ENCOUNTERS IN THE JUNGLES OF CHULT



New jungle encounters filled with danger, mystery, and heroics tailored for your *Tomb of Annihilation* campaign.

ENCOUNTERS IN THE JUNGLES OF CHULT

A collection of encounters set in the vast jungle regions within the land of Chult.

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A Dungeon Master's Guild Adepts Adventure for use with Tomb of Annihilation

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Introduction

Welcome to Chult, jungle land that promises untold adventure, fortune, and danger! This document contains several encounters that can be dropped into any jungle environment during any *Tomb of Annihilation* campaign.

The encounter descriptions assume you are familiar with at least the introduction and chapter 2, "The Lands of Chult," of *Tomb of Annihilation*. If you have not read these sections of the adventure yet, you may want to do so before you dive into this document.

We hope we make your time in the jungle more enjoyable (and deadly)!

Beacon of the Spirit

by Cindy Moore

The jungles of Chult hold many secrets. Much of the island remains unexplored and there is always something new to discover.

Hook

As the characters travel through the jungle, they stumble upon a stone ruin. Read or paraphrase:

> The thick trees offer no protection from the pouring rain that has been constant for hours. It is starting to wear on you and travel gets harder. Up ahead you see a stone structure chocked with vines and surrounded by trees. The door to the structure is ajar. It looks as though this would make a more than sufficient shelter from the oppressive rain.

Shrine to Ubtao

The structure is a shrine to Ubtao, long forgotten since the primordial was thought to leave the island.



General Features

The shrine to Ubtao has the following general features:

Lighting. The inside of the shrine is dark with only the light from the open door illuminating the inside. There are unlit torches in sconces on the walls.

Smells and Sounds. The inside of this structure smells of death. The dead body on the floor is likely the source of the smell.

Inside the Shrine

> The inside of the temple is barely furnished. At the opposite wall is a stone altar, on top of which are scatters trinkets, candle stumps, and a bowl. A large red circle with a maze in it is painted on the wall behind the altar. On either side are statues of human sized flying monkeys. Laying on the floor in the middle of the room is a body. By the smell in the room you believe it to be a dead body.

A successful DC 10 Intelligence (Religion) identifies the red circle with the maze on it as the holy symbol of Ubtao, the Creator of Chult.

Corpse. The body of a human is in leather armor and has a dagger on the floor next to it. With a successful DC 15 Intelligence (Medicine) check a character can discern that the body has been there for about a week.

Searching the body, the characters find a pouch of coins. There are also coins and pieces of colored glass scattered across the floor in front of the altar (see "Treasure").

The body is that of a treasure hunter whose group ran across the shrine and attempted to loot it. When they did so, the guardians of the shrine awoke.

Guardians. The two statues of monkeys are **monkey stone golems** created to protect the shrine from thieves. When the treasure hunters attempted to take the offerings from the bowl on the altar the golems attacked. The rest of the group escaped, unfortunately the man on the floor didn't make it out.

Development

There are still coin and gems in the bowl on the altar totaling 5 gp. The coins and colored glass on the floor can be gathered and are worth 10 gp.

If any of the characters try to leave with any of these coins or gems, the golems come to life and attack. If the characters put the offerings back in the bowl, they gain the *charm of fly*. The golems fight to the death.

Treasure

If the characters defeat the golems, they can take the 15 gp worth of coins and gems.

If the characters return the coins and gems to the bowl they each gain a *charm of fly*.

The pouch on the dead body contains 10 gp.

Charm of Fly

Charm

This charm allows the user to cast the *fly* spell as an action without components or a focus. The charm can be used in this way once before it disappears.

The charm is not a physical item. When rewarded, the character can feel that they have been given the charm and knows what it does and how it works.



Chwinga Challenge

by Lysa Chen

With the source of the death curse hidden in its depths, the jungles of Chult have seen more roaming bands of explorers than ever before. The sudden influx of adventurers, from faraway cities has upset the balance of the jungle, and its guardians are about to fight back.

Hook

This encounter can be incorporated after a party has spent at least three days travelling through the Chultan jungles, at which point the chwinga, the jungles' spirits, begin to notice the side effects of the characters' presence.

Thinly Vined Threats

Shy creatures, the chwinga visit the characters secretly at night to "voice their concerns," attempting to restrain the party from further adventuring with their powers of *druidcraft*.

Characters wake cocooned in vines and surrounded by a field of red flowers. A DC 13 Wisdom (Perception) check discovers the flowers form images of angry faces. The vines can be easily shaken off.

If characters set a watch the night before, the character on watch sees the vines and flowers growing but does not detect the chwinga themselves.

A Spirited Confrontation

Six **chwinga** stealthily follow the characters after they escape the vines and confront them later that same day.

> The air suddenly is sweet with the scent of honeyed flowers. Just as suddenly, a 6-inch tall creature with spindly limbs, wild hair, and a strange white mask seems to meld out from a rock along the path. It begins jumping and gesturing angrily at your feet, waving a small silver stick with a jagged blue gem at the tip. Five more of these creatures step out from rocks and plants nearby.

One chwinga carries a *wand of magic missiles* as if it is a staff, treating the item as another piece of discarded rubbish.

The chwinga speak no language but have brought evidence of the characters' destruction. These should be personal to your party, but here are some examples:

- Three chwinga work together to hoist empty potion bottles from the shrubbery. The potion bottles are labeled with every potion the characters' have used and discarded.
- A chwinga furiously flaps crinkled ration wrappers or used scrolls.
- The chwinga with the wand mimics arcane casters and explosions or other destruction caused by their magic.

