn with 0 hit points and doesn't regenerate.
12	Hive of Mutation	When damaged, the creature's skin splits open. Out of the gaping hole pours a swarm. Release Swarm (Recharge 4-6): When the creature takes damage, it can use its reaction to release a swarm of wasps into an unoccupied space within 5 feet of the creature.
13	Fear Aura	The creature radiates an aura that causes abject terror. Fear Aura: Any creature hostile to the creature that starts its turn within 30 feet of the creature must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn.
14	Arcane Foil	Arcane magic used against the creature often backfires, harming the caster. Arcane Foil: If the creature makes a successful saving throw against a spell, or a spell attack misses it, the creature can choose another target (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen target instead of the creature. If the spell forced a saving throw, the chosen target makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen target.
15	Droning Hum	The creature's droning hum stupefies those who hear it. Droning Hum: Each target within 30 feet of the creature must succeed on a DC 13 Wisdom saving throw. On a failed save, the target becomes incapacitated for 1 minute. The charmed creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.
16	Dripping Ooze	The creature is slick to the touch with an oily sheen. Oily: The creature has advantage on ability checks and saving throws made to escape a grapple.
17	Corrosive Ichor	The creature exudes a corrosive ichor. Ichor: An enemy that touches the creature or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage.
18	Stunning Gaze	The creature has the evil eye, stunning enemies with its gaze. Stunning Gaze (Recharge 4-6): The target must succeed on a DC 13 Constitution saving throw or be stunned 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.

ONCE UPON A WILDNIGHT

Designer: Chris Totten

ADVENTURE BACKGROUND

Stend Faldren has been having a rough few months. When the lightning rail car he was hired to protect was attacked by halflings riding glidewings, he was knocked unconscious before even drawing his weapon. The halflings made off with a crate and even though it was no fault of his, word got around Sharn that he had failed his contract. Finding work became difficult.

Stend took the lightning rail to Wroat to find work. Stepping off the car in Wroat Station, he observed the similarities to the station in Sharn. The platform made of the same rose marble terrazzo. The ticket window in the same location as the food vendor next to it. Even the door to the Wayfinder's Lounge was in the same location. Everything nearly identical, right down to the unicorn emblem of House Orien in mosaic centered in the floor. The only indication that he was no longer in Sharn was the sign over the ticket window. One end had an arrow and 'Hatheril' while the other end read 'Sharn' and an arrow pointing the opposite direction. In the middle in larger letters was 'Wroat', the capital of Breland.

Outside the station, the roadway bustled with passengers and deliveries, coming and going in chaotic fashion. The morning air was cool and humid with the smell of autumn, promising to be much hotter as the day progressed. Preparations for Wildnight could be seen taking place everywhere. Shopkeepers shuttering windows against the upcoming roving bands of vandals while tavern criers extolled the virtues of spending the evening reveling in hospitality. Only the brothels were quiet, giving their employees a rest to prepare them for the coming night.

Stend entered a tavern, The Pig and Prawn, looking for some breakfast and work. The barkeep, a smallish man wearing a worn blue sailors cap and a comfortable looking light sweater, had plenty of the former but none of the latter. While Stend ate his ham and eggs, he listened to the conversations around him. Three men at the end of the bar were talking loudly about Master Kemble. Master Rand Kemble was a local merchant that had recently come into a small amount of wealth, having just poached a large trade contract from a wealthier rival. As such, he was looking to enhance his security. The two men listening to the third man outline how great the deal was didn't seem interested.

Jovi Gersi was tasked with finding another guard by Master Kemble and he was desperate. He had been to every tavern on this block in the last couple of days and everyone he had talked to had turned him down flat. It seemed that everyone in town had heard of the attempted assassination a few nights ago. Three guards wounded and two dead, but they managed to run the assassin off. Unfortunately, one of the survivors was able to make out an aberrant dragonmark on her. This didn't bode well for Master Kemble, having an assassin of House Tarkanan after him.

Disheartened, Jovi accepted the latest refusals and took a seat at the bar. He ordered a mulled wine and stared at it dejectedly.

"Tell me about this Master Kemble," said a voice next to him. Jovi turned to look at the man seated next to him. The man was on the large side and well-muscled. Scars on his arms attested to his fighting history and the hilt of the sword on his belt looked of better than average quality.

Stend looked at Jovi patiently while he was assessed. He knew he would pass by the sudden gleam in Jovi's eyes. After a moment, he cleared his throat and said "Well? The bulette got your tongue?"

Jovi grew a bit red in the face but stammered "Of... of course. Master Kemble is looking to hire competent security guards to guard his person. There is lodging on the estate and there will be a stipend of 3 gold per day. There are 3 shifts, each of 10 hours with the overlaps being during meal times. Shifts are drawn by lots weekly, unless Master Kemble takes a liking to you, in which case you have a chance to become one of his personal guards."



"I heard all that before. I want to know what kind of person Master Kemble is. What is he like to work for?" Stend said.

"Oh, umm, I don't know. I was hired two days ago and was immediately sent out to find others to hire. I haven't actually met him yet." Jovi explained. "But as Beggar Dane says, 'A copper piece in the cup is a copper piece earned.' Why worry about what kind of person he is as long as his gold is good?"

"Fair enough. I'm done here. Finish your wine and let's go." Stend replies. Jovi gulped down the rest of his wine and dropped a couple of coppers on the counter before standing.

As Jovi lead Stend through the city streets towards a wealthier side of town, city guards walked the streets in twos and threes. Children played in parks under the watchful eyes of their governesses. The market was tidy and bustling. None of the preparations seen in poorer parts of the city were taking place here as if Wildnight wasn't just hours away.

Jovi stopped at a wide gate with a wrought iron arch over it. The intricate pattern of the ironwork culminating in an ornate brass K. Inside the gatehouse stood a bored-looking young man barely strong enough to swing a sword. Jovi looked at him quizzically before digging around in his pocket and drawing out a folded paper. "You're new. When did you start?" Jovi asked him as he handed him the paper. The young man's voice cracked as he answered "Yesterday." while glancing blankly at the paper. "That looks ok. I'll let you in." and moved to open the gate.

Stend was certain the boy couldn't read the paper and started having a sinking feeling about the situation. Any merchant desperate enough to hire an illiterate kid as a guard must have a very bad situation on his hands.

Jovi passed through the gate and motioned for Stend to follow. The grounds of the estate were well groomed, with trees and flowers in raised beds lining the main drive. The roundabout in front of the manor house had a medium sized fountain featuring Kol Korran as a finely dressed dwarf atop a mound of coins. The wide stairs leading up to the main doors were low and shallow, raising only a few feet. The doors were ornately carved wood and stained glass. Jovi continued walking around the side of the building towards the carriage house.



"The guard's barracks are attached to the carriage house. There is room for a dozen guards. All but the master's personal guards stay there. Inside the house, there is a room set aside for his four personal guards." Jovi explained.

Upon entering the guard's quarters, the voice of the sergeant could be heard dressing someone down. It was quite a sight. A dwarf of House Kundarak shouting and dressing down a large human man who was visibly shaken. This could have been due to the forcefulness of his voice, or the greater dragonmark visible along his neck coming out of the collar of his armor.

Noticing Jovi and Stend, the sergeant ordered the man to get back in line and approached them. "Brought me another slacker, did ya Jovi?" he says "I'm Sergeant Yurdarak. You can call me Sarge. What kind of experience do you have?"

"I was a member of the Sharn city guard for 10 years before resigning and becoming a sellsword. I've been doing that for about 6 years but recently ran into a streak of bad luck. I came to Wroat to break it." Stend says. "My sword is as good as the gold."

Sarge looked at him while he spoke. After a moment's silence and consideration, "Fair enough. Since we are short of men, you'll have a chance to prove yourself as the night officer."

Jovi's beaming face began to sag a little at hearing this. He was hoping to get that position by bringing back a good candidate. After hearing Stend's experience though, he realized he brought back too good of a candidate. At least he still had his day shift.

Sarge motioned for Stend to follow him and walked back to the front of the line of new guards. He pointed to 3 of them. "You are on the overnight shift. You'll report to Stend here at the 22nd hour. Stend, your duties start at the 20th hour and you will relieve me. I will relieve you at the 8th hour tomorrow. You should pick a rack and get some sleep. The rest of you, outside."

Stend didn't hesitate. Picking a rack midway from the door on the bottom, the weariness from travel and walking across town ensured he promptly fell asleep. It also helped that some habits of soldiering are hard to break.

