

# The Monster Hunter Guild of Havale

By,  
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Dear Dungeon Master,

Please read the following:

**Recommended Party Level:** Level 3-5

Encourage the players to take notes of information they may find important. It may help them later on in the adventure.

**DM Tip:** The sentences in italics are meant to be read aloud to the players. The rest of the information can be used how you see fit to run the adventure.

Convey the information here in your own creative way. If your players want to continue to do more monster hunting missions past what is presented here, it is encouraged that you create your own special monster hunting contracts.

**DM Tip:** Read ahead and get a good sense of the adventure before relaying information to the players.

**DM Tip:** Scale up or down the difficulty (AC, HP, or amount of creatures) as needed.

If you like what you see here, please reach out to me. If you want to see more monster hunting missions, let me know!

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Let's Roll!

*The Monster Hunter Guild is one of the most prestigious guilds on the continent of Alorae. Adventurer's from far and wide try to prove their worth to get into this guild, because once you're in you're destined for greatness. Or, if you're not looking for greatness, you're destined to make a ton of gold. Either way, getting in this guild means you are set for the rest of your life so long as you survive long enough to retire.*

*Today, the Monster Hunter Guild has a guild branch in every major town across the land of Alorae. This guild gained its fame around 250 years ago when its original 30 members were hired by the Nobles of Doford to kill seven massive purple worms that were devouring the capital city of Abison. Now known as the Heroes of Abison, the 30 brave warriors killed the giant beasts and saved the capital. Only 7 of the original 30 Heroes of Abison survived the fight. Their story is known all across Alorae. To this day, bards sing victory songs of their heroic deeds. What was once a band of misfits, thieves, and ne'er-do-wells became a guild of legend. This is how legends start. One great deed.*

*This is where you come in. Your group of adventurers live in the small village of Havale. This is the village you grew up in. The sharp, sweet smell of spruce trees fill the air and the sun warms your skin. Casual chitchat of local traders and squeaky carts being wheeled around town can be heard. While Havale proper is a relatively safe village, the surrounding area has never been particularly safe. Creatures of all sorts call the surrounding lands home. People have been known to disappear if they wander too far off the trade roads that lead out of town. This town was always small and fairly dangerous to live in until five years ago when the discovery of platinum deposits were found in a nearby mine.*

*Since then, people have flocked to the town to get their share of the profits from new mining operations. While many independent mining operations have come to Havale, the most dominant mining operation is a Gnomish mining company called Morlin's Mining Co. In order to gain favor with Havale, and protect their mining interests, Morlin's Mining Co. has hired guards to protect the village and the mines. This has largely kept any nasty beasts at bay. This is the company you all have been working for since it opened. The work for the mining company is hard work but pays better too. It's provided you with a better life than you've ever had, but your group of friends want more for yourselves.*

*Since the discovery of the platinum in The Neverending Mountains just outside of town, Havel has grown from a village of about 200 people to a thriving mining and trading town of over 5000 people. The flow of people and money into Havale has led to the construction of walls around the town, a new neighborhood, and a new Monster Hunter Guild immediately after after the platinum's discovery.*

*People's lives have greatly improved since the mines opened, but at the same time it has caused the bordering areas of Havel to increase in danger. The influx of people, with the increase of food being supplied to the town, has dangerous creatures beginning to encroach the town.*

*The opportunity of fame and fortune, combined with wanting to protect your home town from further danger as it expands, has given your group of friends enough motive to want to join the new Monster Hunter Guild of Havale. When the guild started construction and the guild flag planted, your group started combat training. Every day for two years your group would partake in various training exercises that you would mimic from the guards. After befriendng some of the guards, they even let you in on training sessions with them after a while which further honed your skills. The clashing of steel weapons and armor has become common place for you. The sight of brilliant magic has become a daily routine. Two years later, after hundreds of days of hard training, the sounds of trumpets were sounded and the guild opened its doors to applicants. Today is your day to shine.*

## **Chapter 1 - Joining the Guild**

*The Guild Master is a male half-orc named Torgan Ularak. He has been living in Havale since construction of the guild began. Torgan has grayish skin, prominent teeth, and short black hair. A deep scar runs across his arm. He wears fine studded leather armor always carries a massive two-handed battleaxe on his back. You've seen him around town, and have even had a couple conversations with him about joining but he always says the same thing, to "come back on opening day and we'll see what you've got."*