Allow characters to attempt communication with the chwinga. At your discretion, good roleplay or a successful DC 18 Charisma (Persuasion) or Charisma (Intimidation) check satisfy the chwinga.

If characters attack the chwinga, fail at intimidating them or fail at persuading them twice, the chwinga possess nearby vines and attack the characters.

Chwinga-Possessed Vines

If combat breaks out, at the start of each round, one chwinga melds into a nearby plant, which then acts as an **assassin vine** and attacks, until all living chwinga have melded.

The chwinga with the wand discovers the "staff" is a magic item and uses it during combat until the wand is out of charges or is destroyed, afterward possessing a plant.

Treasure

If characters resolve the conflict peacefully, the chwinga gift them the *wand of magic missiles*. Otherwise they can take the wand after defeating the chwinga, provided it is not destroyed.

Jungle Chase

by James Introcaso

The characters chase others or get chased through the jungles of Chult. This encounter uses the chase rules found in "Chases" in chapter 8, "Running the Game," of the *Dungeon Master's Guide*. Use the Chult Jungle Chase Complications table.

Hooks

Use the following story hooks to start a chase:

- ***Flying Thieves.*** 3d10 **flying monkeys** fly past the characters. One monkeys steals an object of value out of a character's hand or belt. The monkeys are 60 feet away when the character notices. A successful DC 15 Wisdom (Perception) check made as an action notices which monkey has the object of value.
- ***Giant Egg.*** The characters find an enormous, speckled egg that weighs 20 pounds hidden among some ferns. A successful DC 18 Intelligence (Nature) check identifies it as a valuable giganotosaurus egg. A **giganotosaurus** mother tracks the characters and chases them. She begins the chase 240 feet from the characters. When she gets the egg back, she stops chasing them.
- ***Grung, Forest, Grung.*** The characters stumble upon three **grung elite warriors** leading a bound adventurer, Miro Pryce (NG male lightfoot halfling **apprentice wizard**), through the jungle, demanding Miro show them where he "buried his magic." Miro sees the characters when they are 120 feet away and calls out for them to save him. The grung use their Standing Leap and ability to climb to full advantage as they haul Miro away.
- ***Ribbit Run.*** A **froghemoth** spots the characters as they move through a swampy area of jungle and roars after them. The froghemoth starts the chase 120 feet away from the characters.

Chult Jungle Chase Complications

d20	Complication
1	An enormous mud puddle is in your path. Make a DC 15 Strength (Athletics) check or use 5 feet of movement to avoid it. On a failed check, the mud counts as 15 feet of difficult terrain.
2	Blue mist is in your path. Make a DC 13 Constitution saving throw or us 15 feet of movement to go around it. On a failed save, you contract mad monkey fever (see "Diseases" in chapter 2, "The Land of Chult," in *Tomb of Annihilation*).
3	You disturb a **swarm of nemicolopterus** that makes an opportunity attack against you (+4 to hit; 2d6 piercing damage on a hit).
4	You spot a **chwinga** looking at you. If you are a humanoid, you can use your action this round to make a DC 13 Charisma check. On a successful check, the chwinga uses its Magical Gift feature to give you a supernatural charm.
5	A floating mote of earth comes crashing down toward you. Make a DC 13 Dexterity saving throw. On a failed save, you take 2d4 bludgeoning damage and are knocked prone.
6	The humid air makes your hands moist. Make a DC 10 Dexterity (Sleight of Hand) check. On a failed check, you drop any objects you are holding in your hands.
7	Your path takes you near a steaming hot spring. Make a DC 15 Dexterity saving throw or use 10 feet of movement (your choice) to avoid the spring. On a failed save, you take 1d8 fire damage.
8	You move by a **flying snake** that is poised to strike. Make a DC 10 Wisdom (Animal Handling) check. On a failed check, the snake makes an opportunity attack against you (+6 to hit; 1 piercing damage and 3d4 poison damage on a hit).
9	A creature's decaying corpse is in your path. Make a DC 12 Wisdom (Perception) check to notice it and simply leap over. On a failed check, make a DC 12 Dexterity (Acrobatics) check as you move over it. On a failed check, you fall prone.
10	A **velociraptor** chases after you.
11–20	No complication.



Monkey See, Monkey Do

by Will Doyle

While exploring the jungle, the characters come across an ancient monkey statue heaped with gold. Powerful magic protects the hoard from would-be thieves.

Hook

This encounter can be placed in any jungle hex. Alternatively, one of Port Nyanzaru's merchant princes can mark the statue on the player's map in return for a 50 percent share of its riches.

The Monkey Statue

When the characters first see the statue, read:

> A moss-covered statue stands ahead. It depicts three monkeys sitting on each other's shoulders: the bottom one covering its eyes, the central one covering its ears, and the top one covering its mouth. Golden treasures spill from a stone bowl perched on the topmost monkey's head.

The statue is enchanted. The characters are 60 feet away when they first spot the statue.

Monkey Statue Trap

The statue is 40-foot tall and clad in wet moss. To climb it, a character must succeed on a DC 12 Strength (Athletics) check. If they're climbing blind, they have disadvantage on this check. On a failure, they fall 4d10 feet.

Detection and Disabling. A *detect magic* spell reveals an aura of conjuration magic emanating from the statue. A *dispel magic* spell disables the statue's magic for 24 hours, but the caster must first succeed on a DC 18 ability check using their spellcasting ability. On a failure, the spell counts as attacking the statue (see below).

Trigger. The statue magically senses when a creature moves within 50 feet. If damaged by an attack, the statue summons a swarm to defend itself (see below).