The chime of the 19th hour could be heard from the square, causing Stend to awaken. The sun was sinking into the western horizon and painting the sky with amber and scarlet. He noticed a uniform tunic and a plate of meat, cheese, and bread along with a mug of weak ale was waiting for him on a side table. The snoring of his crew could be heard from around the room. He decided he would wake them after his meal.

Banging on a shield with his dagger pommel, he shouted "You have two hours to dress, wash and eat. I'll meet you here at the 22nd hour." He then left and went to find Sarge.

Walking the estate gardens, Stend could hear the beginnings of revelers from the street. Wildnight was never his favorite time of year. As a guardsman, he had spent most celebrations arresting drunks and vandals. The occasional murder always threw a wrench in things but most of his patrols were near the red-light district and involved fights.

The sounds of celebration coming from the street here, however, had a different tone to them. It sounded more like a large street party than the rolling bar fight he was used to.

Stend found Sarge in the house near a portly fellow that was richly dressed. Sarge motioned him forward. "Master Kemble, this is Stend Faldren, from Sharn. He will be the night officer until we can find a suitable replacement for Kendrick."

Master Kemble looked at Stend with mild interest and returned to his meal. After a moment, he turned to Sarge and said "You're dismissed. I'll see you in the morning." His voice was deep and raspy, much deeper than one would expect from a man of his size.

"Good evening. I'll just have a word with Stend before retiring."



Sarge walked over to Stend and stood facing Master Kemble so that he could see him during the conversation. He explained the basics of the rotations and Stend's duties as night officer. Stend and two of the personal guards were to remain within sight of Master Kemble at all times until he retired, then the two personal guards were to be posted at his door. The other four guards are to patrol the grounds in teams of two. Each will have a whistle as well as a light wand. The light wand will direct a small ball of mage light so they can see around the grounds. In the case of something happening, they are to blow their whistles. The whistles are magically linked to the lights on the grounds and in the house. This will cause them all to light and sound an alarm when blown. Sarge then hands his whistle to Stend and leaves.

Stend introduced himself to the personal guards standing near Master Kemble. They seemed amiable enough but responded with curt answers. Stend made a mental note to try to speak with them when they were longer on duty.

After his meal, Master Kemble moved to the library to read. The library was lightly stocked with books as if Master Kemble were only starting his collection. The shelves seemed to be organized by subject matters. There were manuals on magic, bookkeeping, economics, sciences, and alchemy.

When the watch changed at the 22nd hour, Master Kemble retired to bed. After ensuring the personal guards were in place, Stend walked the house and then met his crew on the grounds. They had already been briefed by the previous watch and were getting ready to do another pass when all the lights came on and a keening wail rose.

Sarge burst from the guard's quarters and ran towards the house, Stend following close behind. As they rounded the corner of the house towards the front doors, they heard glass shattering from an upstairs window. As glass rained down on them, a dark form landed with a thump a few feet in front of them.

In the split second it took for Stend and Sarge to register what is in front of them and draw their weapons, the slender form had already turned and bolted for the front gate. Stend's crew came running up to aid in the chase.

HERE'S WHERE YOUR STORY BEGINS

This is meant to be an inspiration and a plot hook for your adventure. The party can play newly hired guards of Master Kemble. Below you will find a brief description of the NPCs including Master Kemble, Sergeant Donsun Yurdarak, and the mysterious assassin.

Some possible adventure hooks:

- The characters are new guards of Master Kemble.
- The characters are outside the estate and the chase hoping to catch the assassin.
- For a smaller party, they are the assassin or working for the assassin to distract and delay the guards.

STEND FALDREN - Fighter Soldier background

After spending years as a Sharn city guard, he resigned to try to earn a fortune as a mercenary. Working the odd job has allowed him to better his lifestyle but recent setbacks have caused him to change locations to find more work. His wife, having gotten used to the higher lifestyle is willing to let him travel as needed, as long as he continues to bring back gold. Stend uses the **Knight** stat block from the Monster Manual.

Jovi Gersi - A young aspiring fighter looking to make a name for himself. Recently hired by Master Kemble to fill his guard ranks since several were injured or killed 3 nights ago by a would-be assassin. Jovi uses the **Thug** or **Bandit** stat blocks from the Monster Manual can be used.

SERGEANT DONSUN YURDARAK - Dwarven fighter and member of the House Kundarak. Has a Greater dragonmark that runs from his left shoulder and up his neck. Brusque and businesslike, he is the archetypal military sergeant. He does not fraternize with his men and doesn't tolerate slacking or horseplay. He's paid well to do a job, so does that job well. Sergeant Yurdarak uses the **Veteran** from the Monster Manual with added dwarf racial features and Greater Mark of Warding features.

MASTER KEMBLE - Merchantman who has had steady growth in business over the years. Recently won a contract from a rival and has seen a large increase in wealth. Currently his wife and children are at their summer home in the north and are due to arrive two days after Wildnight. Master Kemble stays in the city during the week then travels to the country on Friday afternoons.

This is the second attempt on Kemble's life in a week. Previously, the assassin was able to escape but was not able to make good on the contract. Maybe this time they were able to.

Master Kemble uses the **Noble** stat block from the Monster manual.

THE ASSASSIN - The assassin is a member of House Tarkanan bearing a lesser aberrant dragonmark. Skilled in evasion and disguise, they will not be easy to catch in the crowd of Wildnight. You should use the **Assassin** stat block from the Monster Manual. Be sure to level it accordingly for a stronger group.

Other guards on the estate use the **Guard** stat block from the Monster Manual. Any commoners on the street will flee from any combat if they can.



MADNESS OF WILDNIGHT

Designer: Jeremiah Jagers

During the throws of Wildnight, it's not unheard of for people to be driven mad. Sometimes this madness is as simple as an overwhelming sense of sadness, to an extreme feeling of rage. Sometimes it's only a few minutes, and at times the emotions of the night can change one forever.

Below are some new tables a DM can use either on Wildnight or at any time Madness is a possibility.

d100	Short Term Madness (1d10 minutes)
1-20	The character becomes obsessed with demonstrating her prowess in combat and will interfere with other player characters in order to do so.
21-30	The character is only able to focus on her deepest passion and becomes incapacitated for the duration.
31-40	The character is overwhelmed by feelings of love for a deity and immediately grovels in prayer. The effect ends if the creature takes any damage.
41-50	The character is overcome with a deep anger and all attacks, saves, and ability checks are made with disadvantage.
51-60	The character becomes enamored with another player character and will do anything to impress them.
61-70	The character experiences extreme sadness and becomes incapacitated.
71-80	The character's strong desire to maintain her cleanliness is uncontrollable as she becomes paralyzed anytime her clothing or equipment gets dirty.
81-90	The character acts as if she is under the spell enlarge/reduce and has disadvantage on Wisdom and Dexterity checks
91-100	The character becomes comfortable in the current setting and will resist all attempts to leave.

d100	Long Term Madness (1d10*10 hours)*
1-20	The character begins to obsess about the source of madness and must make a DC 15 Wisdom save or is unable to sleep. The save may be repeated once per day. The character is immune to the sleep spell.
21-30	The character engages in study to learn something new (such as a language, instrument, or tool) and is unwilling to communicate about anything except her study.
31-40	The character engages in a ritual to demonstrate her devotion to her work, ideals, or commitment to others. On each turn, you must use your bonus action to engage in ritualistic activities. Examples include prayer, dancing, or singing a song.
41-50	The character becomes incapacitated as she begins to question her devotion and loyalty to an ideal, person, place, or thing.
51-60	Whenever the character takes damage, he or she must make a DC 15 Wisdom saving throw or spend their next turn closely examining the wound.
61-70	The character describes his or her surroundings constantly and in great detail.
71-80	The character casts off all regard for social norms and removes anything he or she is wearing.
81-90	The character is overcome with feelings of euphoria when in close proximity to others and will attempt to get close to anyone she sees.
91-100	The character believes someone is trying to steal their material possessions. All perception checks are made with disadvantage.