*The Monster Hunter Guild of Havale is located in the center of town next to the town hall building. The guild consists of a one-story stone building with a large stone dormitory on the side. In the back is a large fenced-in training yard. The guild flag, planted in the training field, flies 50 feet above the guild featuring a purple worm. Two large wooden double-doors lead into the building from the front.*

*You are standing about 30 feet back from the entrance. There are about 20 people lined up and leading into the front doors. As you watch the line grow smaller, you see just as many people leave the building with a disappointed look on their face. You feel your nerves creep up on you and walk up to the back of the line fo ryou turn to speak to the guild master.*

Once the players enter the building they can talk to Guild Master Torgan about joining. They will find Torgan talking to Guild Captain Shorel in his office as the human guard in front of him leaves with an angry look on his face. It looks like he won't be joining the Monster Hunter Guild.

A description of the interior of the guild is below. Also, below are some personality traits and information about Torgan's background and the guild itself. Use this information to help role play as Torgan and relay guild

information as needed. It is recommended that you review this information before talking to the players.

### **Guild Master Torgan**

- Torgan has been with the Monster Hunter Guild of Abison for 10 years and is a hardened warrior but also has a sense of humor.
- Torgan will reject any applicants that don't come in as a group. He knows to be a successful member you must work as a group.
- None of the previous applicants worked as a group or seemed skilled enough to even go onto the next process in the application. He has seen the current party training every day and get better in their skills as a team which is why he will let the party go further in the application process.
- Torgan requires all new applicants to complete a training course in the training yard before deciding whether or not they should join.
- He has been tasked with being the Guild Master of the Havel branch.
- His boss is Guild Master Gladraen Bloodbringer, a dwarf, who was one of the surviving 7 members and Hero of Abison. Gladraen is now the head of the entire guild on the continent of Alorae and highly respected.
- Torgan is looking for new members to join the guild who can prove they can handle themselves in combat as a group.
- Torgan is the type of person who is not only highly respected, but demands respect from everyone he meets. He believes that respect is a two-way path.
- Torgan has completed over 300 contracts and has slain beasts of all types. He has most recently defeated a beholder that was terrorizing a small town outside the capital city Abison.
- Torgan will not join any adventurer on a contract unless its absolutely necessary. If he does join in on a contract, he demands 50% of the contract's reward.
- Torgan's responsibilities include hiring new members, finding new contracts, and protecting the guild.

### **Monster Hunter Guild of Havale**

- If someone joins the guild, they will be paid 50 gold a week per person plus a bonus amount of gold per contract they complete.
- There is a notice board inside the guild that has contracts posted in parchment. The contracts are invisible to non-members.
- To accept a contract, members should take the contract to Torgan and let him know that they are accepting the contract. Once that happens, nobody else may claim the contract. Once a contract is completed, you must return to Torgan to claim the reward.
- Besides Torgan, there are two Guild Captains that oversee day-to-day operations of the Guild and go on the occasional contract. These are veteran members of the Guild and worked with Torgan as a hunting party back in Abison. The Guild Captains are a male human cleric named Gio and a female human druid named Shorel.

- There is a male human cook named Jidoh and a female elf cook named Nera whose sole responsibility is buying ingredients and cooking meals for members. Jidoh is the day cook and Nera is the night cook.
- Guild members can take on contracts solo, but its recommended that members work as a hunting party for their own safety.
- Contracts are mostly presented to the guild by private individuals with enough coin and are negotiated and approved by the Guild Master.
- The Guild is paid a private sum before a finalized contract is posted and does not receive a cut of the final contract reward.
- After a member joins the guild, they are given a magical eye piece that can be used to read the guild contracts. These eye pieces are given to each member and are bound to that member so nobody else may use it.
- The requirements for retiring from the guild include 1 year of service to the guild and 10 completed contracts.

The front entrance of the guild opens to the guild hall. This hall is 60 feet long by 40 feet wide. The center of the room has a large wooden long table in the center with an image of a purple worm carved in the center. The purple worm is the guild's symbol. The worm has its mouth opened revealing a circle of sharp teeth. Each tooth is an embedded piece of ivory. The table is surrounded by tall ornate wooden chairs. Three of them at the far end of the table, facing the entrance, have the names carved in them that read "Torgan", "Shorel", and "Gio". The eleven remaining chairs have no names carved in them.

