



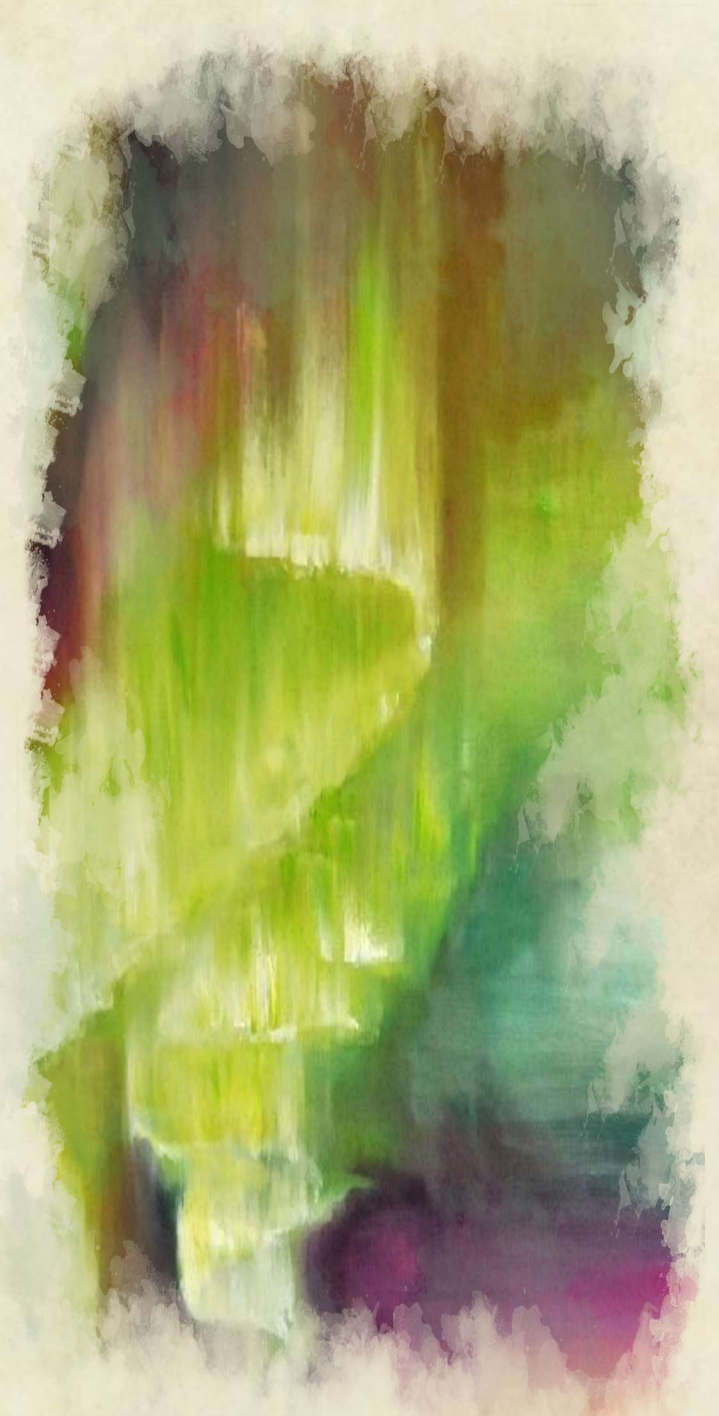
THE LAMBENT DELIRIUM

D&D HOMEBREW

A Feywild one-shot adventure
for the world's greatest roleplaying game

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INTRODUCTION

The Lambent Delirium is a Dungeons & Dragons 5th Edition homebrew intended for a party of moderately experienced 6th-8th level characters. Players creating new characters for this one-shot can reference the official Player's Handbook backgrounds as tie-ins, or cite other official Wizards of the Coast references to either the Feywild or Wuxia-style campaigns. Before the party encounters the mysterious monk in the Bellcap Forest, they should catch passing glimpses of the Lambent Delirium as it twists overhead, shining between the trees. If, at any point, they feel as if they are being watched: they are.

SUMMARY

Trapped in the Feywild with hazy memories of their arrival, the heroes may choose to help or follow a terrified elven monk as she escapes the grasp of the Red and Blue Oni Warriors. They face the dangers of the Bellcap Forest and the Temple Stopped in Time as they unravel the mystery of how and why they came to this plane of unnatural wonders.

BACKSTORY

Three wealthy elven meddlers from Faerûn wanted to visit the Feywild and observe the Lambent Delirium in its natural habitat, and their impromptu journey spiralled completely out of hand the moment they released the object of their studies. The Blue Oni-masked Kazuko, now perpetually moving due to contacting the Lambent Delirium, overshot the location on her home plane using her family's Well of Many Worlds (see DMG pg. 213), dragging the unsuspecting heroes behind her. Her girlfriend, the frightened monk Aya, and younger brother, the furious Red Oni named Kenta, have also succumbed to the madness of the Lambent Delirium.

The trio slipped into the Feywild from the plane-rifting Well of Many Worlds in the Niji family's temple to the elven god, Corellon. Their home is a direct counterpart to a location in the Feywild called the Temple Stopped in Time. Kazuko, cursed by the Meandering of the Lambent Delirium, wanders off from her companions, fleeing at random back into her home realm. Despite her confusion, she recognizes the need for help and plane shifts back to the Feywild with the first group of adventurers she finds.

MEETING THE BLUE ONI

How your adventuring party first meets the Blue Oni Warrior is up to you. An easy way to prevent them from fighting her request to enter into the Well is to have it open beneath them as they sleep. Contrarily, a willing, helpful group can choose to assist Kazuko despite her frightening mask and disjointed pleas for assistance.

After several harrowing interactions, the players will come to learn that the Temple Trio freed the Lambent Delirium, a force of chaos and passion trapped in a jar in the Material Plane, despite the slew of warnings their parents had repeated since their childhoods.



Ultimately, the only way to save the Temple Trio and succeed is to re-trap the Lambent Delirium in its ancient, unbreakable jar. Kenta dropped the jar in the Temple's Courtyard, the location from which all three elves were initially touched by its unforgiving magic. A small water Well, a counterpart to where the Niji family uses the Well of Many Worlds in the Material Plane, sits in the center of the courtyard.