*Variant: (1d4 +1 days)

D100	Indefinite Madness (until cured)
1-20	"I devote all of my effort toward accomplishing the task at hand, regardless of what else is happening."
21-30	"I am unable to hold a conversation without bringing up my deepest held passions"
31-40	"I am unwilling to accept the word of experts without first confirming it for myself"
41-50	"I only consume fine foods and beverages"
51-60	"I must express my brilliance to everyone I meet"
61-70	"I continuously talk about myself"
71-80	"The animosity that I once held for a creature [DM discretion] has been replaced with a passion for its wellbeing and safety"
81-85	"I ridicule anyone who disagrees with me"
86-90	"I frequently retreat into deep thought and become lost or confused easily"
91-95	"I see the good in every situation, even in cases where none may exist"
96-100	"I only feel pleasure when killing"

SKULLITOS

Designer: Jennifer Hawkins

Yo! It's me, Bodhi Shredder (because of my sick shredding skills on the soarsled), with another sweet message from, E.M.O. Whether you're decking la casa for Wildnight or just want the choiciest merch for the every-day, you won't look like a total paddle-orc if you haul out your trés gnarly gear from E.M.O. This month, E.M.O. is releasing all new **Skullitos** - and you gotta collect 'em all, bras! There's the one that's just for show (Hang 10!), then one that can scry and let you know what's going down at tu casa while you're out (Tubular!), one that sings that song whenever you walk by... you know, "na na na na, du-ba-na-na, na na na, DU BE NA na NA!" (Gnarly!) and plushy ones for your kids and dogs to sleep with (Shocker!)! And at only 1 Copper each, bodacious bros! So don't get wiped out! Point your nose to E.M.O. stores near you. You'll be radder than Balinor nailin' a 360 reverse bulette roll! You'll be cooler than a tight shore breeze on Xen'drik! Ride that tube and buy a collection of **Skullitos** today!

SKULLITO

2 lbs. Rarity: Common. Requires Attunement (Cursed). Value: 1 Copper

Minor Auras: Enchantment and Transmutation

These minor magical tchotchkes appear to be the decorated skulls of humanoid children (although maker, E.M.O. brand, insists they are produced Ethically, "Mutant"-free, and Organically!).

Obvious functions are left to DMs' discretion, but suggestions include: nothing (purely decorative), lighting up or singing when motion is detected, acting as a container for candy or similar, being a plushie.

As such items are wont to do, Skullitos should trend leading up to Wildnight, entering homes and remaining in close proximity to various humanoids - in turn leading to Attunement. Upon Attunement, Skullitos begin to siphon off the heightened emotions experienced by humanoids as Wildnight approaches.

The culmination of such siphoning is also left to DMs' discretion, but suggestions include: a villain using the gathered emotional energy to power an evil ritual, a villain taking advantage of a town who has become apathetic, a genuinely benign objective related to helping the grieving / preventing the regrets associated with decisions made around highly emotional Wildnight / etc.

Investigation of a Skullito can easily lead to the discovery of such ulterior motives as well as to subsequent adventures (e.g. to stop a ritual, to stop the conquest of a town, to collect/destroy all Skullitos in a town "scavenger hunt style," etc.). Or DMs could just use these as a fun, innocent garnish to a Wildnight celebration in their home games... (Feliz Wildnight!)



FESTLINGS

THE CURIOUS CHILDREN OF CELEBRATION



FESTLINGS

Designer: Zach Pickett

The Curious Children of Celebration. Festlings are the children of the very first celebrations where the gods themselves had a raucous time. It is said that they sprung from divine wine spilled upon the land of the fey. Now, festlings seek to have a grand old-time spreading mischief and mayhem anywhere they can. Be it breaking into a shop for laughs, talking a farmer into spending a night drinking, or inciting impromptu parties, Festlings can always find a good time.

Made by Merriment. How do festlings come into being? That is a good question which many unhappy merchants, scandalized couples, and livid lawmen have asked through the ages. Some say that they spring up from druidic holidays celebrated on the wrong days, other say that if enough spirits are spilled some will spring forth, and others believe that a particularly big party will be enough to make a horde of its own. All of these the-

ories might be missing a point, as the cosmic humor of the Feywild might just spontaneously add some festlings to the world for no other reason than ‘it thinks that is funny’. And to be quite honest, festlings find everything funny. Shaking one is almost impossible!

A Darker Humor. Sometimes a joke can go, as the typical mortal would say it, “too far”. This can happen with festlings when there is something else influencing their merriment. Say a demon or a hag got their hands on a few and taught them ‘their way to party’. Festlings are quite impressionable (a fact which is exaggerated as a fey being) and their very abilities and attitudes change with this new found ‘guidance’. They become ever more violent and murderous, finding the pain and suffering they spread to be all part of the fun. After all, it’s not any fun until someone loses an eye!

TEMPTING TAUNTERS

Sticks and Stones. A tempting taunter appears as if it were a child’s straw doll. Out of the tangle of twigs, one might make out a vicious grin and glinting stones where its eyes would be. These little creatures are a handful to keep up with, as it is extremely difficult to pin one down. Adding to the matter is their ability to twist the mind in order to gain accomplices and scapegoats for their schemes.

A Kid’s Worst Friend. A taunter’s favorite companions are the impressionable, weak-minded, and the naïve. And, as luck (or misfortune) would have it, children fit the bill quite well. A child’s irresponsible and oftentimes rude actions might be blamed on a taunter, whether one is truly to blame or not. They hide inside of fields, attics, trees, and towers, pretty much anywhere which is hard to scale or offers the taunter plenty of paths of escape.

Adding to their cleverness is their audacity. One might live for quite a while in the open, relying upon their magic and natural skill to conceal their true identity. A taunter’s tongue is sharp, so much so that one is likely to go a long while before discovery. One little village believed for years that they were graced by tiny gods of riddle and rhyme; that is until someone finally got the wiser (after the thirtieth monthly insult competition turned deadly) and ran the taunter’s out of town. Thanks to their swiftness, taunter’s are seldom caught or cornered.

Miscreants with Malicious Intent. When they go down a bad path, a taunter begins to enjoy playing people against each other at an entirely sinister level. Now known as miscreants, they will turn people against each other at the most dangerous and deadly times possible. Giving a lumberjack a spark of madness as he returns home, ax in hand. Whispering evil thoughts into the barber’s mind during a rather close shave. A miscreant might be behind some of the most unexpected murders plaguing communities, and that’s exactly what one is. A plague. And like any plague, it must be killed off before it spreads further.

Variant: Malicious Miscreant

When a powerful evil being influences a festling, their mostly harmless jests take a turn for the for the worst. Where a taunter once tried to cause minor chaos with its magic, a miscreant actively seeks out destruction by causing fratricide with its powers.

TEMPTING TAUNTER

Tiny fey plant (Festling), Chaotic Neutral

Armor Class 14 (natural armor)

Hit Points 15 (6d4)

Speed 40ft. climb 30ft

STR	DEX	CON	INT	WIS	CHA
8(-1)	14 (+2)	10 (+0)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +4, Cha +4

Skills Acrobatics +4, Deception +6, Insight +5, Persuasion +6

Damage Resistance bludgeoning and piercing

Condition Immunities charmed

Senses passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The taunter’s innate spellcasting ability is **Charisma** (spell save DC 12). The taunter can innately cast the following spells, requiring no material components:

At will: *vicious mockery* (as 5th level: 5 [2d4])

2/day: *suggestion*

Swift and Slippery. The taunter can use the dash and disengage actions as bonus actions.

Wiley Tongue. The taunter is doubly proficient in **deception**, **persuasion**, and **insight**; additionally, they can cast *vicious mockery* as a bonus action.

ACTIONS

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target, Hit: 4 (1d4 + 2) bludgeoning damage.

REACTIONS

Deflecting Tone. When hit by an attack by a creature within 60 feet, the taunter can use its reaction to increase its armor class by 5 against that attack, possibly causing the attack to miss. This has no effect if the attacker is immune to being charmed.

MALICIOUS MISCREANT

Tiny fey plant (Festling), Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 15 (6d4)

Speed 40ft. climb 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +4, Cha +4

Skills Acrobatics +4, Deception +6, Insight +5, Persuasion +6

Damage Resistance bludgeoning and piercing

Damage Immunities fire

Condition Immunities charmed

Senses passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The miscreant's innate spellcasting ability is **Charisma** (spell save DC 11, +3 spell attack bonus). The miscreant can innately cast the following spells, requiring no material components:

At will: *vicious mockery* (as 5th level: 2d4)

2/day each: *crown of madness*, *suggestion*

Swift and Slippery. The miscreant can use the dash and disengage actions as bonus actions.