Warmth of a large stone fireplace on the far wall can be felt as you enter the hall. Above the mantle is a large painting of a dwarf with an axe over his shoulder and a thick long black beard. Carved in the frame at the bottom is the name "Gladraen Bloodbringer." The left side of the guild hall has a large wooden notice board with "Guild Contracts" written above it. Here are three parchment contracts pinned to the board with large iron nails. There doesn't appear to be anything written on the parchment. **The players must be official members of the guild before they are able to read the contracts.**

The other rooms in the guild include an attached two-story dormitory building with separate rooms for each member, a locked storage room, a kitchen, two bathrooms, a bathing room, and Torgan's office.

The players may try to convince Torgan that they can skip the training and join the guild with a **DC 20 Persuasion** or **Deception** check. Keep in mind that the party has been training for 2 years since they noticed the start of the construction of the guild. If they mention this, reduce the check to a **DC 15 Persuasion** check to skip training. If they don't convince Torgan to skip training, they must complete a small training course detailed below.

## Training Course

Guild Captain Shorel, a female human druid, will guide the party to the training yard in the back of the guild building. Shorel has 4 small cages with various insects that dangle from her belt. This grassy training yard is 60 feet long by 60 feet wide. It has four square metal columns (5 feet wide, 10 feet tall) positioned in different places around the field. These are to be used as cover. There are 4 training dummies on the west side. Other than that, the field is empty. Shorel will lead the adventurer's to the middle of the field and say the following:

**Guild Captain Shorel:** *"Here you will prove your worth. Show me what you can do."*

Shorel will remove one of the cages and release a small scorpion onto the grass about 20 feet in front of the party. She will then use the spell **giant insect** to transform the scorpion into a **giant scorpion**. The party must defeat the gaint scorpion to join the guild.

## Monster Hunter Guild Membership

After defeating the scorpion, Guild Master Torgan will present each of the party members with a golden sigil ring with a carving featuring the open mouth of a purple worm in the center. Each tooth on the purple worm appears to be a small diamond.

If the party convinces Guild Master Torgan to skip the training course, then they will receive the guild sigil rings after convincing Torgan that they should be members. After the party becomes members, the male human cleric Gio will start to carve each of their names into the chairs surrounding the table in the middle of the guild hall. Torgan will tell them that they may live in the guild for free and will give them each a brass key to their own private room in the guild dormitory building.

All members get the following:

- A key to the storage room
- A key to the front doors
- A key to a private room in the dormitory
- A guild sigil ring
- Magic eye glass to read contracts

The **magic eye glasses** are bound to each member and are required to read the normally invisible contracts. Nobody besides the bound person may use the eye glass to view the contracts. The **private rooms** are 15 feet by 15 feet and have a large bed, storage chest, wardrobe, and desk. The **storage room** is open to everyone and has a selection of supplies to take for free. Since the guild just opened, there is only a small selection of healing potions and adventuring gear

to choose from. If the party wants any other specific items, they will have to purchase them from the local general store or apothecary if available.

**Torgan's office** has a stone desk and chair. Behind his desk is a large painting of the 50 members of the Monster Hunter Guild of Abison. On the wall of the right side of the desk is a framed piece of fine parchment that reads "Remember the Heroes of Abison". The wall on the left side of the room has a weapon rack that mounts Torgan's battle axe. His battle axe has about 20 silver runes carved into the flat face of the blade. With a **DC 15 History** check the party can recognize the blade as Aetherius, the Dragon Slayer. This blade was owned by Fiona the Dragon Slayer who threw the blade away once she ascended to the heavens. Torgan retrieved the weapon by slaying an adult black dragon who had the axe as a part of his stash.

## **Chapter 2 - Accepting a Contract**

Once the players have the **magical eye glass** to read the contracts, they may select any or all of the contracts listed on the guild contracts board in the guild hall. They may accept them one at a time or all at once.

The available contracts can be found below:

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### **Contract - Collect Giant Spider Eggs**

The owner of a local apothecary is looking for giant spider eggs so he may develop a new type of potion. He will pay 50 gold pieces for each egg returned to the guild undamaged. He requires at least 4 eggs but will pay more for any extra returned. It says that a giant's spider nest can be found in a cave to the west about half a mile outside of the town.