Effect. The statue has multiple protections:

- If a creature **speaks** within 50 feet of the statue, the central monkey breathes in and magically steals the creature's voice. The creature is now mute for 24 hours, or until a *remove curse* spell is cast on them.
- If a creature **moves** within 40 feet of the statue, the topmost monkey's eyes radiate kaleidoscopic light for 1 minute. Any creature within 40 feet of the statue that can see the statue must make a DC 15 Constitution saving throw at the start of its turns. On a failure, it takes 28 (8d6) radiant damage and is blinded for 24 hours. A *remove curse* spell can restore the creature's sight.
- If a creature **moves** within 30 feet of the statue, the central monkey screams for 1 minute. Any creature within 30 feet of the statue that can hear the screaming must make a DC 15 Constitution saving throw at the start of its turns. On a failure, it is stunned until the end of its next turn.
- A **swarm of insects** (wasps) belch from the bottommost monkey's mouth to hunt down any creature who **damages** the statue with an attack. A new swarm is conjured every time the statue takes damage.

Treasure

The bowl of treasures contains 1,000 gp of offerings left by reverent jungle tribesfolk.



Most Dangerous Game

by James Introcaso

The characters become the pray for a pride of evil weretigers and face them in a series of encounters.

DM Note: Weretiger Alignment. All of the weretigers in this encounter are neutral evil.

Hook

The characters come across a camp, surrounded by three flayed humanoids bodies hanging from trees. Malgra and Felbra, female **weretigers** in hybrid form, sit around a campfire bragging about the adventurers they killed. When they notice the characters, the weretigers attack.

Prisoner. Loro Pagg (N male mountain dwarf **veteran**) is unconscious and tied to a tree nearby. The flayed bodies are his former companions. If freed, he tells the characters that Malgra and Felbra are part of the Longtooth pride, a group of evil weretigers dedicated to Malar, god of the hunt. Hunting adventurers is a competitive sport for the Longtooth pride. Their leader is a hulking female weretiger named Kranga.

Loro begs the characters to escort him back to Port Nyanzaru so he can get a ship home to Luskan. He follows them until they reach the city.

The Hunt Begins

After the initial encounter, the Longtooth pride makes the characters their new marks. The first to kill the characters is promised a prize from Kranga, her *cloak of elvenkind*.

The first **weretiger** to catch up to the characters is the male Brogun, who approaches in humanoid form as a lost adventurer and asks to travel with them. A successful DC 14 Wisdom (Insight) check reveals Brogun seems at home in the jungle. Brogun waits until he is alone with one of the characters and then attacks. He fights until he is reduced to 30 hit points and then flees.

Night Stalkers

After the encounter with Brogun (or perhaps while he still travels with the characters), Artul and Eltni, a male and female **weretiger** respectively, stalk the party for a day in tiger form. A character with a passive Wisdom (Perception) score of 16 or more notices them. The weretigers wait until the characters camp then attack. If Brogun is with the characters, he attacks as well, hoping to kill more than his siblings.

Father Hunter

Orthnoc, Kranga's mate and father to the Longtooth pride, stalks the characters from a distance. The **weretiger** stays just within long range of his longbow and shoots several arrows at the characters before retreating to hide. He attacks once per hour this way. The characters can track Orthnoc with a successful DC 14 Wisdom (Survival) check and sneak up on him with a successful DC 15 Dexterity (Stealth) check.

Wild Chase

Rathgu, Twinga, Ulnot, and Dwilli, four Longtooth **weretigers** in hybrid form, shoot warning arrows at the characters when they are 300 feet away. This force then charges toward the characters. They are likely too



strong for the characters to take head-on, so make that clear. Use the chase rules found in "Chases" in chapter 8, "Running the Game," of the *Dungeon Master's Guide* and the Chult Jungle Chase Complications table from the "Jungle Chase" encounter to resolve the encounter.

Final Showdown

After losing many members of her pride to the characters, Kranga, a one-eyed **weretiger** with 150 hit points, approaches them in humanoid form with her **weretiger** son Jurvo, also in humanoid form. Kranga asks them to pick their most formidable warrior to battle her one-on-one to the death. If she loses, the Longtooth pride will stop hunting the characters. If the character loses, Kranga will take that loss as retribution for her lost pride members and cease the hunt.

If the characters do not agree, both Kranga and Jurvo attack. If they agree and a champion is chosen, the weretigers follow the terms of the deal. If a character other than the chosen warrior participates in the battle in any way, the deal is broken and both weretigers try to kill all the characters. A successful DC 15 Charisma (Deception) check allows a character to subtly help the champion without the weretigers noticing – such as casting a healing spell.

Treasure

Kranga wears a *cloak of elvenkind*.

Pyramid of the Moon

by Rich Lescouflair

The party becomes trapped inside a mystical pyramid from an local myth.

Legend of the Silver Pyramid

For generations there have been rumors of a mysterious pyramid that appears in the jungle once every full moon, but never in the same location twice. The sounds of music, merriment, and celebration can be heard from miles away. It is rumored that a silver priestess rules from within, bringing joy to all within the jungle.

A character making a successful DC 15 Intelligence (History) check has heard of this local legend.

Behind the Legend

What the legend does not reveal is that the pyramid was once part of an ancient empire that existed in Chult long ago. The ruler, Quonatsu, was a powerful spellcaster whose power came from the capricious spirits of the moon. He and his followers traveled all about the jungle bringing joy and merriment to the people.