Wiley Tongue. The miscreant is doubly proficient in deception, persuasion, and insight; additionally, they can cast *vicious mockery* as a bonus action.

ACTIONS

Hurl Burning Pitch. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target, Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a creature, the pitch clings to them and continues to burn. At the beginning of each of its turns, the creature takes (2) 1d4 fire damage. A creature can end this damage by using its action to attempt a DC 10 **Dexterity** check to extinguish the flames.

REACTIONS

Deflecting Tone. When hit by an attack by a creature within 60 feet, the miscreant can use its reaction to increase its armor class by 5 against that attack, possibly causing the attack to miss. This has no effect if the attacker is immune to being charmed.



VEXING VANDALS

Theft and Personal Amusement. There's something exhilarating about kicking down a door and looting a room (no need to feel ashamed, we've all done it) and it is made all the better when done alongside friends. Of course, it should be quite startling to the old shopkeep when his door is smashed down on festival night by a gang of wicker men wielding clubs and wearing the latest in stolen jewelry. The vandals will mug, loot, and steal all they can get their 'sticky' hands on. Do they need a tenth bag of freshly ground flour? No. Do they enjoy the look on peoples' faces when they disappear from sight with all their hard-earned goods? Absolutely.

Honey Pot Bandits. Vandals are cunning and effective muggers, despite their relatively simple minds. With their illusory magic, they'll set a trap in a secluded place off the beaten path. Imagine your surprise when you go to pick up a sack of gold in an alleyway, only to wake up an hour later bruised, beaten, and thoroughly robbed (shouldn't be going down alleyways anyway, just saying). Their prowess in ambush and invisibility make a potent pair, meaning that they can rob you midday and get away without being noticed by the town guard just a stone's throw away.

Their greed is great, so much that they can give others a taste. One individual might be in the middle of fighting an entire gang of vandals but then lose track of it all at the sight of a very attractive copper piece on the street. Some scholars wonder if the vandals store all their loot or lose track of it in the pursuit of the next shiny bauble which catches their sight. Perhaps there is a tremendous, ever-growing pile of ill-gotten gains within the fey wild, the stash of the grandest vandal gangs.

The Most Avid of Arsonists. Fires are enjoyed by many alongside celebrations. A roaring bonfire for roasting meats, crackling poppers which dance through the nights, bright and happy, colored lanterns hanging upon strings, the roaring blaze of a building set alight by overzealous party goers.... When vandalism goes bad, things go up in flames. A festling's affinity for fire finds its wings in the arsonists, as nothing can truly capture the experience of burning down a building more than burning it down while still inside. A gang of arsonists could level a town in a single night if they put their minds to it. Though, fire marshals everywhere should be thankful that arsonists often take their time to admire their work, standing absolutely enchanted by the dancing embers in the night sky. And thanks to their magic, so can you!

Variant: Avid Arsonist

When a powerful evil influences a festling, their mostly harmless jests take a turn for the for the worst. Where a vandal once sought merely material wealth, an arsonist wants to burn everything to the ground.

VEXING VANDAL

Medium fey plant (Festling), Chaotic Neutral

Armor Class 14 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	11 (+0)	12 (+1)

Saving Throws Str +5, Dex +4

Skills Athletics +7, Stealth +6

Damage Resistance bludgeoning and piercing

Condition Immunities charmed

Senses passive Perception 11

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

Challenge 4 (1,100 XP)

Innate Spellcasting. The vandal's innate spellcasting ability is **Charisma** (spell save DC 11). The vandal can innately cast the following spells, requiring no material components:

At will: *minor illusion*, *invisibility*

Mugging. Once per turn, the vandal deals an additional 9 (2d8) damage when it hits a target with a weapon attack and has advantage on the attack roll.

Lust for Wealth. As a bonus action, the vandal can cloud a creature's mind with greed. The target must be within 30 feet and must succeed on a DC 11 **Charisma** saving throw or be unable to see or hear other creatures if some form of wealth is within its view. This lasts until the end of the creature's next turn.

Smash and Grab. The Vandal is doubly proficient in athletics and stealth; additionally, they deal double damage to structures and objects.

ACTIONS

Multiattack. The vandal makes two attacks with its great club.

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

AVID ARSONIST

Medium fey plant (Festling), Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	11 (+0)	12 (+1)

Saving Throws Str +5, Dex +4

Skills Athletics +7, Stealth +6

Damage Resistance bludgeoning and piercing

Damage Immunities fire

Condition Immunities charmed

Senses passive Perception 11

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

Challenge 4 (1,100 XP)

Innate Spellcasting. The arsonist's innate spellcasting ability is **Charisma** (spell save DC 11, +3 spell attack bonus). The vandal can innately cast the following spells, requiring no material components:

At will: *produce flame* (as 5th level: 2d8)

2/day: *burning hands* 10 (3d6)

Mugging. Once per turn, the vandal deals an additional 9 (2d8) damage when it hits a target with a weapon attack and has advantage on the attack roll.

Bewitched by Blazes. As a bonus action, the arsonist can afflict its love of fire upon a creature's mind. The target must be within 30 feet and attempt a DC 11 **Charisma** saving throw or be charmed by the arsonist if flames are within its view. Attacks made against a creature charmed in this manner are made with advantage. This lasts until the end of the creature's next turn.

Smash and Grab. The Vandal is doubly proficient in **athletics** and **stealth**; additionally, they deal double damage to structures and objects.

ACTIONS

Multiattack. The vandal makes two attacks with its blazing great club.

Blazing Great Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, *Hit:* 7 (1d8 + 3) bludgeoning damage and 3 (1d6) fire damage.

REVEL ROUSERS

To Party is Their Life. Toss back a drink and get your dance moves on when a mysterious stranger strikes up an absolutely enchanting tune, for a rouser has entered your midst! Thanks to its magic to change forms, they can easily enter villages and incite the most awesome of festivals. If they didn't, people would probably notice and question the intentions of the ten-foot-tall, horned, tree man kneeling at the open bar! Their song and dance can rival that of a well-learned bard and their ability to bring food and drink to any occasion often means that they will be welcome again next time if anyone is sober or coherent enough to remember them after eight solid hours of drink and dance. Rousers have been known to keep a party going for days!

Bar Brawlers and Blitzers of Ballrooms. A rouser's prowess is rivaled by its ability to win a fight. Sporting a set of four ram's horns, a couple of fists able to throw one of kilter, and one of the oddest breath weapons this side of the feywild, a rouser is no pushover, which is especially useful when the town guard tries to break up the party. A rouser's intoxicating breath is said to contain one hundred percent, pure grain alcohol which is likely to give even the hardest dwarf a tingle, just try to avoid any open flames (or not, it is your party).

Mongers and Their Massacres. Parties can become bloodbaths with the right push, shove, or absolute magical strong-arming used, and a monger has just that. They are really bad eggs who want the streets to run red with blood rather than brown with mead. These bug-gers prefer letting the commoners beat themselves and each other to death while it sits back and conducts the carnage like a sadistic maestro, jumping in to finish the survivors off once it's had its fun. Where the rouser's breath would give you a hangover, a monger's will burn the meat off your bones. Let's just be thankful the skeletons don't continue to dance.... Or do they?

REVEL ROUSER

Large fey plant (Festling, Shapechanger), Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30ft.

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

Saving Throws Dex +5, Wis +4, Cha +7

Skills Deception +7, Performance +10, Persuasion +7

Damage Resistance bludgeoning and piercing

Damage Immunities fire

Condition Immunities charmed

Senses passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 11 (7,200 XP)

Charge. If the rouser moves at least 10 feet straight towards a target and then hits it with ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 **Strength** saving throw or be pushed 15 feet away and knocked prone.

Innate Spellcasting. The taunter's innate spellcasting ability is **Charisma** (spell save DC 12). The taunter can innately cast the following spells, requiring no material components:

At will: *friends*

2/day each: *suggestion*, *create food and water* (makes a feast and alcoholic beverages)

1/day each: *major image*, *Otto's irresistible dance*

ACTIONS

Multiattack. The rouser makes two attacks with its unsteady fists.