### **Contract - Earth Elemental at Neverending Mountains**

An owner of a private mining operation disturbed an earth elemental roaming near their mining site. It has already killed three members of the mining site. The contract details the location of the mining site about a mile north outside of town. To complete the contract you must remove the elemental from the site by any means necessary. Report back to the guild after this contract is completed. After the owner of the mining operation confirms that the contract is completed, the party will be paid 500 gold.

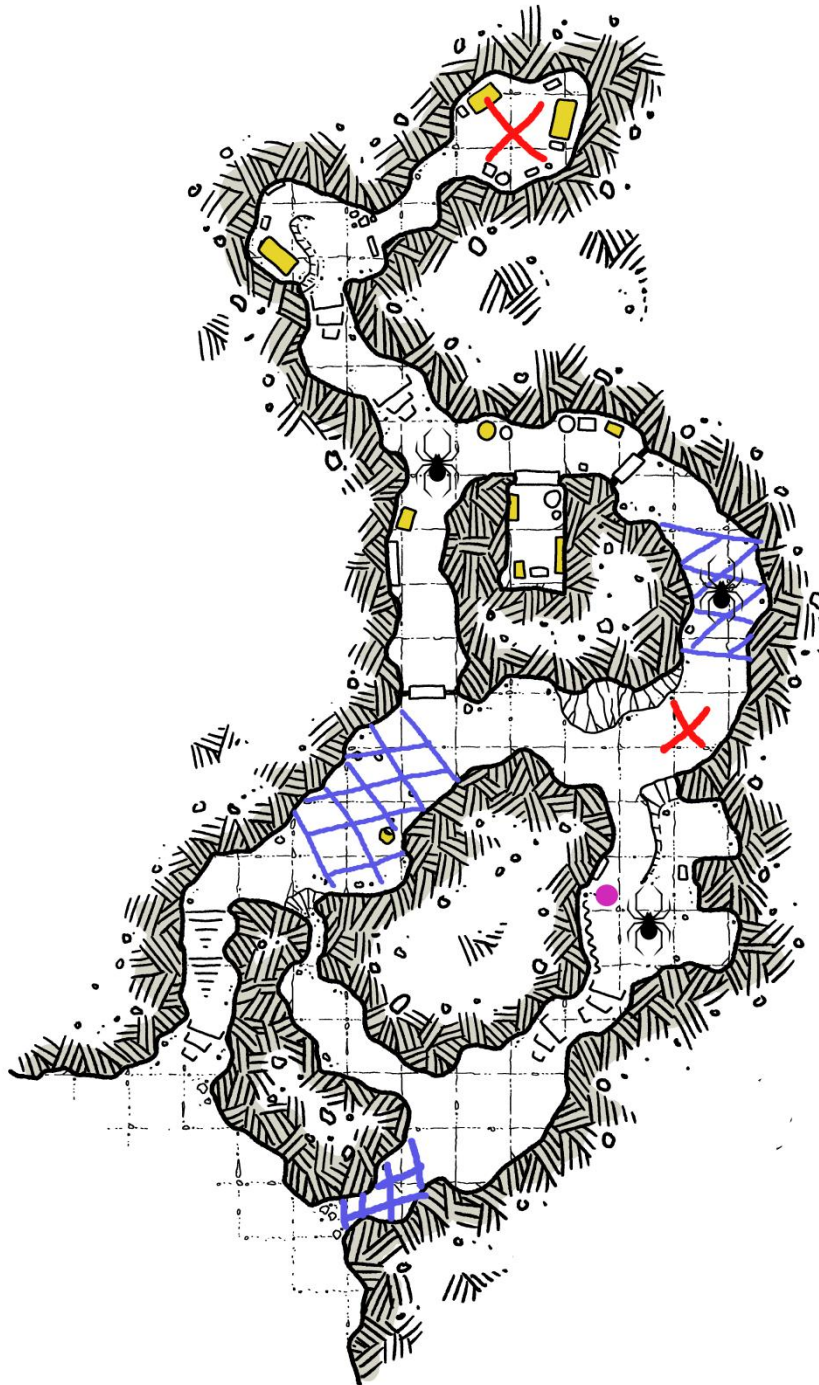
### **Contract - Ghosts Sighted in Valley**

A couple of kids were exploring the forests to the south and discovered some ruins tucked away inside a small valley. The kids barely escaped with their lives as ghosts attacked them. Their parents put a bounty of 800 gold pieces to clear the valley of the ghosts. The valley is located 2 miles south of Havele. After the parents confirm that the contract is completed, the party will be paid.