TOOLS & RESOURCES

Before running this one-shot as a Dungeon Master, you should utilize all or most of the following books and references:

- The D&D Player's Handbook 5th Edition
- The D&D Dungeon Masters Guide 5th Edition
- The NPC statistics in Appendix 1. This module doesn't describe specific portrayals of the three lead NPCs, preferring to leave that to the DM's discretion. However, NPC personalities are briefly fleshed out in the Characters section below.
- The monster statistics in Appendix 2. Also reference the D&D 5th Edition Monsters Manual.
- Your personal DMing items: notes, a DM screen, battlemaps, miniatures, music, etc.
- Character sheets from each player

CHARACTERS

The following NPC descriptions are intended to be from the perspective of the players, assuming they know nothing of the history of the Temple Trio or what foul madness has touched their mind in the Feywild. NPC Stat Blocks and additional roleplaying details can be found in Appendix 1.

THE LAMBENT DELIRIUM

The Lambent Delirium is an unthinking, unfeeling magical phenomenon that is believed to be the embodiment of pure emotional chaos. When trapped in its magical jar, the Delirium cannot be freed in the Material Plane. The Temple Trio, in thinking they could safely study the Delirium in the Feywild, unknowingly released a danger far more powerful than they could hope to handle alone.

The Lambent Delirium cannot speak or understand any language. It has zero hit points and zero attack or magical abilities, but is completely impervious to all damage. If banished to another plane of existence, the Delirium will automatically return to its Temple Stopped in Time instead. Physically, it resembles the northern lights of Faerûn, and is warm to the touch.

The Delirium causes any number of side effects on all living creatures it touches. Laying eyes directly on the Lambent Delirium fills onlookers with a sense of overwhelming beauty and discomfort. Players who fail their DEX save (DC 10) and make contact with the glowing light of the Delirium must roll 1d6 to determine the affect on their character. All players struck by any effect are incapable of using their turn in battle to do anything but make the Wisdom saving throw required to break the curse.

EFFECTS OF THE LAMBENT DELIRIUM

d6	Name	Effect
1	Paranoia	The terror of an imminent betrayal overwhelms the victim. They seek to flee to safety above all else.
2	Meandering	The victim cannot resist movement; anxiety overcomes stillness. Their minds and bodies will move until death.
3	Frenzy	Rage fills the victim, unthinking and unstoppable, until knocked unconscious. Their bloodlust knows no bounds.
4	Melancholy	A terrible sadness makes the victim destructive, distracted, and depressed. They become their own worst enemy.
5	Bewildering	Forgetfulness creeps into the victim's mind; friend and foe are indistinguishable. They are confused and wholly vulnerable.
6	Euphoria	The victim experiences utter happiness and delight, becoming fully incapable of recognizing or neutralizing threats.

The effect is automatically broken after:

- The affected player succeeds on a DC 15 Wisdom saving throw on their turn
- Sustaining at least 15 points of damage (note that this does not apply to NPCs affected by the Delirium, until the final Courtyard battle)
- Another player succeeds on a DC 20 Persuasion or Intimidation roll
- The Delirium is returned to its unbreakable jar, or passes through the Well of Many Worlds to the Material Plane.

THE DELIRIUM & THE FEYWILD

It is possible that animals and creatures of the Feywild are also affected by the Lambent Delirium when touched. Normally peaceful Firbolgs may tear each other apart when driven by Frenzy. The most joyful Unicorn may unconsolably weep when taken by Melancholy. It should be noted that the Delirium has no effect on the landscape, passing through trees and walls without a trace.

THE FRIGHTENED MONK

The young Way of the Sun Soul Monk is the first NPC encountered by the party, barring any hazy discussions with the Blue Oni when initially transported between planes.



The monk, who will be too frightened to reveal that her name is Aya Odaka, has been touched by Paranoia. She is painfully mistrustful of the players, though a successful Persuasion or Intimidation roll (DC 20) will break her of the spell.

Aya hides from the party in the Bellcap Forest, sneaking between the trees and beneath the Lambent Delirium. In her muttering, she makes it clear that she believes the party is a group of demons come to kill her for disobeying her parents and temple master. She will scream bloody murder and begin sprinting for the Temple Stopped in Time at the first appearance of the Red or Blue Oni, as she incorrectly believes they are the embodiment of divine punishment for her transgressions.

If the party manages to break her of her Paranoia, she is very forthcoming about the events that transpired a few hours before. She will assist the party however she can to help free Kazuko and Kenta, and trap the Lambent Delirium once more. She shies away from decision making.

THE BLUE ONI

The Blue Oni is slow, but perpetually moving and ominous. She wanders the Bellcap Forest near the Ancient Bridge that leads to the Temple Stopped in Time, close to where the Red Oni hunts for fey creatures to slay. If the players attempt to knock her or the Red Oni off of the Ancient Bridge and into the glowing, icy mists below, the Onis will reappear at the cliff's edge of the Bellcap Forest.

Prior to being affected by the Meandering, the Blue Oni was a wise, thoughtful Conjuration Wizard named Kazuko Niji. Against her better judgments, her curiosity overcame her and she allowed Kenta and Aya to persuade her to open the Lambent Delirium's jar in the Feywild. Kazuko is the brain of the Temple Trio, and not typically one to take risks. Her greatest downfall is her endless curiosity.

Given the tricks played on one's mind in the Feywild, it may not be abundantly clear to the party that the Blue Oni is simply an elf, as one might find in Faerûn on any given day. In particular, if the party believes the terrified ranting of Aya the monk, they may buy into her insistence that the Onis are exactly that: demons. If the Meandering effect on Kazuko is broken, she calmly takes charge of the situation, insisting that the party helps her trap the Lambent Delirium in its magical jar, and works to free her girlfriend, Aya, and her little brother, Kenta.

THE RED ONI

Massive, agile, and foreboding, the Red Oni is affected by Frenzy, and is hellbent on attacking everything that crosses his path. Normally affable, the Samurai Fighter, Kenta Niji, is out of his mind with fury. He can be found near the Ancient Bridge, viciously hunting a pack of displacer beasts as they attempt to flee him. He can be seen continuing to hacking apart a creature that is obviously dead, stopping only when distracted by more prey. The Red Oni will actively engage any party member that attempts to catch his attention or speak to him.