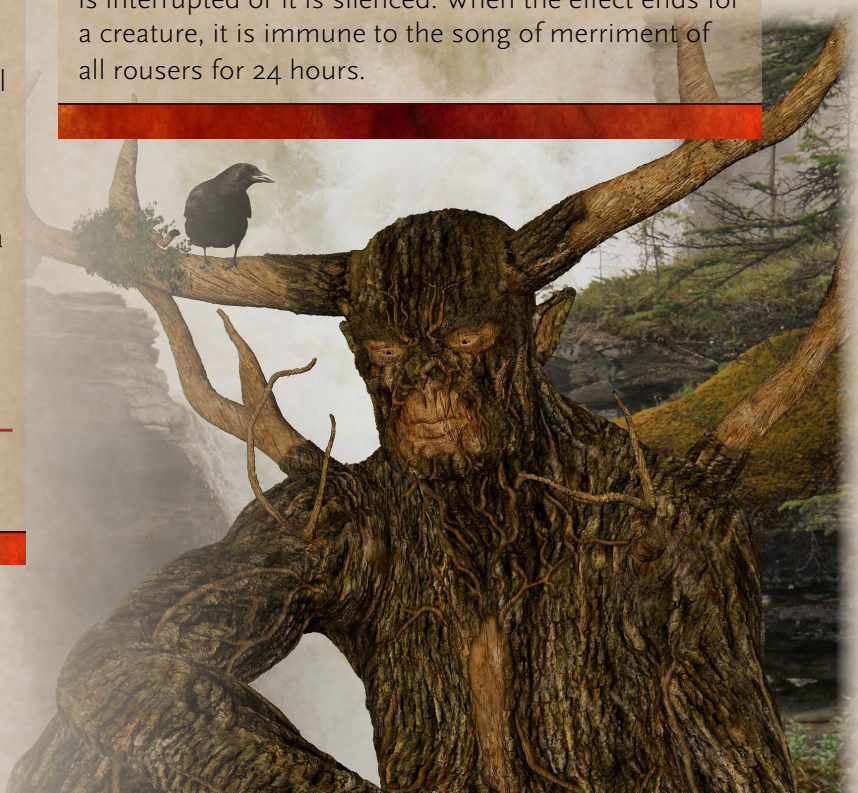
Unsteady Fists. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 **Constitution** saving throw or have disadvantage on attack rolls and ability checks until the end of its next turn.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, *Hit:* 14 (4d4 + 4) bludgeoning damage.

Intoxicating Breath (recharge 5-6). The rouser exhales a 30-foot cone of intense, gaseous alcohol. Each creature in that area must attempt a DC 15 **Constitution** saving throw, taking 28 (4d12 + 2) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces a target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is incapacitated while poisoned in this way.

Heart of the Party. The rouser can magically take on the likeness of any humanoid of challenge 6 or less. The rouser retains all its own statistics.

Song of Merriment. As an action, the rouser begins to sing. All creatures with an intelligence score of 5 or more within 100 feet of it which are not deafened must succeed on a DC 15 **Charisma** saving throw or become charmed for the duration of the song. Creatures charmed by the rouser are unable to attack and follow the directions of the rouser (usually raucous partying) who commands them verbally using the lyrics of the song. The creatures can repeat the saving throw whenever they are damaged or commanded to do something potentially dangerous. The effect ends if the rouser's concentration (as if concentrating on a spell) is interrupted or it is silenced. When the effect ends for a creature, it is immune to the song of merriment of all rousers for 24 hours.



Variant: Massacre Monger

When a powerful evil influences a festling, their mostly harmless jests take a turn for the for the worst. Where a rouser once sought raucous merriment, a monger wants to turn a party into a bloodbath.

MASSACRE MONGER

Large fey plant (Festling, Shapechanger), Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30ft.

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

Saving Throws Dex +5, Wis +4, Cha +7

Skills Deception +7, Performance +10, Persuasion +7

Damage Resistance bludgeoning and piercing

Damage Immunities fire

Condition Immunities charmed

Senses passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 11 (7,200 XP)

Charge. If the rouser moves at least 10 feet straight towards a target and then hits it with ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 **Strength** saving throw or be pushed 15 feet away and knocked prone.

Innate Spellcasting. The monger's innate spellcasting ability is Charisma (spell save DC 15, +7 spell attack bonus). The monger can innately cast the following spells, requiring no material components:

At will: *friends*, *major image*

2/day each: *suggestion*, *create food and water* (makes a feast and alcoholic beverages)

1/day each: *Otto's irresistible dance*

ACTIONS

Multiattack. The monger makes two attacks with its maddening claws.

Maddening Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, Hit: 11 (2d6 + 4) slashing damage. If the target is a creature, it must succeed on a DC 15 **Wisdom** saving throw or lose its ability to tell friend from foe, considering all creatures it can see as enemies. Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to. This effect lasts until the end of the creature's next turn.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, Hit: 14 (4d4 +4) bludgeoning damage.

Immolating Breath (recharge 5-6). The rouser exhales a 30-foot cone of intense flames. Each creature in that area must succeed on a DC 15 **Dexterity** saving throw, taking 28 (4d8 + 10) fire damage on a failed save, or half as much damage on a successful one. If the fire damage reduces a target to 0 hit points, the creature must make a DC 15 **Constitution** saving throw or be killed and all but their bones turned to ash.

Heart of the Party. The monger can magically take on the likeness of any humanoid of challenge 6 or less. The monger retains all its own statistics.

Song of Slaughter. As an action, the monger begins to sing. All creatures with an **intelligence** score of 5 or more within 100 feet of it which are not deafened must make a DC 15 **Charisma** saving throw or become charmed for the duration of the song. Creatures charmed by the rouser are instantly hostile to all creatures other than the monger and their actions can be guided by the monger (usually fighting one another to the death) who commands them verbally using the lyrics of the song. The creatures can repeat the saving throw whenever they are damaged and at the end of their turns. The effect ends if the monger's concentration (as if concentrating on a spell) is interrupted or it is silenced. When the effect ends for a creature, it is immune to the Song of Slaughter of all mongers for 24 hours.



UNDEAD OF EBERRON



17
2018

CRYPT THING, CREATED

Medium undead, lawful neutral

Armor Class 16 (chainmail)

Hit Points 66 (10d8 + 30)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +5

Skills Perception +6

Damage Resistance cold, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft. passive Perception 16

Languages Any languages it knew in life.

Challenge 5 (1800 XP)

Bound. The created crypt thing is magically bound to the tomb or graveyard that it protects. The crypt thing cannot move more than 60 feet from the site it is bound to.

Magic weapons. The created crypt thing's weapon attacks are magical.

Turn Immunity. The created crypt thing is immune to effects that turn undead.

ACTIONS

Multiattack. The created crypt thing makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

UNDEAD

Designer: Kenny Morris

The throws of the Fury are felt by not only the living but the undead as well. Leading up to Wildnight, the undead become more brazen and filled with passion. Throughout all Khorvaire, the wilds and the streets alike become hunting grounds for these creatures. Many believe that disguising oneself as a living dead being is the only way to avoid being attacked. Others use this disguise excuse as a way to hide their true identity whilst living out their deepest desires in the open.

CRYPT THING

These vigilant, skeletal guardians are created to defend important crypts and graveyards. Unlike most undead, crypt things are made using alteration, conjuration, and necromancy. The defense of their charge is foremost, and they can magically banish intruders. They are also skilled warriors who can deal with anyone that is able to avoid their banishment ability.

Ancestral crypt things are not created by magic. They raise on their own when their family resting place has been desecrated. They are powerful defenders of ancient bloodlines.

Undead Nature. A crypt thing doesn't require air, food, drink, or sleep.

Banish Interloper (Recharge 5-6). The created crypt thing magically teleports any number of visible creatures of its choice up to 30 feet outside of, or anywhere within the crypt thing's bound site. Creatures cannot be teleported into objects or terrain unless there is a hollow space that the creature can fit in. The target(s) must succeed on a DC 13 **Charisma** saving throw to avoid being teleported.

Teleport. The created crypt thing magically teleports to an unoccupied space within 20 feet as a bonus action.

CRYPT THING, ANCESTRAL

Medium undead, lawful neutral

Armor Class 20 (full plate and shield)

Hit Points 161 (17d8 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	13 (+1)	19 (+4)	15 (+2)

Saving Throws Str +11, Wis +10, Cha +8

Skills Athletics +11, Insight +10, Perception +10

Damage Resistance cold, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft. passive Perception 20

Languages Any languages it knew in life.

Challenge 17 (18,000 XP)

Bound. The ancestral crypt thing is magically bound to the tomb or graveyard that it protects. The crypt thing cannot move more than 60 feet from the site it is bound to.