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## Contract - Collect Giant Spider Eggs - Map



### Map Key

- Purple lines are spider webs
- Spider symbols are where the giant spiders are
- The gold boxes are where loot can be found
- The red X is where the spider eggs can be found

This cave is pitch black. Those who do not have dark vision or some source of light should attack with **disadvantage** if they do not light the area they are attacking. The spider web is considered **difficult terrain**.

...web-filled areas are **difficult terrain**... a creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become **restrained** by the webs. A restrained creature can use its action to try and escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Each 10-foot cube of giant webs has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

The main objective of this contract is to collect **four giant spider eggs**. Six eggs can be found in each of the areas marked with a red X. Depending on how the players approach the eggs, they may break some of the eggs when doing certain things such as shooting a fireball spell on top of the eggs or falling on top of them. These are fragile eggs (1 HP per egg). The eggs are dark green and black and stand 1 foot tall. If an egg is broken, 4 small baby spiders will disperse from the egg and attack whomever is nearest. If one of the eggs is broken it will also release a foul scent that will attract the closest living spider to their location. It may even follow the party out of the cave.

Baby spiders have 1HP, 12 AC, 25 movement, +0 to attack, and have a 1d6+1 bite attack.

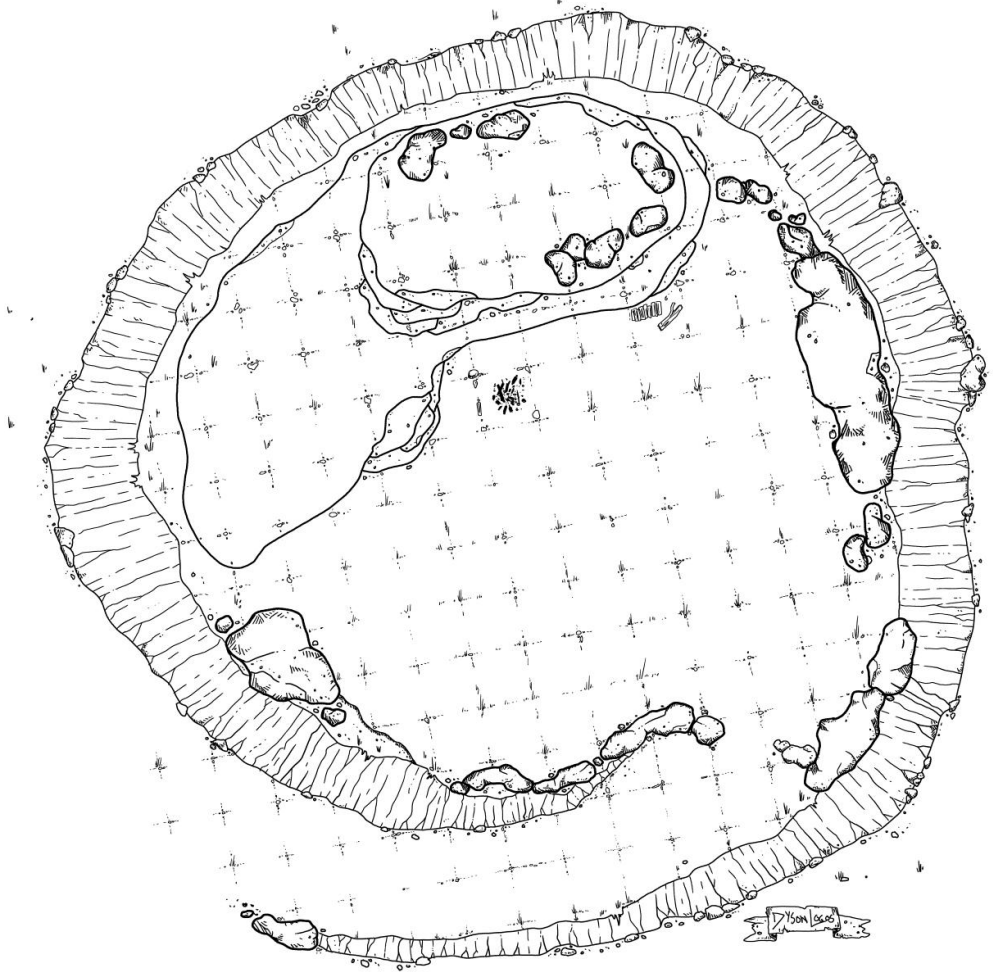
The first spider (south east side) is on the ground and feasting on a large beetle that is wrapped in web. The second spider (north east side) is reinforcing the web its currently in. The third spider (north west side) is on the ceiling. If the players fail to see the third spider with a **DC 15 Perception** check then it will get a surprise round on the players and attack them from the ceiling.