When the empire fell, the pyramid was forever cursed, trapped in the Ethereal Plane. Over centuries, the Quonatsu went mad, becoming a lich. Now, his enslaved servant, Ishia, uses the power from the full moon to bring the pyramid into the Material Plane for a single day to collect souls for her master's phylactery, hoping to one day return the pyramid to its former glory.

Hooks

The pyramid can appear anywhere in the jungle. The following hooks can be used or you can create your own.

I Saw A Shimmering Light. While traveling to a specific destination, the gleaming pyramid appears somewhere along the party's path.

House Party. The pyramid appears near a town or settlement. The party notices many of the locals heading toward the echoing sounds of singing and carousing.

Eternal Celebration

The party can reach the pyramid with no issue. There are no celebrants outside and no one exiting from the double doors, which seem to be the only entrance. If other people are around, they are happily walking into the pyramid.

When the party enters, they witness the celebration in all its grandeur.

> Upon passing through the double doors, you enter massive open area, hundreds of feet across, covering the entire lower level of the pyramid. A large globe of light floats below the ceiling of the chamber, almost as if it were like a small moon. Hundreds of people from all different walks of life are talking, singing, dancing, eating, and drinking with what appear to be a multitude of spirits, dancing about the area. In the center, upon a large crystal throne, sits a striking, pale-skinned woman with long blue-white hair wearing a silver gown that reflects the soft light from above.

The spirit celebrants are people who entered the pyramid on previous visits and never left. They joyously invite party members to join them in their revelry. If anyone makes small talk with them, they gladly introduce themselves and wish to know as much about the party as possible. Feel free to elaborate on any of their details. The only thing each seem to have in common is none of them seem to know they are spirits, nor do they know how long they have been there.

Meeting the Silver Priestess

Ishia is just as cordial as the rest of the celebrants. She claims to be a devout servant to the moon goddess who forgot her own name long ago, spreading joy and happiness to all in the jungle. If pressed for specific information, she politely explains she has important matters to which she must attend and vanishes.

> **A Lovely Place, A Lovely Face**
>
> At your discretion, you can include anything the characters may find a personal connection to, such as their favorite food or wine, other people from their homeland or culture, etc. The pyramid is designed to keep the interest of everyone who passes through its doors.



Developments

The main entrance disappears after the first five minutes the party is there. At that point, each character must make a DC 18 Wisdom saving throw. Grant advantage for resistance to charm where applicable. If they fail, they are affected by the pyramid's powerful enchantment and are considered to be charmed by the Ishia. In addition, a character charmed by the enchantress also immediately feels inclined to join in the revelry.

The saving throw must be repeated each hour. Upon failing the saving throw three times, the character mindlessly wanders into the celebration and can only have their senses restored with a *lesser restoration* spell or similar effect.

Any character who spends more than 24 hours in the pyramid becomes one of the wandering spirits, eventually to be absorbed by Quonatsu.

Once the doors vanish, the party cannot leave the same way they arrived. No spell, not even a *wish* spell, allows the party to leave the pyramid. Escape is only possible through one of two methods.

Finding the Passage Back

An invisible door along the east wall leads to a passage that ends in a planar portal.

Gossip. A few of the celebrants have heard rumors of a way to leave the pyramid. If the party asks for information on how to leave, the celebrants tell them about the door if they make a successful DC 16 Charisma (Persuasion) check. This is often followed with "But why would you ever want to leave?"

Carousing. Jumping headfirst into the celebration can have its benefits. While singing, dancing, or enticing the crowd and making a successful DC 16 Charisma (Performance) check, one of the celebrants shares a rumor of a hidden room reserved for honored guests, suggesting the party qualifies to be treated as such.

Perception. Characters with truesight, such as from the *true seeing* spell, can simply see the glimmering outline of the invisible door.



The Night Men

A door along the east side of the chamber leads to a portal that can be used to escape the pyramid. Each is guarded by two **blackguards** in service to Ishia. They do not allow passage beyond the door and use force if threatened, though they can be distracted away from the doors with a successful DC 18 Charisma (Deception) check.

Treasure. The blackguards carry a set of precious gems worth a total of 1,600 gp.

Opening the Portal

Once beyond the invisible doorway, any character still charmed by Ishia must make a DC 20 Wisdom saving throw or take 22 (4d10) psychic damage and take an additional 22 (4d10) psychic damage at the start of each of its turns. The character can repeat the saving throw at the end of each of its turns, ending the damaging effect on itself on a success.

At the end of either passage, a circle of runes are inscribed into the wall. Reading them requires a successful DC 16 Intelligence (Arcana) check, activating a portal back to the Material Plane.

Behind the Crystal Throne

Directly attacking **Ishia** (or attempting to damage the throne if Ishia already disappeared) teleports the party into an empty 60 foot diameter round chamber where Ishia attacks them immediately.

DM's Note. For groups with an APL of 14 ore more, Ishia can be accompanied by two **phantom warriors**.

If Ishia is defeated, she becomes an incorporeal spirit. Any charm effect she has on any party member ends immediately. Freed from her task, Ishia offers to release the party into the Material Plane, as well as any of those within the pyramid that have not yet become spirits.

Quonatsu and the Cursed Pyramid

If the party asks, Ishia tells them the true history of the pyramid. Quonatsu resides in the invulnerable globe above the chamber. It is unlikely the party is strong enough to face him now, but the DM could leave the option open for a future adventure.

Treasure

Ishia wears a silver and diamond necklace worth 1,500 gp and carries a set of *eyes of charming*. She offers these freely to the party after she is defeated.

Last Thing I Remember, I was...