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

Magic weapons. The ancestral crypt thing's weapon attacks are magical.

Rejuvenation. The ancestral crypt thing reforms in its bound site in one month after being destroyed, unless the bound site is also destroyed.

Turn Immunity. The ancestral crypt thing is immune to effects that turn undead.

ACTIONS

Multiattack. The ancestral crypt thing makes two melee attacks.

Warhammer. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage and 18 (4d8) force damage.

Shield Bash. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. Hit: 7 (1d4 + 5) bludgeoning damage and 10 (4d4) force damage. If the target is a Medium or smaller creature, it must succeed on a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Banish Interloper (Recharge 5-6). The ancestral crypt thing magically teleports any number of visible creatures of its choice up to 60 feet outside of, or anywhere within the crypt thing's bound site. Creatures cannot be teleported into objects or terrain unless there is a hollow space that the creature can fit in. The target(s) must succeed on a DC 16 **Charisma** saving throw to avoid being teleported.

Teleport. The ancestral crypt thing magically teleports to an unoccupied space within 30 feet as a bonus action.

REACTIONS

Dedicated Sentry. The first time the ancestral crypt thing reaches 50 hit points or less, their Banish Interloper ability recharges and can be used immediately.

LEGENDARY ACTIONS

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

Shield Bash. The ancestral crypt thing makes one shield bash attack.

Teleport. The ancestral crypt thing magically teleports to an unoccupied space within 60 feet.

Sweeping Strike (Costs 2 Actions). Each creature within 5 feet of the ancestral crypt thing must succeed on a DC 19 **Dexterity** saving throw, taking 14 (2d8+5) bludgeoning and 27 (6d8) force damage on a failed save, or half as much damage on a successful one.

DROWNED CAPTAIN (SEA ZOMBIE)

Medium undead, chaotic evil

Armor Class 15 (natural)

Hit Points 123 (12d8 + 60)

Speed 25 ft. swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Str +8, Con +8

Skills Athletics +8, Perception +4

Damage Vulnerability cold, lightning

Damage Resistance fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft. passive Perception 14

Languages Any languages it knew in life

Challenge 5 (1,800 XP)

Forbidding Fog. A gloomy fog surrounds the drowned captain out to 60 feet. All drowned in the fog have advantage on **Constitution** saving throws. Creatures making ranged attacks into the fog have disadvantage. After the drowned captain dies, the fog dissipates in 2 (1d4) rounds.

Stench. Any creature that starts its turn within 10 feet of the drowned captain must succeed on a DC 16 **Constitution** saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful saving throw, the creature is immune to the drowned's Stench for 24 hours.

Turn Immunity. The drowned is immune to effects that turn undead.

Undead Fortitude. If damage reduces the drowned priest to 0 hit points, it must make a **Constitution** saving throw with a DC of 5 + the damage taken, unless the damage is radiant or a critical hit. On a success, the drowned drops to 1 hit point instead.

DROWNED

The Drowned are the awakened dead of those long lost at sea. These bloated, rotting corpses have a sickly dark fluid that weeps from their eyes, mouths, ears, nostrils, and open wounds. A vicious stench follows them wherever they go.

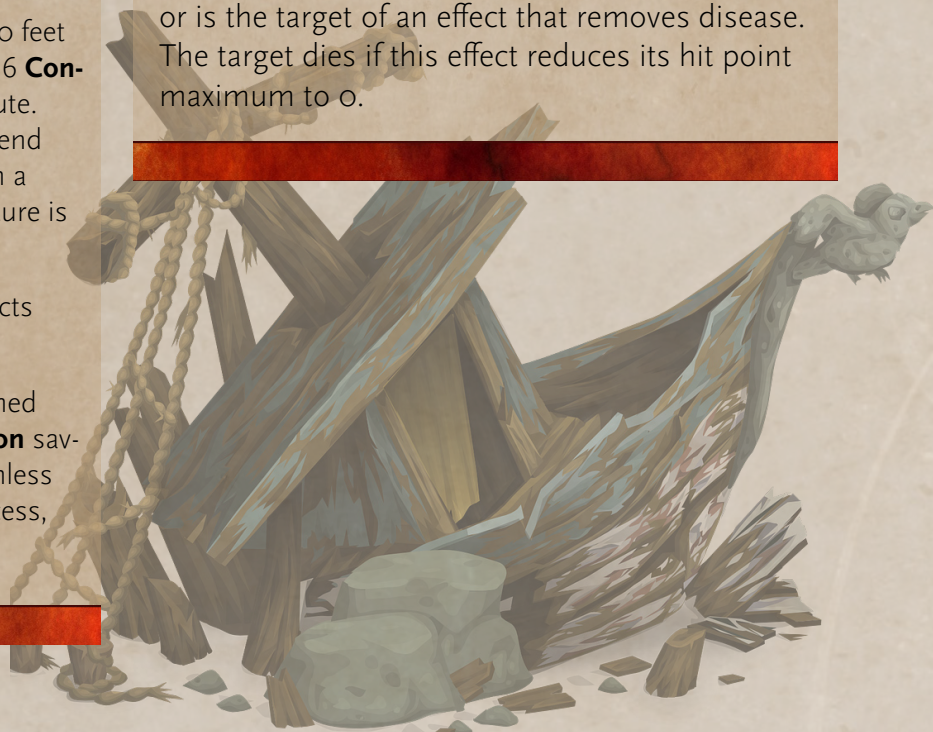
Disciples of dark sea gods and goddesses will sacrifice themselves to the depths to be “reborn” as Drowned Priests. They act as beacons for lesser Drowned and perform dark rituals that consist of sacrificing humanoids by drowning them.

If a sacrifice is good enough for their fickle gods, they are rewarded with one of the Drowned being transformed into a Drowned Captain. The Drowned Captain emanates a fog that bolsters and protects the Drowned.

Undead Nature. A drowned doesn't require air, food, drink, or sleep.

ACTIONS

Infectious Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 +5) bludgeoning damage and 13 (3d8) poison damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal the poison damage taken. This reduction lasts until the target finishes a long rest or is the target of an effect that removes disease. The target dies if this effect reduces its hit point maximum to 0.



DROWNED PRIEST (SEA ZOMBIE)

Medium undead, chaotic evil

Armor Class 13 (natural)

Hit Points 85 (10d8 + 40)

Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	18 (+4)	12 (+1)	17 (+3)	11 (+0)

Saving Throws Con +6, Wis +5

Skills Athletics +5, Perception +5, Religion +3

Damage Vulnerability cold, lightning

Damage Resistance fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft. passive Perception 15

Languages Any languages it knew in life

Challenge 4 (1,100 XP)

Stench. Any creature that starts its turn within 10 feet of the drowned priest must succeed on a DC 14 **Constitution** saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful saving throw, the creature is immune to the drowned's Stench for 24 hours.

Turn Immunity. The drowned is immune to effects that turn undead.

Undead Fortitude. If damage reduces the drowned priest to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or a critical hit. On a success, the drowned drops to 1 hit point instead.

Spellcasting. The drowned priest is an 8th-level spellcaster. Its spellcasting ability is **Wisdom** (spell save DC 13, +5 to hit with spell attacks). The drowned priest has the following cleric spells prepared:

Cantrips (at will): *thaumaturgy, toll the dead*

1st level (4 slots): *bane, guiding bolt, inflict wounds*

2nd level (3 slots): *aid, blindness/deafness*

3rd level (3 slots): *bestow curse, call lightning*

4th level (3 slots): *control water, blight*

ACTIONS

Infectious Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 +3) bludgeoning damage and 13 (3d8) poison damage. The target must succeed on a DC 14 **Constitution** saving throw or its hit point maximum is reduced by an amount equal the poison damage taken. This reduction lasts until the target finishes a long rest or is the target of an effect that removes disease. The target dies if this effect reduces its hit point maximum to 0.