The purple circle next to the south east spider is a fragile wooden pillar that has 10 HP and will collapse the area above the spider causing **3d10 bludgeoning damage** from falling rock debris in a 10 foot radius from the pillar..

There are some crates and barrels towards the back of the cave that look like they were stashed here long ago. The crates and barrels either contain rotted food, a handful of gold pieces, a **fire bolt** for a crossbow (+1d6 fire damage), a **potion of healing** (2d4+2 healing), old miner's clothes, and a large **alexandrite gem** (500 gp).

The **alexandrite gem** is hidden in the far back room in a small locked chest (DC 15 Dexterity check with thieves tools or DC 15 Strength check to unlock). The chest is trapped and requires a **DC 15 Investigation** check on the chest to spot the trap and disarm it. If the players fail to disarm the trap and open the chest, the chest will spray a poison cloud and each player in a 10 foot area around the chest must make a **DC 12 Constitution** saving throw or take **1d6 poison** damage.

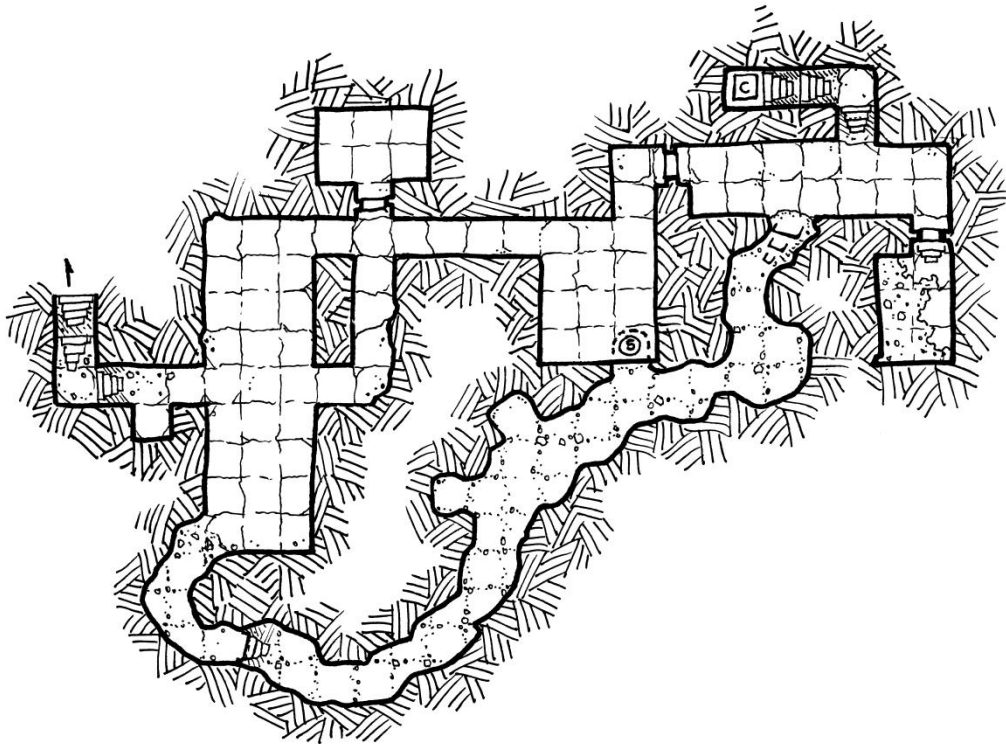
## Contract - Earth Elemental at Neverending Mountains - Map



This area is abandoned and is covered in loose bits of gravel and dry dirt. The occasional pieces of rocks tumble down from the mountain that looms another 1000 feet above them. It looks to be the beginning of a mining operation that is attached to the Neverending Mountains. The players must climb 500 feet up the mountain to reach this area which is carved into the side of the mountain. This area has barrels to the west side that hold 6 pickaxes, 2 barrels of black powder (gunpowder), a barrel of dried meat, and several bundles of rope.