If the party escaped the pyramid without defeating Ishia, anyone who was charmed by her can't seem to recall the events that happened after they entered the pyramid. Instead, they have vague memories and strange dreams of wild nights spent partying and rabble rousing. These fade after a week, though the desire to return one day may cross their mind from time to time.

Note: Adventure Reference

Encounter inspired by the "Pyramid of the Moon" entry in the *Forgotten Realms Campaign Guide* by Bruce R. Cordell, Ed Greenwood, Chris Sims, and WotC Inc., 2010

River Hop

by Robert Adducci

While travelling through the jungle, the characters come across a relatively quick moving river. Rocks are spaced out across the river enough to cross it with a few jumps. Unfortunately for the characters giant frogs lurk just below the water waiting for their next meal.

Hook

This encounter can be included in any jungle hex during travel.

The River

When the characters first see the river, read:

> A wide river blocks your travel. Luckily it looks like a number of large rocks dot the river, making a dry crossing possible with a few hops and jumps.

The river is 50 feet wide. As the water level of the river changes the rocks become more or less covered with water, resulting in many of them being slick with moss. Any character with a passive Wisdom (Perception) or (Survival) score of 14 or higher sees that the rocks appear slick. Noticing the slippery rocks allows the characters to make a more difficult check to cross the river, while avoiding the slippery rocks.

If the characters do not notice the slippery rocks, they must succeed on a DC 12 Dexterity (Acrobatics) check at disadvantage or fall into the water. Character that know about the slick rocks must succeed on a DC 14 Dexterity (Acrobatics) check to avoid the moss covered rocks and cross the river safely.

The river is flowing fast enough that any creature without a swimming speed who falls in must succeed on a DC 10 Strength saving throw or be swept 60 feet downriver. Such a creature in the river can spend its action to make a DC 10 Strength (Athletics) check. On a success, the creature can reduce the distance traveled by the amount of its walking speed and move toward a bank. On a failed check, the creature must succeed on a DC 10 Constitution saving throw or suffer one level of exhaustion.

Lurkers. Lurking in the river are four **giant frogs**, two of which are 30 feet upriver of the rocks and two are 90 feet downriver. A character with a passive Wisdom (Perception) score of 16 or higher sees the frogs upriver.

The frogs downriver are patient and wait for a character to fall in the river, affording them advantage on attacks until the character succeeds on their Strength saving throw (see above). The frogs upriver attack any character nearing the far side of the river.

Development

A frog that successfully attacks a target with its bite automatically grapples the character. After they succeed on the bite the frog pulls the character in the water. This may cause the giant frog to be subject to an attack of opportunity by adjacent characters.

Treasure

Downstream remnants of the frogs past victims can be found with a successful DC 12 Intelligence (Investigation) check. The treasure includes 50 gp worth of mundane equipment and a pouch with 25 gp and 30 sp.



Tanua's Troop

by Robert Adducci

After settling down in camp from a day of exploring, the characters are surrounded by a troop of giant baboons and their monstrous leader.

Hook

This encounter can be included in any jungle hex during travel.

The Hut

While travelling the characters find a dilapidated abandoned hut. Outside the hut numerous giant sized baboon tracks can be seen, as well as larger tracks similar in nature.

Inside the hut there is little of interest, however; a buried journal can be found with a successful active or passive Wisdom (Perception) check of DC 15 or higher. The journal has the following information, plus anything else you want the players to know:

- It was owned by a druid named Tanua.
- It mentions she found out that yuan-ti were abducting local tribal folk and performing dark rituals on them in order to create guardians for the snake people.
- It also says that she received a gift of a feather token from an aarakocra friend.
- The last entry explains that Tanua left to rescue some of the tribal folk from the yuan-ti.



By Ones and Twos

After finding the journal, the characters are resting in camp in the jungle or in ruins. Read or paraphrase:

> The day is coming to a close and your stomachs rumble as your food cooks on the campfire. You hear a monkey call from the trees, followed by another on the opposite side of camp. Then an abnormally large baboon casually strolls out of the jungle to the edge of your camp, picking at something on the ground. Then another giant baboon comes out some distance away, equally unconcerned about you. Then another and another. In a few moments you're surrounded by a troop of giant baboons, some on the ground and others in the nearby trees. Then one by one they begin shrieking and calling out! As the cacophony rises to a crescendo, one of the giant baboons picks up a rock and throws it at you!

There are 12 giant baboons surrounding the characters, six on the ground and six in the trees. The giant baboons all have **ape** statistics with the following trait:

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

Hiding in the jungle is the troop's leader, Tanua a **girallon**. A character can spot the girallon with a successful active or passive Wisdom (Perception) check of 15. Attached to the girallon's right ear is an earring from which a feather hangs (see "Treasure").

The giant baboons attack the characters. Six of them staying back throwing rocks while the six on the ground try to steal food and backpacks. The girallon emerges from the jungle once two baboons are killed or otherwise incapacitated. The rest of the baboons flee when the girallon falls.

Development

The earing should be a clue to the characters that Tanua was turned into the girallon while she pursued the yuan-ti. How did this happen? That is for you as the DM to decide.

Treasure

The feather that the girallon wears is a *Quaal's feather token* (swan boat). The ring that the feather hangs from is jade and is worth 25 gp.

The Weeping Grove

by Shawn Merwin

The characters enter an area where a group of willow wilden protect a sacred willow tree. They must either defeat the guardians or negotiate with them to complete the objective.

Hook

The characters might be drawn to the Weeping Grove in several ways:

- A patron asks them to retrieve a branch from a willow in the grove to make a magical spear or bow.
- An NPC the adventurers search for was last seen near the Weeping Grove.
- The Weeping Grove lies along a travel route.