DROWNED (SEA ZOMBIE)

Medium undead, chaotic evil

Armor Class 13 (natural)

Hit Points 37 (5d8 + 15)

Speed 25 ft. swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	7 (-2)	11 (+0)	5 (-3)

Saving Throws Wis +2

Skills Athletics +5

Damage Vulnerability cold, lightning

Damage Resistance fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages Any languages it knew in life

Challenge 1 (200 XP)

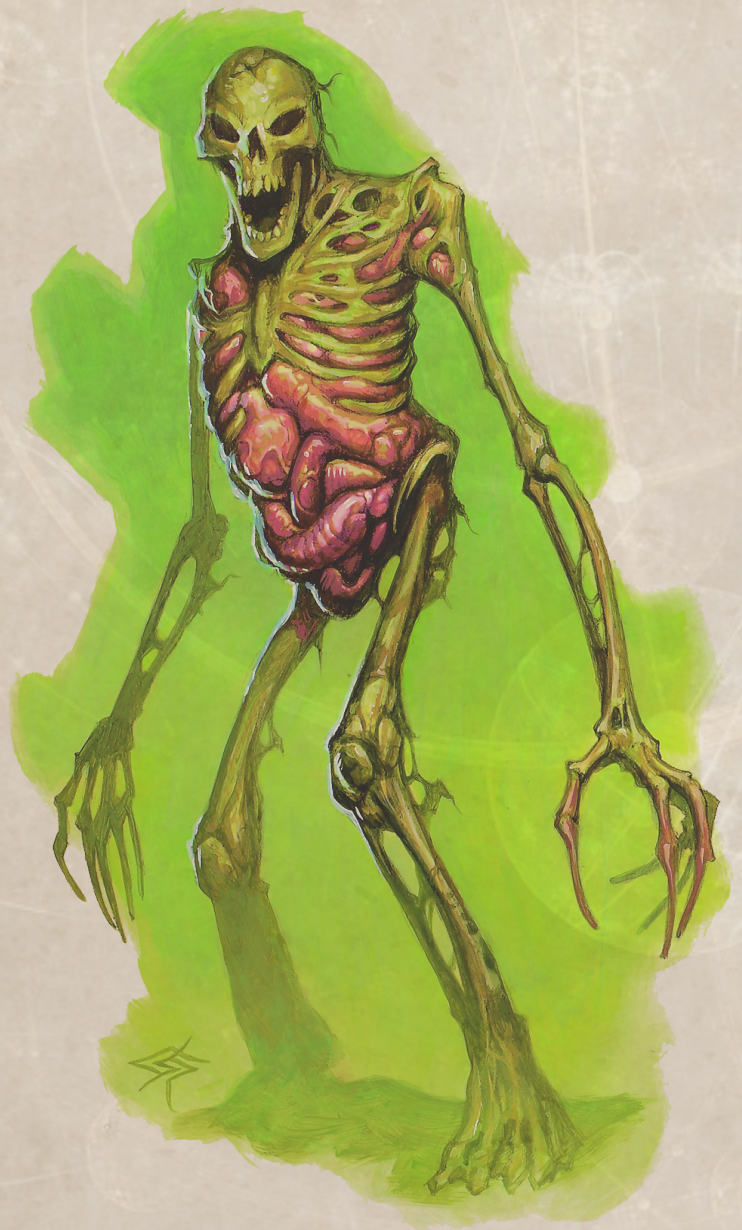
Stench. Any creature that starts its turn within 5 feet of the drowned must succeed on a DC 13 **Constitution** saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful saving throw, the creature is immune to the drowned's Stench for 24 hours.

Turn Immunity. The drowned is immune to effects that turn undead.

Undead Fortitude. If damage reduces the drowned to 0 hit points, it must make a **Constitution** saving throw with a DC of 5 + the damage taken, unless the damage is radiant or a critical hit. On a success, the drowned drops to 1 hit point instead.

ACTIONS

Infectious Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 +3) bludgeoning damage and 4 (1d8) poison damage. The target must succeed on a DC 13 **Constitution** saving throw or its hit point maximum is reduced by an amount equal the poison damage taken. This reduction lasts until the target finishes a long rest or is the target of an effect that removes disease. The target dies if this effect reduces its hit point maximum to 0.



HEUCUVA

These skeletal, homicidal wretches are cursed priests, clerics, and pilgrims who betrayed the trust that their positions afforded them. Their ability to cast spells has been stripped and they are unable to pass on after they die. Due to this, Heucuva are driven to madness. They blame the living for their plight and make it a point to spread suffering.

Undead Nature. A heucuva doesn't require air, food, drink, or sleep.



HEUCUVA ACOLYTE

Medium undead, chaotic evil

Armor Class 14 (natural)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	7 (-2)	15 (+2)	8 (-1)

Skills Stealth +4

Damage Resistance cold; bludgeoning, slashing, and piercing from nonmagical weapons that are not silvered

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 12

Languages Understands the languages it knew in life. Cannot speak.

Challenge 1 (200 XP)

Turn Resistance. The heucuva has advantage on saving throws against any effect that turns undead.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage and 3 (1d6) poison damage. The target must succeed on a DC 11 **Constitution** saving throw or be poisoned for 1 minute.

Life Mirage. The heucuva can mold shadows to assume the appearance of any living medium humanoid they have seen. Anyone looking at the heucuva must succeed on a DC 12 **Intelligence** saving throw to see through this illusion. Creatures using darkvision and within 15 feet of the heucuva automatically see through this ability.

HEUCUVA HIGH PRIEST

Medium undead, chaotic evil

Armor Class 15 (natural)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	11 (-0)	20 (+5)	10 (+0)

Saving Throws Dex +7, Wis +9

Skills Perception +9, Stealth +7

Damage Resistance cold

Damage Immunities poison; bludgeoning, slashing, and piercing from nonmagical weapons that are not silvered

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 19

Languages Understands the languages it knew in life. Cannot speak.

Challenge 9 (5,000 XP)

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

Turn Resistance. The heucuva is immune to effects that turns undead.

ACTIONS

Multiattack. The heucuva makes two melee attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage and 21 (6d6) poison damage. The target must succeed on a DC 15

Constitution saving throw or be poisoned for 1 minute. If a living creature fails the saving throw, it also gains a wasting disease that causes the afflicted creature to lose 1 **Strength** and 1 **Constitution** every time they take a long rest. Anything that cures the disease, also heals the ability lose.

Life Mirage. The heucuva can mold shadows to assume the appearance of any living medium humanoid they have seen. Anyone looking at the heucuva must succeed on a DC 17 **Intelligence** saving throw to see through this illusion. Creatures using darkvision and within 15 feet of the heucuva automatically see through this ability.

HEUCUVA PRIEST

Medium undead, chaotic evil

Armor Class 15 (natural)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	9 (-1)	16 (+3)	8 (-1)

Saving Throws Wis +5

Skills Stealth +5

Damage Resistance cold; bludgeoning, slashing, and piercing from nonmagical weapons that are not silvered

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 13

Languages Understands the languages it knew in life. Cannot speak.

Challenge 4 (1,100 XP)

Turn Resistance. The heucuva has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The heucuva makes two melee attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage and 10 (3d6) poison damage. The target must succeed on a DC 12

Constitution saving throw or be poisoned for 1 minute. If a living creature fails the saving throw, it also gains a wasting disease that causes the afflicted creature to lose 1 **Strength** and 1 **Constitution** every time they take a long rest. Anything that cures the disease, also heals the ability lose.