The minor earth elemental is hiding among the other giant boulders on the east side of the map. It will take a **DC 20 Perception** check to notice that one of the boulders seems different than the others or a **DC 20 Nature** check to notice that the elemental. If any player approaches within 20 feet of the elemental then it will wake up and attack the party. The northern section of this area is a raised dirt mound that is 5 feet high. The furthers area north is a raised dirt mount 10 feet high. The 10 foot tall hill has some ore that was being mined. If the players roll a **DC 20 Survival** check to notice a small bit of platinum that the miner's missed. This fist sized **chunk of platinum ore** is worth 500 gold pieces if sold to the mining company or 250 gold pieces if sold to a general store.

## Contract - Ghosts Sighted in Valley - Map



These ruins are situated in a steep valley. The ruins can be seen from the sides of the valley that drops 60 feet straight down into the ruins. The entrance into the ruins can be followed by a steep stairwell that leads to the entrance in the north west.

**Backstory of Ghosts:** There are two ghosts in these ruins that are extremely dangerous. These ghosts were two humans named Karden Youngdream (husband) and Hedri Youngdream (wife). One day the couple were walking in the woods, along the valley edge, when it started to storm. The water from the rain caused Karden to slip and pull Hedri down with him into the valley where they fell to their death. Little did they know, there was a curse set on these ruins where whoever died was cursed to remain in the ruins. The ghostly couple can only be freed by burning the bones or of the couple's remains. The couple knows where their remains. The party will only find this information out if they try to communicate with the ghosts.

The ruins here appear to be thousands of years old and have weathered from erosion from water and wind over the years. A bed of sticks, leaves, and mud cover the ground. The air in the ruins is filled with a terrible stench. The ruins are mostly made of old stone except for an old tunnel made of earth to the south that is held up by wooden pillars. The room to the west has a collapsed stone table and chairs and appears to have been an old dining area or kitchen of some sort. The hallway leading to the room in the middle chills the adventurers

the closer they get to the room. The ghosts can be found in this room. **Bones** can be found in the south eastern corner of this room.

The rectangular room to the east is partially flooded and is considered difficult terrain. The earth tunnel to the south is also partially flooded. Thousands of small earthworms (harmless) scatter the floor of the earth hallway.

The small room furthest to the east is built into the earth and has a locked stone door leading into the room. There is a symbol of a square with a triangle inside carved into the door. If a player tries to touch the door, they must make a **DC 15 Constitution** check or suffer **1d10** cold damage from the magical trap. This door requires a **DC 15 Dexterity** check with thieves tools to unlock. Inside this room is a room that has been untouched by time and is completely new and pristine. It has not been affected by the elements. Inside this room is a chest that contains **2 potions of healing** and a **scroll of invisibility**.

The room to the far north is mostly collapsed but with a **DC 20 Investigation** check they may find a small gold necklace with a ruby gem hanging from it that was slightly covered under the dirt and rubble. This is worth approximately 250 gold pieces.

The stone stairway to the north is completely collapsed. It looks as if whomever lived here thousands of years ago may have been making an expansion to their home but never completed it.