Responsible for egging his elder sister and friend into the Feywild to test the power of the Lambent Delirium, Kenta wants nothing more than to correct his error and restore peace. He realizes now that he should have heeded the warnings of his childhood, and assumed a more cautious stance on elven magic, as his elder sister always advised.

In many ways, Kenta is more frightened of his parents' wrath when they discover that Kazuko has taken both the Well of Many Worlds and the unbreakable jar containing the Lambent Delirium from the Niji Temple to Corellon. His mother and father will, without a doubt, know that he was largely responsible for Kazuko's lapse in judgment and Aya's disobedience.



LOCATIONS

THE BELLCAP FOREST

Massive glowing mushrooms scrape the tree leaves overhead, casting the forest in an ethereal light. The Lament Delirium twists among the foliage, barely visible between bright, shining greenery. The Bellcap Forest does not have a direct counterpart on the Material Plane, making it difficult for the Paranoid monk, Aya, to find her way back to the Temple Stopped in Time.

RANDOM ENCOUNTERS

As the players travel through the Bellcap Forest, either following Aya or wandering alone, they run the risk of encountering the following Feywild creatures:

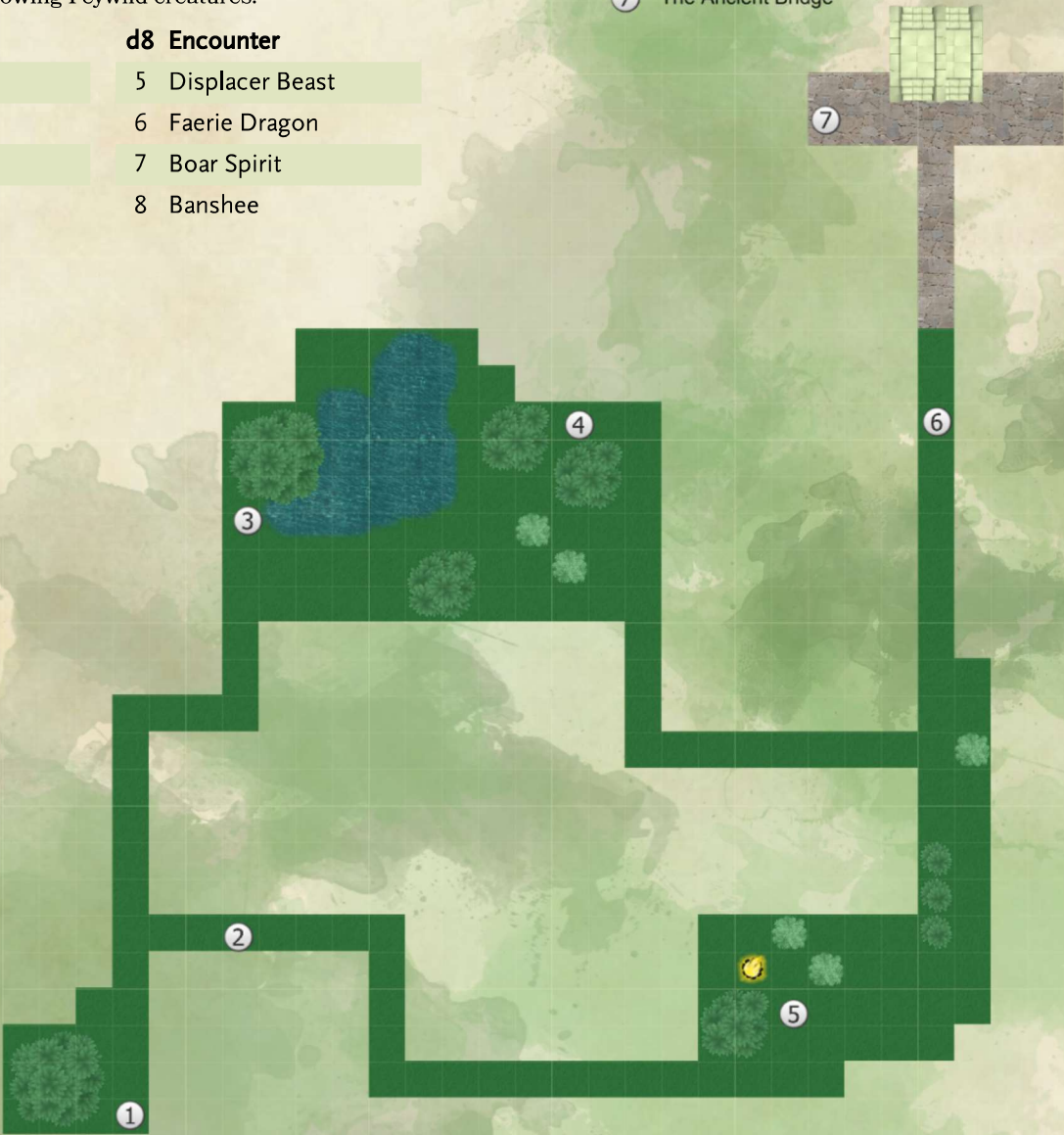
d8 Encounter

- 1 Tengu
- 2 Will-o-wisp
- 3 Spider Demon
- 4 Bone Naga

d8 Encounter

- 5 Displacer Beast
- 6 Faerie Dragon
- 7 Boar Spirit
- 8 Banshee

- 1 The Massive Tree
- 2 First sighting of the frightened monk.
- 3 The Reflecting Pool
- 4 The Hag Coven
- 5 The monk's campfire.
- 6 First sighting of the Onis in the distance
- 7 The Ancient Bridge



1. THE MASSIVE TREE

The first random encounter of the Forest is possible here, particularly if the DM chooses to ambush the heroes from above. The forest is too dense to travel far off the path, and strange creatures lurk in the darkness, watching all movement.

The party awakens in the shade of a massive tree, covered in lichen and brightly colored mushrooms. Overhead, a strange light twists through the foliage, casting unnatural shadows across your faces.