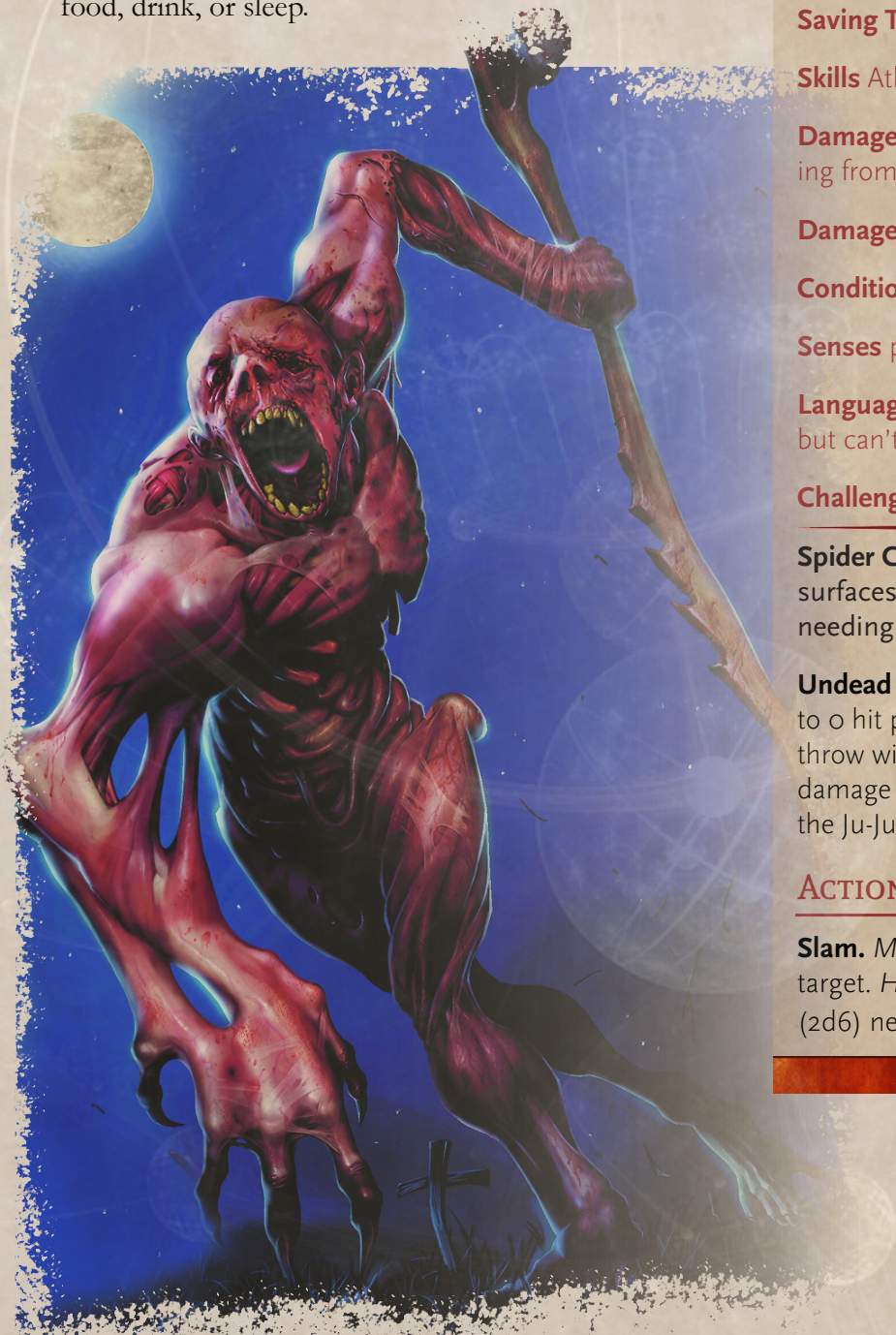
Life Mirage. The heucuva can mold shadows to assume the appearance of any living medium humanoid they have seen. Anyone looking at the heucuva must succeed on a DC 13 **Intelligence** saving throw to see through this illusion. Creatures using darkvision and within 15 feet of the heucuva automatically see through this ability.

Ju-Ju Zombie

These terrors are usually made by accident. On rare occasions, when a humanoid is killed by necrotic powers, the victim is transformed into a Ju-Ju Zombie. Ju-Ju Zombies are not rotting, slow-moving corpses.

Their skin is tight and leathery. And their movement is just as fast as when they were alive. The ability to climb on walls and even ceilings is gained, and horrible to witness. Their blows are infused with the energy that killed them.

Undead Nature. A skeleton warrior doesn't require air, food, drink, or sleep.



JU-JU ZOMBIE

Medium undead, neutral evil

Armor Class 14 (natural)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

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

Saving Throws Wis +1

Skills Athletics +5

Damage Resistance fire, cold; bludgeoning and piercing from nonmagical weapons

Damage Immunities force, lightning, necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 2 (450 XP)

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

Undead Fortitude. If damage reduces the ju-ju zombie to 0 hit points, it must make a **Constitution** saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Ju-Ju zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) bludgeoning damage and 7 (2d6) necrotic damage.

SKELETON WARRIOR

Skeleton Warriors are eternally enslaved to their necromancer creators. Necromancers can find the burial place of great warriors and after breaching whatever defenses of the crypt (Thanks adventurers!) they can bind the warrior's soul to a pair of specially prepared circlets. These circlets are what binds the Skeleton Warrior to the necromancer's service. The Skeleton Warrior continues to have independent thought and often grows to despise their master.

Circlet Bound. During creation, the Skeleton Warrior's soul is bound to two circlets. A domination circlet that is placed on the head of the warrior. And a control circlet. If the circlets ever touch, the warrior crumbles to dust. If the warrior is destroyed by other means and the circlet is still active, the skeleton warrior reconstitutes itself wherever the domination circlet is.

Control Circlet. The wearer of the control circlet makes an opposed Charisma check against the Skeleton Warrior. If the wearer wins, control over the warrior is gained. After control is gained, the circlet must stay in the controller's possession or risk losing control. For each hour that the circlet is out of the controller's possession, the warrior rolls a Charisma check DC 15. Upon success, the warrior moves to slay the controller, then searches for the control circlet.

Domination Circlet. If placed on a living humanoid's head, the new wearer of the domination circlet must make a contested Charisma check against the warrior. If the warrior wins the check, it gains control of the wearer's body. The check is repeated every dawn until the circlet is removed. Once the warrior makes three successful Charisma checks, the body is taken forever. A successful DC 20 Strength check can remove the domination circlet.

Undead Nature. A skeleton warrior doesn't require air, food, drink, or sleep.

SKELETON WARRIOR

Medium undead, neutral evil

Armor Class 18 (full plate)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	17 (+3)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Str +9, Con +7

Skills Athletics +9, Perception +5

Damage Resistance cold

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft. passive Perception 15

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Improved Critical. The skeleton warrior's weapon attacks score a critical hit on a roll of 18-20.

Magic weapons. The skeleton warrior's weapon attacks are magical.

Turn Immunity. The skeletal warrior is immune to effects that turn undead.

ACTIONS

Multiattack. The Skeleton Warrior makes three attacks when using the Attack action.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

REACTIONS

Punish the Coward. The skeleton warrior may make one attack on a creature within 5 feet who is casting a spell. If the skeleton warrior does damage, the target must succeed on a Concentration saving throw. On a failure, the creature's spell fails and has no effect.

ZOMBIE LORD

Spreading death and decay through the world is the zombie lords only motivation. Though they share many traits with more typical zombies, the zombie lords are intelligent and can make and execute devious schemes. Powerful necromancers can create zombie lords, but they also occur occasionally as unforeseen consequences of dark rituals. Also, when a powerful necromancer is defeated, and their zombie hordes become uncontrolled, a zombie may become a zombie lord.

Lord of the Dead. Any dead humanoids within the radius of the Lord of Stench ability raise as zombies (if recently dead), skeletons (if long dead), or shadows (if there are scant physical remains) in 2 (1d4) rounds, under the zombie lord's control. Any undead that is within the aura at the end of their turn (are CR2 or less and have 6 Intelligence or less) fall under the zombie lord's control. Once the zombie lord has gained control of an undead creature, that control is retained up to one mile. The zombie lord can communicate with undead he controls, telepathically, up to one mile.

Undead Nature. A zombie lord doesn't require air, food, drink, or sleep.



ZOMBIE LORD

Medium undead, neutral evil

Armor Class 16 (chainmail)

Hit Points 171 (18d8 + 90)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	20 (+5)	11 (+0)	16 (+3)	9 (-1)

Saving Throws Con +9, Wis +7

Skills Athletics +8, Perception +7

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft. passive Perception 17

Languages Any languages it knew in life.

Challenge 11 (7,200 XP)

Lord of Stench. A virulent effluvium emanates from the zombie lord, out to 120 feet. Living creatures that can smell the stench must succeed on a DC 17

Constitution saving throw or become poisoned 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. If the saving throw fails by 5 or more, the creature takes 9 (2d8) necrotic damage.

Undead Fortitude. If damage reduces the zombie lord to 0 hit points, it must make a **Constitution** saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie lord drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage and 22 (5d8) necrotic damage.

Death's Touch (Recharge 6). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 54 (12d8) necrotic damage, DC 15 **Constitution** saving throw, Half damage on success. If the saving throw fails by 10 or more, the creature dies and (if humanoid) raises as a Ju-Ju zombie under the zombie lord's control.

THE KHYBER KHRONICLE

VOLUME 2

Welcome to The Khyber Khronicle; a collection of encounters and DM tools that can be used to enhance any adventure as the DM sees fit.

Within this volume:

- Two encounters that can easily be placed in any ongoing adventure
- One plot hook introducing new NPCs
- New racial feats
- New tables for the DM to use
- More monsters



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