Entering the Grove

When the adventurers arrive at the Weeping Grove, read:

> The foliage of the jungle gives way to a clearing roughly 1000 feet in diameter. At the center of the clearing's damp ground rests a grand willow tree, its green and gold boughs cascading to the ground like a strange waterfall.

The Guardians

The guardians of the Weeping Grove are led by a **willow wilden sentinel** called Salixa. She protects the great willow here, which she and the other guardians consider their ancestor. They accept no strangers in the grove, unless those strangers can prove themselves no threat to the willow.

Assisting Salixa at the moment are four **willow wilden watchers** and a pair of trained **giant spitting lizards**. They are all hidden within the branches of the great willow, observing the characters' approach from within the low-hanging curtain of branches. The wilden and their lizard pets are automatically aware of any creatures that enter the clearing, but it takes a DC 20 Wisdom (Perception) check to see the hidden wilden (see "Great Willow Lair Effects/Actions").

Wilden Ferocity

The wilden attack the characters without warning—not because they are evil—but because they have been under assault by forces of evil in the area. After two rounds of combat, or sooner if the characters think to surrender or cease hostilities—the wilden instruct the characters to leave the grove or die. This hopefully triggers some diplomacy between the two sides.

Great Willow Lair Effects/Actions

While fighting takes place among the branches of the willow, the following effects are in play:

- On initiative count 20, the branches of the willow reach out and attack one hostile creature, which must succeed on a DC 15 Dexterity saving throw or be restrained. A restrained creature can take an action to attempt a DC 10 Strength check to break free.
- All wilden within the branches of the great willow sense when creatures enter the Weeping Grove.
- Willow wilden hiding within the branches of the great willow have a Dexterity (Stealth) check of at least 20.

A Truce

If the adventurers parley with the wilden, they learn that the creatures protect their ancestor willow and tend the grove. Recently, they have been under attack by hostile creatures. If the adventurers go out and remove the threat (DM's choice), the wilden agree to provide what the adventurers seek.

Tree Spirit Weapons

The wood of the great willow can be used to create certain magical weapons that attune to the wielder, allowing the weapon to grow in power as the wielder gains expertise (i.e. gains levels). More about tree spirit weapons can be found in the supplement *Return of the Lizard King* on the DM's Guild.



We Delved Too Deep

by Will Doyle

The mines marked on the player's map are usually run by albino dwarfs or roughneck miners sent from Port Nyanzaru. This mine is home to something far worse...

Hook

This encounter can populate any mine marked on the map. If you need a hook, one of Port Nyanzaru's merchant princes offers the group 500 gp to venture to the mine and contact its lost miners.

Mining Camp

The characters discover an abandoned mining camp. When they approach, read:

> A handful of forlorn shacks are clustered underneath an overhanging rock face. A minecart track disappears into a tunnel at the base of the crag.

The shacks contain mining equipment. There is enough gear to assemble one explorer's pack and three sets of mason's tools. The camp has been hurriedly abandoned in the last few days.

A Desperate Miner

Soon after the characters arrive, a man emerges from the tunnel. This is Daals, a human miner from Port Nyanzaru who has lost contact with the rest of his crew. Fearing a cave-in–or worse! –he begs the characters to help rescue his comrades from the mine.

Letters from the Lost

The mine extends deep underground. As Daals delves deeper, the characters discover the torn and bloodied fragments of a journal. Daals suggests these must belong to Eilhart, the mine foreman. As each fragment is found, give the players one of the following references:

...going deeper and deeper. Found signs of water seepage in the walls. Men fearful of flooding.

Heard a rumble from above. Cave-in? Pressing on. No sense in turning back now.

After the sweatbox above, the coolness below seemed like a godsend. Now we're cold and wet. Are we lost?

Discovered a body. His throat was cut from ear to ear, face mangled – perhaps eaten? Gods, is there something down here with us?

Between each discovery, build atmosphere by describing the claustrophobic feel of the mine tunnels, the eerie silence, and the mausolean dark. Run the following encounter once the characters discover all four journal fragments.

The Corpse

The characters now discover a body in the tunnel. Read:

> A corpse sprawls on the tunnel floor ahead. This is no miner: by his garb, he looks more like a cleric. A bloodied journal rests next to him.

The journal contains a single scrap of writing:

...never should have come down here. My men are dead, and I'm bleeding badly. There are no miners to rescue here. Just death. We never should have trusted Daals...

At they read this, Daals begins to chuckle evilly. He now reveals himself for what he truly is: a **death slaad**. He attempts to kill the characters, only falling back to stalk them from the shadows if they prove too tough to kill.

Treasure

If the characters defeat Daals, they can pluck the control gem from his brain (500 gp). The dead cleric wears a suit of fine half-plate armor suitable for a Medium humanoid (750 gp).



Appendix A: Monsters

Ape

Medium beast, unaligned

Armor Class 12
Hit Points 19 (3d8 + 6)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3
Senses passive Perception 13
Languages —
Challenge 1/2 (100 XP)

Actions

Multiattack. The ape makes two fist attacks.

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Apprentice Wizard

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Arcana +4, History +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared::

Cantrips (at will): *fire bolt, mending, prestidigitation*
1st level (2 slots): *burning hands, disguise self, shield*

Actions

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Assassin Vine

Large plant, unaligned

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances cold, fire
Condition Immunities blinded, deafened, exhaustion, prone
Senses blindsight 30 ft., passive Perception 10
Languages --
Challenge 3 (700 XP)

False Appearance. While the assassin vine remains motionless, it is indistinguishable from a normal plant.