2. SIGHTING THE MONK

After leaving the copse of the Massive Tree, a short walk takes the heroes to a fork in the path. A petite elven woman is taken by surprise as the heroes approach this branch in the forest.

"I'm so sorry! We let the light out. Please forgive me!" she shouts, eyes widened in fear. "I didn't know!" The monk sprints down the northern path, glancing over her shoulder as she runs. Keen ears can hear her begging forgiveness from the demons that pursue her.

3. THE REFLECTING POOL

In her frightened state, Aya the monk will run north through the Forest, heading straight to the Reflecting Pool. She is hoping to lose her pursuers and keep them far away from her campfire. She skirts along the southern edge of this area, avoiding the serene pool and thicket of bushes and mushrooms along the northeastern corner. If the party approaches the water, they will see two large shadows floating within, but will not be attacked by the two **Tako Spirits** unless they break the water's surface.

4. THE HAG COVEN

If the party follows Aya as she runs through the Reflecting Pool area, they will be attacked by a Hag Coven. One **Night Hag** and two **Green Hags** emerge from the brush, where they were waiting to ambush the two **Tako Spirits** in the water. Any player or Hag who breaks the surface of the pool's water will be attacked by the Tako Spirits as well.

Treasure. The Night Hag carries her Coven's prized magical possessions: a **Wand of the War Mage (+1)** and a **Ring of Keys**. See the DMG pages 212 and, respectively.

5. THE MONK'S CAMPFIRE

If Aya has not lost her Paranoia after running past the Reflecting Pool, she will return to her campfire to hide. The monk has created a small fire to keep the darkness at bay as she hides in a dense, green patch of the forest. This location provides an excellent opportunity for a short rest and a chance for the party to cure Aya. If she is still affected by the Lambent Delirium, she will curl up and cry near the fire until the party leaves, quietly tailing them up the northern path.

6. SIGHTING THE ONIS

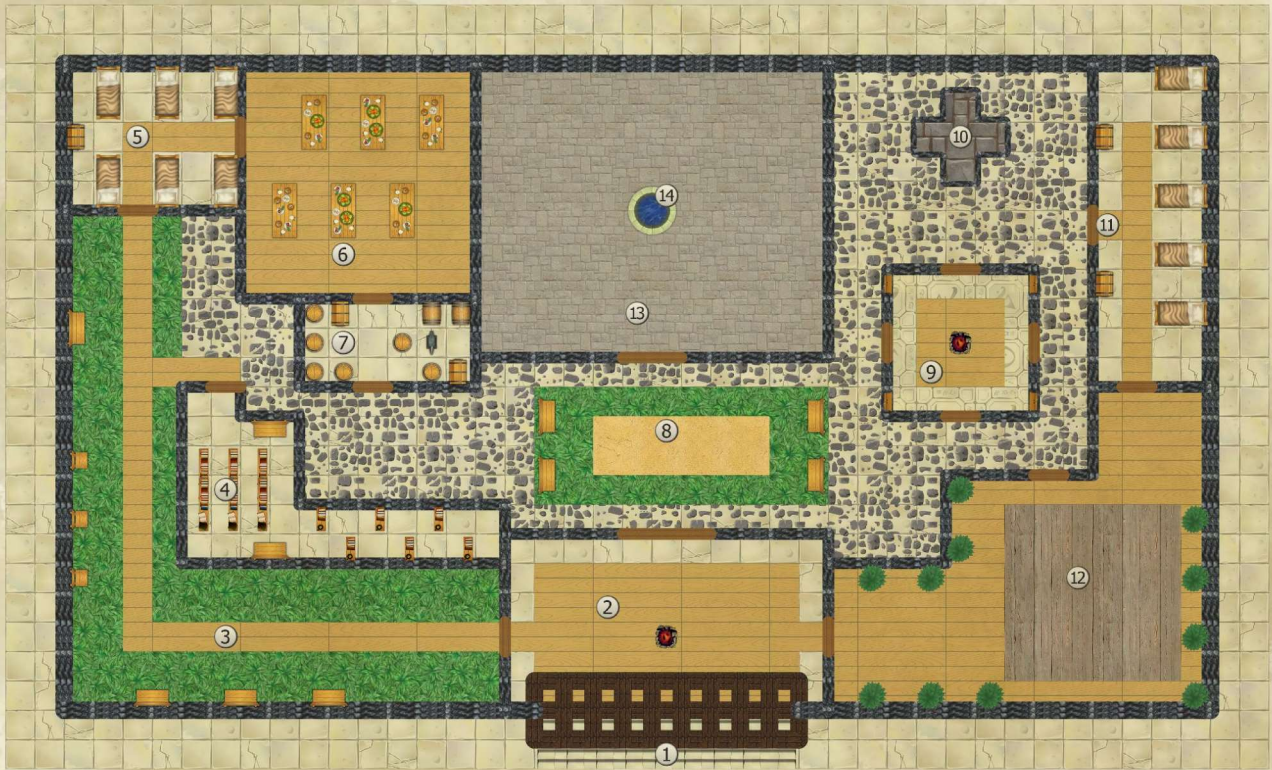
As the party heads up the untraveled northern path to the Temple Stopped in Time, they will see the masked **Red Oni** hunting in the distance, jumping impulsively along the cliff-faces as he brutally hunts a pack of displacer beasts. The **Blue Oni** walks above along the edge, pacing and watching him. They do not notice the party until they have traveled along the bridge.

7. THE ANCIENT BRIDGE

The Ancient Bridge closes the gap between the Bellcap Forest and the Temple Stopped in Time. Aya is trying to reach the bridge's rising stairs at all costs, and will continue seeking them whether or not she is Paranoid.

A well-worn staired bridge closes the gap from the Bellcap Forest to the Temple Stopped in Time. The hazy mists wash over each stone step, growing thinner as the Temple looms overhead. You realize halfway across the Ancient Bridge that there is no turning back: your path returning to the Bellcap Forest is blocked by the Red and Blue Onis. Ahead, you hear a distant chime as a slow breeze blows across the landscape. There is no sign of the Lambent Delirium.