## Creatures and NPCs

### GIANT SCORPION

*Large beast, unaligned*

**Armor Class** 15 (Natural Armor)

**Hit Points** 52 (7d10+14)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 15 (+2) | 13 (+1) | 15 (+2) | 1 (-5) | 9 (-1) | 3 (-4) |

**Senses** Blindsight 60 Ft., passive Perception 9

**Challenge** 3 (700 XP)

#### ACTIONS

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d8 + 2) bludgeoning damage. The target is grappled (escape dc 12) The scorpion has two claws, each of which can grapple only one target

**Multiattack.** The scorpion makes three attacks: two with its claws and one with its sting.

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (1d10 + 2) piercing damage plus (4d10)poison damage. The target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one

### MINOR EARTH ELEMENTAL

*Small elemental, neutral*

**Armor Class** 15 (Natural Armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 10 ft., (30 ft. while moving downhill) , burrow 30 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 18 (+4) | 6 (-2) | 16 (+3) | 3 (-4) | 10 (+0) | 5 (-3) |

**Damage Vulnerabilities** Thunder

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Poison

**Condition Immunities** [Exhaustion](#), [Paralyzed](#), [Petrified](#), [Poisoned](#), [Unconscious](#)

**Senses** [Darkvision](#) 60 ft., [Tremorsense](#) 60 ft., [Passive Perception](#) 10

**Languages** Understands Terran but can't speak

**Challenge** 1 (200 XP)

**Downhill Roller.** The elemental's walking speed increases to 30 while moving downhill. If it moves at least 15 feet straight towards a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage.

**Earth Glide.** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

**False Appearance.** While the elemental remains motionless, it is indistinguishable from a normal stone.

#### Actions

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

# GHOST

*Medium undead, any alignment*

**Armor Class** 11

**Hit Points** 45 (10d8)

**Speed** 0 ft., fly 40 ft. It can hover.

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

**Damage Resistance** Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

**Damage Immunities** Cold, Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

**Senses** Darkvision 60 Ft., passive Perception 11

**Languages** Any Languages It Knew In Life

**Challenge** 4 (1,100 XP)

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

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

## ACTIONS

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

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

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

**Possession (Recharge 6).** One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



# GIANT SPIDER

*Large Beast, Neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft.

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

**Skills** Stealth +7

**Senses** Blind Vision 10ft, Dark Vision 60ft, passive Perception 10, passive Perception 10

**Languages** □

**Challenge** 0 (0 XP)

**Moving on Canvas.** The spider ignores the restriction of movement caused by a spider web.

**Spider legs.** The spider can climb difficult surfaces, even ceilings upside down, without having to perform a jet characteristic.

**Meaning of the canvas.** When in contact with a web, the spider knows the exact location of all the creatures that are in contact with the fabric.

## ACTIONS

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

**Spider Web.** *Ranged Weapon Attack:* +5 to hit Touch AC, reach 30/60ft., one target *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



## GUILD MASTER TORGAN

Medium humanoid, lawful good

Armor Class 16

Hit Points 104 (11d10 + 44)

Speed 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 14 (+2) | 19 (+4) | 9 (-1) | 12 (+1) | 9 (-1) |

Saving Throws STR +7, CON +7

Damage Resistances Cold

Senses Passive Perception 11

Languages Common, Dwarven

Challenge 5 (1,800 XP)

**Unarmored Defense.** While they are not wearing any armor, the barbarian's Armor Class equals 10 + its Dexterity modifier + its Constitution modifier (Reflected in Stat Block).

**Brutal Critical.** The barbarian can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This one extra die roll does not double with critical damage.

**Feral Instinct.** The barbarian has advantage on initiative rolls.

**Rage of the Storm (2/day).** Entering a rage is a bonus action. While raging, the barbarian gains a blizzard-like storm aura in a 10ft radius around them. The barbarian gains the following benefits while raging:

- They have advantage on all Strength checks and Strength saving throws.
- When they make a melee weapon attack using Strength, they gain a (+3) bonus to the damage roll.
- The barbarian gains resistance to all bludgeoning, piercing, and slashing damage.
- On the aura's activation, the barbarian uses ice spirits to grant itself and all selected creatures within their storm aura 4 temporary hitpoints (to a cap of 4).
- The barbarian grants all selected creatures within the storm aura cold resistance.

**Rage** lasts for 1 minute. It ends early if they are knocked unconscious or if their turn ends and they haven't attacked a hostile creature since their last turn or taken damage since then. They can also end their **Rage** state on their turn as a bonus action.

**Reckless.** At the start of its turn, the barbarian can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

### Actions

**MultiAttack.** The barbarian can make two attacks of melee or ranged.

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

**Handaxe.** *Ranged Weapon Attack:* +5 to hit, range 20ft., one target. *Hit:* 4 (1d6 + 2) slashing damage.

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