Actions

Constrict. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* The target is grappled (escape DC 14). While it is grappled, the target is restrained and takes 11 (2d6 + 4) bludgeoning damage plus 21 (6d6) poison damage at the start of each of the vine's turns. The vine can constrict only one target at a time.

Entangling Vines. The assassin vine can animate normal vines and roots in a 15-foot square starting at a point within 30 feet of it. A creature in the area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by the entangling vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute, or when the assassin vine dies or uses its Entangling Vines again.

Blackguard

Medium humanoid (any race), any evil alignment

Armor Class 18 (plate)
Hit Points 153 (18d8+72)
Speed 30 ft.

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

Saving Throws Wis +5, Cha +5
Skills Athletics +7, Deception +5, Intimidation +5
Senses passive Perception 12
Languages Common
Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, protection from evil and good, thunderous smite*
2nd level (3 slots): *branding smite, find steed*
3rd level (2 slots): *blinding smite, dispel magic*

Actions

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Chwinga

Tiny elemental, neutral

Armor Class 15
Hit Points 5 (2d4)
Speed 20 ft., climb 20 ft., swim, 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	14 (+2)	16 (+3)	16 (+3)

Skills Acrobatics +7, Perception +7, Stealth +7
Senses blindsight 60 ft., passive Perception 17
Languages --
Challenge 0 (0 XP)

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

Innate Spellcasting. The chwinga's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material or verbal components:

At Will: *druidcraft, guidance, pass without trace, resistance*

Actions

Magical Gift (1/day) The chwinga targets a humanoid it can see within 5 feet of it. The target gains a supernatural charm of the DM's Choice. See chapter 7 of the Dungeon Master's Guide for more information on supernatural charms.

Natural Shelter. The chwinga magically takes shelter inside a rock, a living plant, or a natural source of fresh water in its space. The chwinga can't be targeted by any attack, spell, or other effect while inside this shelter, and the shelter doesn't impair the chwinga's blindsight. The chwinga can use its action to emerge from a shelter. If the shelter is destroyed, the chwinga is forced out and appears in the shelter's space, but is otherwise unharmed.

Death Slaad

Medium aberration (shapechanger), chaotic evil

Armor Class 18 (natural armor)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)

Skills Arcana +6, Perception +8
Damage Resistances acid, cold, fire, lightning, thunder
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18
Languages Slaad, telepathy 60 ft.
Challenge 10 (5,900 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, 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.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic, detect thoughts, invisibility* (self only), *mage hand, major image*
2/day each: *fear, fireball, fly, tongues*
1/day each: *cloudkill, plane shift*

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

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

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

Actions

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claws (Slaad Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

Flying Monkey

Small beast, unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 20 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	5 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages —
Challenge 0 (10 XP)

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

Actions

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

Flying Snake

Tiny beast, unaligned

Armor Class 14
Hit Points 5 (2d4)
Speed 30 ft., fly 60 ft., swim 30 ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11
Languages —
Challenge 1/8 (25 XP)

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1 piercing damage plus 7 (3d4) poison damage.

Froghemoth

Huge monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +9, Wis +5
Skills Perception +9, Stealth +5
Damage Resistances fire, lightning
Senses darkvision 60 ft., passive Perception 19
Languages —
Challenge 10 (5,900 XP)

Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: tis speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

Actions

Multiattack. The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage and the creature is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the creature is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

Giant Frog

Medium beast, unaligned

Armor Class 11
Hit Points 18 (4d8)
Speed 30 ft., swim30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3
Senses darkvision 30 ft., passive Perception 12
Languages —
Challenge 1/4 (50 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Giant Spitting Lizard

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, plus 5 (2d4) poison damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until the grapple ends, the giant spitting lizard can only bite the grappled creature and has advantage on attack rolls to do so.

Poison Spit. *Ranged Weapon Attack:* +5 to hit, range 30 ft., two adjacent targets. *Hit:* 13 (3d6 + 3) poison damage. The giant spitting lizard cannot make this attack if it has a creature grappled.

Reactions

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. This attack is triggered when a creature attempts to move adjacent to the giant spitting lizard. *Hit:* The target is pushed 10 feet and knocked prone, ending that creature's movement.

Giganotosaurus

Gargantuan beast, unaligned

Armor Class 14 (natural armor)
Hit Points 217 (14d20 + 70
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	21 (+5)	2 (-4)	12 (+1)	10 (+0)

Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 10 (5,900 XP)

Actions

Multiattack. The giganotosaurus can make two attacks: one with its bite and one with its tail. It can use Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the giganotosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Swallow. The giganotosaurus makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends.

While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the giganotosaurus, and it takes 21 (6d6) acid damage at the start of each of the giganotosaurus' turns.

If the giganotosaurus takes 30 damage or more on a single turn from a creature inside it, the giganotosaurus must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the giganotosaurus. If the giganotosaurus dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

The giganotosaurus 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 giganotosaurus regains spent legendary actions at the start of its turn.

Momentum. The giganotosaurus moves its speed.

Tail Sweep (2 Actions). The giganotosaurus sweeps its tail in a 20-foot cone. Each creature in the cone must succeed on a DC 17 Strength saving throw or be knocked prone.

Roar (3 Actions). Creatures within 20 feet of the giganotosaurus that can hear it must succeed on a DC 17 Wisdom saving throw or be frightened of the giganotosaurus until the end of its next turn.

Girallon

Large monstrosity, unaligned

Armor Class 13
Hit Points 59 (7d10 +21)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the girallon can move up to its speed toward a hostile creature that it can see.