THE TEMPLE STOPPED IN TIME



- | | | | |
|------------------|-------------------------|-------------------------|-----------------|
| ① The Main Gate | ⑤ Western Monk Quarters | ⑨ Meditation Room | ⑬ The Courtyard |
| ② The Entry Hall | ⑥ The Dining Hall | ⑩ The Belfry | ⑭ The Well |
| ③ The Cloisters | ⑦ Storage Room | ⑪ Eastern Monk Quarters | |
| ④ The Repository | ⑧ The Sand Garden | ⑫ The Ceremony Hall | |

The Temple Stopped in Time is lined by 15-foot high walls of thick, dark stone. A character can climb the smooth walls with a DEX DC 25. The uncovered cedar walkways of the Temple are open to the Feywild sky, and the Lambent Delirium can occasionally be seen flying overhead once the players are inside. Certain items within the temple are locked in place temporally and cannot be moved. Perceptive players will notice a disturbing lack of scent throughout the Temple.

1. THE MAIN GATE

The stairs of the Ancient Bridge end at a large, intricately carved set of wooden doors depicting lions, cranes, horses, and dragons. A small silver windchime tinkles where it hangs. As soon as the party steps foot through the open gate, they will find their path to the Bellcap Forest blocked by the approaching Onis, and will be unable to return. The gate's doors can be closed on the Onis with a STR contest (DC 12). The Red Oni can be heard bellowing as he slams his body against the door, trying to break through.

If the party chooses to stay and fight the Onis, the Lambent Delirium will abruptly materialize from the chasm below the Ancient Bridge, forcing the Blue Oni to push herself and the Red Oni off the bridge, into the mist, and back to the Forest. They will resume their approach to the Temple.

2. THE ENTRY HALL

The open Entry Hall is walled by finely-crafted weapons, both decorative and practical. A large fire pit burns heatlessly in the center of the room, stopped in time like much of the temple. To the left an open door leads to the Cloisters (area 3) outside. To the right a closed and unlocked door leads to the Ceremony Hall (area 12). Directly ahead, two ornate doors lead to the Sand Garden (area 8).

Casting detect magic reveals a single **+1 Kusarigama** (chain sickle, finesse) is enchanted with **Feyslay** and has **Reach**.

3. THE CLOISTER

The Cloister is a finely constructed wooden walkway, lined by luscious grass and scattered benches. Monks frequently took walking meditations along the cedar slats.

The Cloister is not enclosed from above, making it a perfect opportunity for the Lambent Delirium to affect the party. Have everyone in the party, including Aya if she is traveling with them, make a DEX save (DC 10). Failures must roll on the Effects Table on page 3.

4. THE REPOSITORY

In the Material Plane, the monks who called the Niji Temple home would unanimously agree that the small Repository is one of the most interesting aspects of their temple. In the Feywild, the Temple Stopped in Time has retained that feature: the tiny library holds books on many subjects: Fey beasts, conjuration magic, Samurai warfare. These books are fixed in time and cannot be removed from their bookcases. Two large tables line the North and South walls, containing shelves of well-worn scrolls.

Puzzle. A set of seven unlit candles in varying colors- orange, violet, blue, red, green, yellow, and indigo- sit atop the southern table, in front of a glass box containing a scroll. The box is immovable and unbreakable, and has no discernible seams or openings. The candles must be lit in rainbow order (ROYGBIV) for the glass box to magically dissipate, leaving the **Scroll of Enlarge Reduce** accessible.

5. WESTERN MONK QUARTERS

Six simple beds line the walls of the Eastern Monk Quarters, along with a locked chest on the Western wall. Decorative wall hangings depict serene mountain tableaus. If a player attempts to unlock the chest, it reveals itself as an aggressive **Mimic**. Once defeated, the Mimic releases the enormous black diamond (600 gp) it was guarding.

6. THE DINING HALL

For the first time since entering the temple, the characters are hit with the scent of a delectable meal. The Dining Hall is the only area that feels as if the heroes are returned to the Material Plane and a slew of cheerful, busy monks could walk through the door at a moment's notice.

If Aya is with the party at this point, she will caution her compatriots not to eat or drink while in the Feywild. It is at the DM's discretion how to enforce her warning, though certain Eladrin and Archfey Patrons are known to hook new victims by preparing a tasty feast.

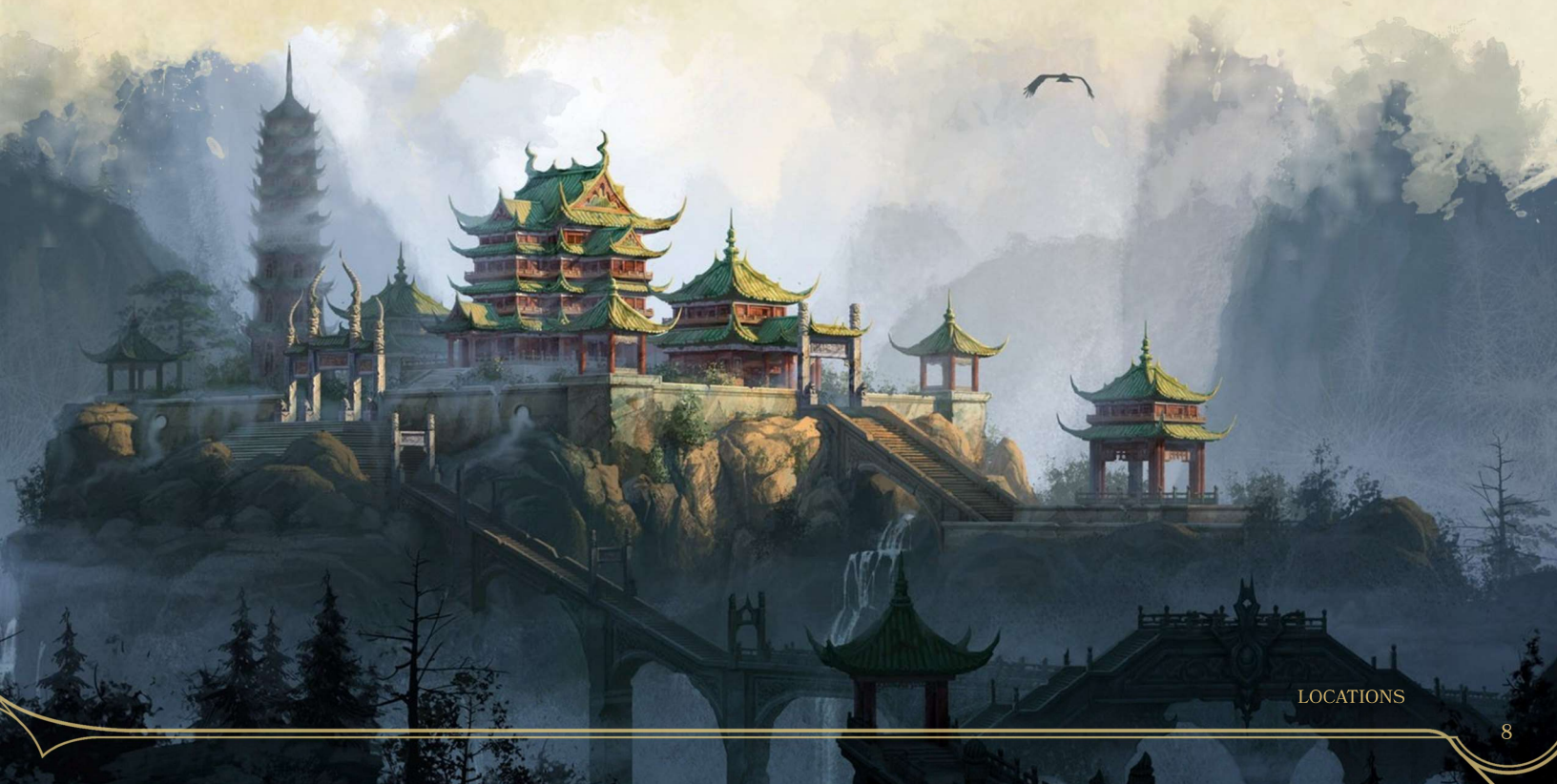
The heavy tables are lined with a smorgasbord of food: fresh fish, a roasted goose, red bean dumplings, seaweed soup, rice wine, ale, and dozens of sugary delights. All food and drink is unfrozen in time and available for hungry adventurers.

7. KITCHEN & STORAGE ROOM

Unlike the dining room, the Kitchen is scentless and unmovable. Filled with pots and pans, silverware, and shelves of packaged food, the room contains a single unfixed item: the **Teacup of Detect Poison**. The porcelain cup is painted with swirling greens and blues, depicting the Bellcap Forest. It is enchanted with *Detect Poison*.

8. THE SAND GARDEN

In the center of the Temple is a peaceful Sand Garden. Dotted with large rocks and surrounded by benches, this garden is one of many places the monks of the temple on the Material Plane would go to collect their thoughts. In the Feywild, however, this area is heavily trapped. A **quicksand pit** swallows up all living creatures that walk through the garden, requiring a DC 15 DEX save to avoid, or a DC 20 STR save to climb out. The check for assisting a stuck player is STR DC 15. Creatures trapped beneath the sand begin to **suffocate** when they run out of breath (1+CON in minutes).



9. MEDITATION ROOM

The small Meditation Room is a serene space where the monks of the Temple would take their daily seated reflections. A time-stopped fire pit at the center of the room casts unnerving fixed shadows on the thin cushions that surround it. Overhead, a fist-sized emerald is fixed to the ceiling. Perceptive characters (DC 13) will notice through the windows that the Lambent Delirium does not appear to enter the Meditation Room. Casting *detect magic* will reveal that the large emerald is enchanted with the spell **Globe of Invulnerability**, deterring the Delirium from the area. The emerald is also fixed in time and cannot be removed.

10. THE BELFRY

The bronze bell atop the 20-foot-tall Belfry is frozen mid-ring. Four watchful **Pixies** flutter about it, avoiding the adventurers and not attacking unless disturbed. They flee if the Lambent Delirium approaches.

11. EASTERN MONK QUARTERS

The Eastern counterpart to the Western Monk's Quarters is still and safe. Five beds line the outer wall. One chest contains **monk's garb** and an empty leatherbound **spell book** adorned with stitched butterflies. The second holds a stash of **10 platinum pieces**.

12. THE CEREMONY HALL

The Ceremony Hall is a wide, cavernous space. The Western door from the Entry Hall (area 2) is unlocked.

A single suit of battered Samurai armor stands in the center of the tree-lined room, dutifully facing the Northern doors, katana sheathed. A heavy key dangles from a chain around its neck. As soon as the threshold of the entry door is crossed, the armor's head creaks sideways, eyes alight with red arcane energy. It lunges threateningly to attack the intruders.

The **Helmed Horror** wears a **Dragon Key** around its skeletal neck, heavy and clinking against its plated armor. It will fight until death, and cannot be Persuaded or Intimidated into relinquishing its charge. Additionally, three finely fletched arrows enchanted by the *Sleep* spell (1st level) were embedded deep in the Horror's body, seemingly to no avail.

13. THE COURTYARD

The Courtyard has only one entrance. A character can break down the thick wooden entry doors carved with images depicting Corellon hunting great dragons with a STR (DC 25), or climb the smooth exterior marble walls with a DEX (DC 25). Otherwise, they can unlock the massive doors using the **Dragon Key** found on the **Helmed Horror** in the Ceremony Hall (area 12).

Alternatively, using the **Ring of Keys** obtained from the **Hag Coven**, or a generic *Knock* spell would also open these doors.

The uncovered Courtyard of smooth, dark limestone is a training ground for the monks of the Temple. A deep **Well** sits in its center with a delicate **porcelain jar** laying haphazardly beside it. For a moment, the area is calm and silent. Abruptly, a monstrous scream fills the air. The Northern wall explodes in a mess of dirt and stone as the Blue and Red Onis crash through, thrown by a real, Delirium-frenzied Feywild **Oni** on the warpath. The Oni charges forward, bathed in the multicolored light of the Lambent Delirium chasing it, as the two masked elven warriors lay dazed on the ground.