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

Actions

Multiattack. The girallon makes five attacks, one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Grung Elite Warrior

Small humanoid (grung), lawful evil

Armor Class 13
Hit Points 49 (9d6 + 18
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +5
Skills Athletics +2, Perception +2, Stealth +2, Survival +2
Damage Immunities poison
Senses passive Perception 12
Languages Grung
Challenge 2 (450 XP)

Amphibious. The grung can breathe air and water.

Poison Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Mesmerizing Chirr (Recharge 6). The grung makes a chirring noise to which grungs are immune. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the grung's next turn.

Ishia (Archmage/Enchanter)

Medium humanoid (elf), lawful neutral

Armor Class 12 (15 with mage armor)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6
Skills Arcana +7, History +7
Damage Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing (from stoneskin)
Senses passive Perception 12
Languages Common, Elvish, Dwarvish, Sylvan, Draconic, Abyssal
Challenge 12 (8,400 XP)

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

Split Enchantment. When Ishia casts an enchantment spell that targets only one creature, she can have it target a second creature.

Spellcasting. Ishia is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). She can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, friends, mage hand, message, prestidigitation*
1st level (4 slots): *charm person*, identify, mage armor**, magic missile*
2nd level (3 slots): *hold person*, ray of enfeeblement, suggestion**
3rd level (3 slots): *fly, lightning bolt, tongues*
4th level (3 slots): *dominate beast*, fire shield, stoneskin***
5th level (3 slots): *cone of cold, hold monster, scrying*
6th level (3 slots): *mass suggestion**
7th level (3 slots): *teleport*
8th level (3 slots): *dominate monster**
9th level (3 slots): *wierd*

*: Enchantment spell of 1st level or higher
**: Ishia casts these spells on herself before combat

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Reactions

Instinctive Charm (Recharges after Ishia Casts an Enchantment Spell of 1st Level or Higher). Ishia tries to magically divert an attack made against her, provided that the attacker is with in 30 feet of her and visible to her. She must decide to do so before the attack hits or misses.

The attacker must make a DC 17 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than Ishia or itself. If multiple creatures are closest, the attacker chooses which one to target.

Monkey Stone Golem

Medium construct, unaligned

Armor Class 17 (natural armor)
Hit Points 49 (9d6 + 18)
Speed 25 ft., climb 25 ft.

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

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive perception 12
Challenge 4 (1,100 XP)

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, *Hit:* 12 (2d8+3) bludgeoning damage.

Phantom Warrior

Medium undead, lawful evil

Armor Class 16
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	8 (-1)	10 (+0)	15 (+2)

Skills Perception +2, Stealth +4
Damage Resistances 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 12
Languages Common, any languages it knew in life
Challenge 3 (700 XP)

Ethereal Sight. The phantom warrior can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The phantom warrior 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

Spectral Armor and Shield. The phantom warrior's AC accounts for its spectral armor and shield.

Actions

Multiattack. The phantom warrior makes two attacks with its spectral longsword.

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

Etherealness. The phantom warrior 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.

Swarm of Insects (Wasps)

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)
Hit Points 22 (5d8)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Nemicolopterous

Medium swarm of Tiny undead, unaligned

Armor Class 12 (natural armor)
Hit Points 24 (7d8 - 7)
Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	8 (-1)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses passive Perception 13
Languages —
Challenge 1/4 (50 XP)

Jungle Camouflage. The swarm has advantage on Dexterity (Stealth) checks made to hide in jungle and forest terrain.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Weretiger

Medium humanoid (human, shapechanger), neutral

Armor Class 12
Hit Points 120 (16d8 + 48)
Speed 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 15
Languages Common (can't speak in tiger form)
Challenge 4 (1,100 XP)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, 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.

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

Pounce. If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

Actions

Multiattack. In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks..

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

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

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Willow Wilden Sentinel

Medium humanoid (fey), neutral

Armor Class 12 (16 with barkskin)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Saving Throws Dex +4, Wis +6
Skills Arcana +4, Nature +4, Perception +6, Religion +4
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elven, Sylvan
Challenge 4 (1,100 XP)

Nature's Fortification. When an adjacent ally is reduced to 0 hit points, the willow wilden sentinel gains 15 temporary hit points. This ability refreshes after a short or long rest.

Nature's Watchfulness. A willow wilden sentinel cannot be surprised and gains advantage on its initiative rolls.

Spellcasting. The willow wilden sentinel is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The sentinel has the following spells prepared:

Cantrips (at will): *druidcraft, shillelagh, thorn whip*
1st level (4 slots): *cure wounds, faerie fire, longstrider, thunderwave*
2nd level (3 slots): *barkskin, heat metal, hold person*
3rd level (3 slots): *call lightning, dispel magic, wind wall*
4th level (2 slots): *confusion, ice storm*

Actions

Club. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

Shillelagh. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Willow Wilden Watcher

Medium humanoid (fey), neutral

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	12 (+1)	16 (+3)	12 (+1)

Skills Nature +3, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elven, Sylvan
Challenge 1/4 (50 XP)

Nature's Fortification. When an adjacent ally is reduced to 0 hit points, the willow wilden sentinel gains 15 temporary hit points. This ability refreshes after a short or long rest.

Spellcasting. The willow wilden watcher is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The watcher has the following spells prepared:

Cantrips (at will): *druidcraft, shillelagh, thorn whip*
1st level (3 slots): *cure wounds, faerie fire, longstrider*

Actions

Club. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

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

Velociraptor

Tiny beast, unaligned

Armor Class 13 (natural armor)
Hit Points 10 (3d4 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Languages --
Challenge 1/4 (50 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.