The final battle is intended to be as chaotic as the Lambent Delirium itself. The ultimate path to success is to defeat the Oni in the courtyard and to trap the Lambent Delirium in its unbreakable jar. Effectively, there are two enemies of the party during this fight: the Oni and the Delirium. At the DM's discretion, the Temple Trio may assist the party in fighting the Oni, either controlled by the DM or other players. Any of the Lambent Delirium's side effects that were in place prior to entry in the Courtyard still exist, excluding those affecting the Red and Blue Onis, who have been injured enough to be cured. If any NPCs or players are affected by Frenzy during the battle, they effectively become enemies until the spell is broken.

The Oni attacks as a normal enemy, and will not be targeted by the Lambent Delirium. On its turn, the Delirium will attempt to target two players, including the NPCs if the DM chooses, and only a DC 10 DEX save or higher will prevent an effect from occurring. If affected, players will roll on the Effects table found on page 3.

14. THE WELL

On her first turn, or at the DM's discretion, Kazuko throws the Well of Many Worlds down the courtyard **Well**, corresponding to the traditional placement of the portal in the material plane. She fears the players and her companions will need a quick escape from the chaos of the Feywild.

"Trap the Delirium in its receptacle! It cannot be allowed to enter the Well!" shouts Kazuko.

Kenta rushes forward at her command, scrambling to toss the porcelain jar to his nearest ally. "Use the jar! And don't let the light touch you!"

Trapping the Delirium involves a skill challenge during battle. Any player can use their action to roll a DEX save (DC 15) as long as they are within 10 feet of the Delirium, representing how close they come to catching it while avoiding its touch. Much like a death saving throw, three unsuccessful saves indicates that the Lambent Delirium has passed through the **Well of Many Worlds**, and is now loose in the Material Plane. Three successful saves means the Lambent Delirium is trapped in its unbreakable jar, and both Faerûn and the Feywild are safe from its chaotic magic. Either way, after this battle the party will be able to return home with new friends and possibly a new challenge to overcome.

APPENDICES

APPENDIX 1: NPCs

Full NPC character sheets can be developed from the information below. All NPCs are level 9.

AYA ODAKA

Medium humanoid (wood elf), lawful good

Armor Class 17

Hit Points 39

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	8 (-1)	14 (+2)	17 (+3)	12 (+1)

Saving Throws Str +8, Dex +8

Senses Passive Perception 17

Languages Celestial, Common, Elvish, Sylvan

Actions

Sun Bolt. *Range Weapon Attack:* +8 to hit, range 30ft., one target. *Hit* 9 (2d6 + 4 radiant)

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 4 bludgeoning)

Stillness of Mind. End one effect causing charm or frighten. (Note: this does not undo the Frightened affect of the Lambent Delirium.)

Roleplaying Information

Optimistic and gullible, Aya is the heart of the Temple Trio. The cheerful Monk of the Sun Soul is extremely loyal to her partner, Kazuko, and genuinely enjoys making friends. She admires Kenta's strength and drive to protect his family, especially Kazuko.

Ideal: "There's a spark of good in everyone."

Bond: "I will do anything to protect the temple where I served."

Flaw: "I have a 'tell' that reveals when I'm lying."

KAZUKO NIJI (BLUE ONI)

Medium humanoid (high elf), neutral good

Armor Class 12

Hit Points 38

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	18 (+4)	13 (+1)	14 (+2)

Saving Throws Int +8, Wis +5

Senses Passive Perception 15

Languages Celestial, Common, Draconic, Dwarvish, Elvish, Sylvan

Actions

Spells. *Magic Attack:* +8 to hit.

Spell Save DC 16

Cantrips. *Magic Attack:* +8 to hit.

Ray of Frost, Chromatic Orb, Ice Knife, Fire Bolt.

- 1st level (4 slots): *chromatic orb, ice knife, magic missile*
- 2nd level (3 slots): *misty step, Snillloc's Snowball Swarm*
- 3rd level (3 slots): *dispel magic, fly*
- 4th level (3 slots): *conjure minor elementals, Mordenkainen's Faithful Hound*
- 5th level (1 slot): *dominate person, teleportation circle, wall of force*

Roleplaying Information

To most new people, Kazuko initially comes across as cold and unfeeling. The Conjuration Wizard is logical and thoughtful, rarely displaying warmth except to her girlfriend, Aya. She finds her younger brother, Kenta, extremely hasty and stubborn, if lovable.

Ideal: "If you know yourself, there're nothing left to know."

Bond: "I've been searching my whole life for the answer to a certain question."

Flaw: "I'd risk too much to uncover a lost bit of knowledge."

KENTA NIJI (RED ONI)

Medium humanoid (high elf), chaotic good

Armor Class 15

Hit Points 67

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	13 (+1)	10 (+0)	8 (-1)	14 (+2)

Saving Throws Str +8, Con +5, Wis +3

Senses Passive Perception 13

Languages Common, Elvish, Sylvan

Actions

Multi-attack. *Melee Weapon Attack:* Kenta can make two attacks per turn.

Flame Tongue Katana. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 5 (1d8 + 6) + 2d6 fire damage while flaming. Kenta activates the flame by saying the word "Burn."

Roleplaying Information

Kenta can be too noble for his own good. Driven to prove his superiority in battle, the Samurai Fighter goes out of his way to fight those he perceives as dangerous, even if no one requested or desires his help. He would do anything to defend Aya and Kazuko.

Ideal: "It is my duty to protect and care for the people beneath me."

Bond: "My family, clan, or tribe is the most important thing in my life, even when they are far from me."

Flaw: "I cannot resist a challenge, regardless of the difficulty or danger."



APPENDIX 2: MONSTERS

All monster stats can be found in the 5E Monster Manual. All re-named monsters include the original name and associated stat block found in the Monster Manual.

BANSHEE

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Actions

Corrupting Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (3d6 + 2) necrotic damage.

Horridifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horridifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

BOAR SPIRIT (GIANT BOAR)

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages -

Challenge 2 (450)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.XP)

Actions

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



BONE NAGA

Large undead, lawful evil

Armor Class 15

Hit Points 58 (9d10 + 9)

Speed 30ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, plus one other language

Challenge 4 (1,100 XP)

Spellcasting. The naga is a 5th-level spellcaster (spell save DC 12, +4 to hit with spell attacks) that needs only verbal components to cast its spells. Its spellcasting ability is Intelligence, and it has the following wizard spells prepared:

Cantrips (at will): mage hand, minor illusion, ray of frost

1st level (4 slots): charm person, sleep

2nd level (3 slots): detect thoughts, hold person

3rd level (2 slots): lightning bolt

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. Hit: 10 (2d6 + 3) piercing damage plus 10 (3d6) poison damage.

DISPLACER BEAST

Large monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

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

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

Actions

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.



FAERIE DRAGONS (BLUE)

Tiny dragon, chaotic good

Armor Class 15

Hit Points 14(4d4 + 4)

Speed 10ft., fly 60ft

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

3 (-4)	20 (+5)	13 (+1)	14 (+2)	12 (+1)	16 (+3)
--------	---------	---------	---------	---------	---------

Senses Arcana +4, Perception +3, Stealth +7

Languages Draconic, Sylvan

Challenge 2 (450 XP)

Superior Invisibility. As a bonus action, the dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.

Limited Telepathy. Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

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

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast a number of spells, requiring no material components. As the dragon ages and changes color, it gains additional spells as shown below.

Blue, 1/day: *major image*

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

Euphoria Breath (Recharge 5-6). The dragon exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1-4. The target takes no action or bonus action and uses all of its movement to move in a random direction.

5-6. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.



HAG COVEN, GREEN HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82(11d8 + 33)

Speed 30ft.

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

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

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

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Hag Coven. When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power. A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

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

- 1st level (4 slots): *identify*, *ray of sickness*
- 2nd level (3 slots): *hold person*, *locate object*
- 3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*

- 4th level (3 slots): *phantasmal killer*, *polymorph*
- 5th level (2 slots): *contact other plane*, *scrying*
- 6th level (1 slot): *eye bite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12+the hag's Intelligence modifier, and the spell attack bonus is 4+the hag's Intelligence modifier.

Hag Eye (Coven Only). A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours. A hag coven can have only one hag eye at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

NIGHT HAG

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30ft.

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

Condition Immunities charmed

Damage Resistances: cold, fire, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses passive Perception 16, darkvision 120ft.

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1800 XP)

Hag Coven. See Green Hag.

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

At will: *detect magic*, *magic missile*

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

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

Night Hag Items. A night hag carries two very rare magic items that she must craft for herself. If either object is lost, the night hag will go to great lengths to retrieve it, as creating a new tool takes time and effort.

Heartstone: This lustrous black gem allows a night hag to become ethereal while it is in her possession. The touch of a heartstone also cures any disease. Crafting a heartstone takes 30 days.

Soul Bag: When an evil humanoid dies as a result of a night hag's Nightmare Haunting, the hag catches the soul in this black sack made of stitched flesh. A soul bag can hold only one evil soul at a time, and only the night hag who crafted the bag can catch a soul with it. Crafting a soul bag takes 7 days and a humanoid sacrifice (whose flesh is used to make the bag).

Actions

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

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

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

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





HELMED HORROR

Medium construct, unaligned

Armor Class 20 (plate, shield)

Hit Points 60(8d8 + 24)

Speed 30ft., fly 30ft.

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

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Skills Perception +4

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities: force, necrotic, poison

Senses passive Perception 14, blindsight 60 ft. (blind beyond this radius)

Languages Understands Sylvan but can't speak

Challenge 4 (1,100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator: sleep, fireball, and lightning bolt.

Actions

Multiattack. The helmed horror makes two longsword attacks.

Longsword (Katana). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58(9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Condition Immunities prone

Senses passive Perception 11, Stealth +5, darkvision 60ft.

Damage Immunities acid

Languages None

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

PIXIES

Tiny fey, neutral good

Armor Class 15

Hit Points 1 (1d4 - 1)

Speed 10ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Senses passive Perception 14

Languages Sylvan

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep*

Actions

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

ONI

Large giant, lawful evil

Armor Class 16 (chain mail)

Hit Points 110 (13d10 + 39)

Speed 30ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Senses passive Perception 14, Arcana +5, Deception +8, Perception +4, darkvision 60ft.

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Languages Common, Giant

Challenge 7 (2900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: *darkness, invisibility*

1/day: *charm person, cone of cold, gaseous form, sleep*

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

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

Actions

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.



SPIDER DEMON (ETTERCAP)

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 44(8d8 + 8)

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Senses Perception +3, Stealth +4, Survival +3

Languages -

Challenge 2 (450 XP)

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

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

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

Actions

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

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 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.

Claws: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one Large or smaller creature. Hit: The creature is Restrained by webbing. As an action, the Restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 Hit Points, is vulnerable to fire damage and immune to bludgeoning damage.

TAKO SPIRIT (GIANT OCTOPUS)

Large beast, unaligned

Armor Class 11

Hit Points 52(8d10 + 8)

Speed 10ft., swim 60ft.

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

Senses passive Perception 14, Perception +4, Stealth +5, darkvision 60ft.

Languages None

Challenge 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.



TENGU (KENKU)

Medium humanoid, chaotic neutral

Armor Class 13
Hit Points 13(3d8)
Speed 30ft.

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

Senses passive Perception 12, Deception +4, Perception +2, Stealth +5

Languages understands Auran and Common but speaks only through the use of its Mimicry trait
Challenge 1/4 (50 XP)

Ambusher. In the first round of a combat, the kenku has advantage on attack rolls against any creature it surprised

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.



WILL-O-WISP

Tiny undead, chaotic evil

Armor Class 19
Hit Points 22
Speed 0ft., fly 50ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+)

Damage Resistance Acid, Cold, Fire, Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities Lightning, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 120 ft., passive Perception 12

Languages Sylvan

Challenge 2 (450 XP)

Consume Life. As a Bonus Action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 Hit Points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) Hit Points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

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

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a Bonus Action.

Actions

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. Hit: 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become Invisible until it attacks or uses its Consume Life, or until its Concentration ends (as if concentrating on a spell).

APPENDIX 3: CREDITS & REFERENCES

DISCLAIMER

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

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All uncredited monster art has been taken directly from the 5e Monster Manual.

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