SECRET SOCIETIES OF CHULT:
THE SPIRITLORDS

FOR USE WITH TOMB OF ANNIHILATION™

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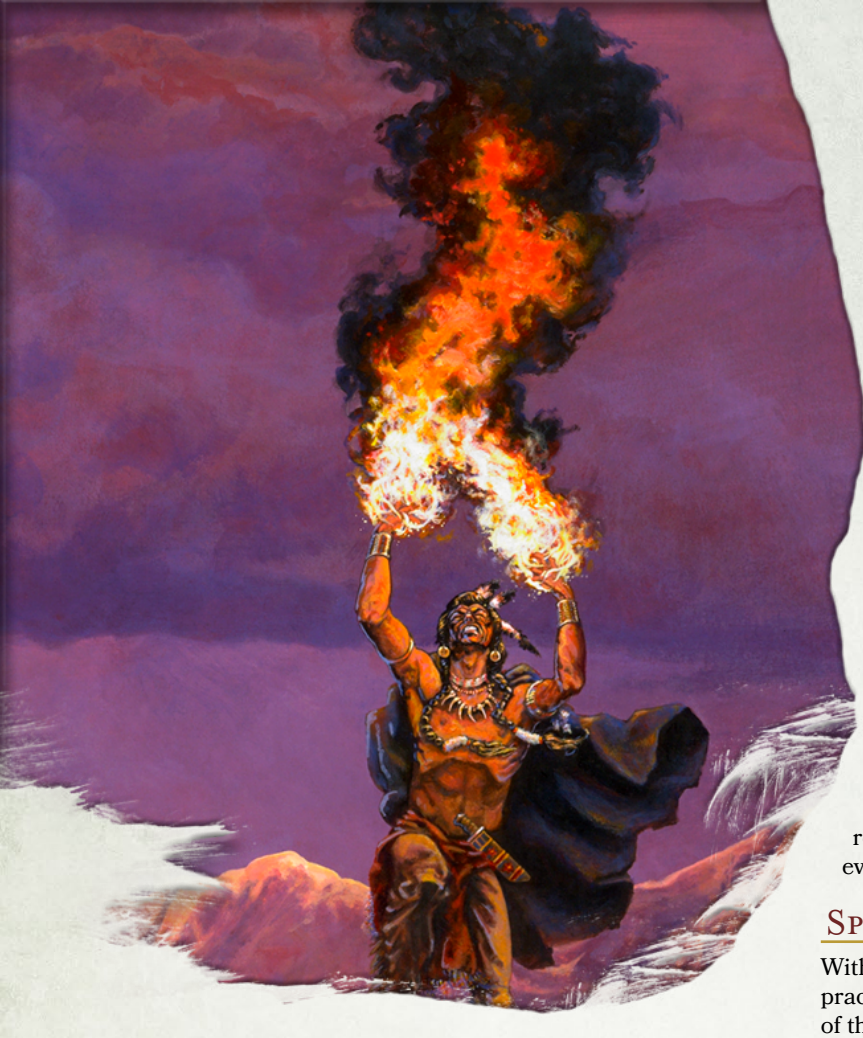
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Additional artwork provided by Wizards of the Coast



Several elements in this supplement were inspired by the following D&D products:

The Jungles of Chult by James Louder and Jean Rabe, 1993
Monstrous Compendium: Forgotten Realms Appendix by David Cook and TSR, Inc., 1991
Monster Manual v3.5 by Skip Williams, Monte Cook, Jonathan Tweet, and Wizards of the Coast, Inc., 2003
Monster Manual Deluxe Edition by Mike Mearls, Stephen Schubert, James Wyatt, and Wizards of the Coast, Inc., 2008

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The Spiritlords

In the decades after Ubtao had turned his back on the jungle and its peoples, a host of new faithful have come to Chult from outside lands, bringing with them their worship and teachings of their deities. The Spiritlords, however, have not forgotten the sacred beings that are the true patrons of the vast jungle.

Spirit Worship

The land of Chult is rich with those who worship nine new gods, whom the faithful of Ubtao call the trickster gods. Long before these gods came to Chult, there were priests with a greater connection to the spirit realm who believed that with Ubtao's power, the jungle itself was formed from a group of elemental and primordial spirits, each specifically charged to harness one of the major elements of creation.

A few of the old clan priests developed a set of ritual practices that allowed them to summon these spirits, whose essence now resides in every rock, tree, and breath of air, controlling the ebb and flow of nature not only in Chult, but in all lands beyond. This order or priests were known as spiritlords.

The Great Reformation

As the cataclysm of the Spellplague came to an end, the remaining spirit priests who had once often remained separate in their travels began using their mutual link to the nature spirits to locate each other and reconvene.

Adopting the goal of bringing balance back to their shattered world, spiritlords began to form a loose collective, meeting with each other periodically within their circles to discuss how to best deal with the blights that threaten their lands.

With their purpose to safely conduct the rituals of their sacred heroes, and those of the primordial powers that be, the spiritlords scatter throughout the different clans, and seek to thin the line between the powers of their kin with the limitations of their mortal binds. Clan advisors, healers, or even leaders, these priests devote themselves to a lose but venerated web that fits securely within the nature of the jungle, deserts, forests of this realms or shadows of those beyond.

Above all, these druids believe what is right with the world is strengthened by innumerable spirits elemental and that once a member of their circle dies, their life-force carries on to the spirit realm, ready to guide those take up the spiritlord's mantle evermore.

Spiritlords of Today

Within recent years, their practices have carried to new practitioners far beyond Chult, from the arctic shamans of the Great Glacier to the shadow elf tribes in northern Anchorome.

While technically priests in their own right, these druids take on the worship of all spirits, primordial or otherwise, and seem disinterested in the need to debate over the responsibility of creation and governance. Spirit lords begin their journey with the rites handed down by those before them, specifically, the ritual to create a special mask from the ironwood tree. This mask allows the spiritlord to play host to the spirit-elementals roaming this world.

As the spiritlord grows in power and gain a heightened level of attunement to the spirit world, their mask transforms along with them, being altered with new carvings, ritual paints, and brands that symbolize the bond between the druid and the spirits they carry within.

Jungle Druids

Though a spiritlords power comes from their attunement to the spirits that reside within the land, there are many druids in Chult who worship the jungle itself, drawing their sacred power directly from their bond with nature. These druids can most often be found in more traditional circles such as the *Circle of the Land*.

Druid Circle: Circle of the Spiritlord

At 2nd level, a druid can choose this option for their Druid Circle feature.

Spirit Bond

When you choose this circle at 2nd level, you choose one spirit-element to bond for your mask from the Spirit Bond table below and you learn the cantrip associated with your spirit-element's fledging conduit, which counts as a druid cantrip for you, and doesn't count against your number of cantrips known. You can select one additional spirit-element at 6th level and again at 10th level.

Additionally, you can cast the *find familiar* spell, which bears features similar to your chosen spirit-element (glowing skin, fiery eyes, a thorny tail, etc.). Once you cast *find familiar* using this feature, you can't cast it again until you finish a long rest.

You can only have one mask at a time and once this bond is formed, you can't change the spirit-element within your mask. If the mask is lost or destroyed, creating a new mask for your spirit-element takes eight hours of uninterrupted time, which you can accomplish during a long rest.

Spirit Bond

Spirit Type	Fledgling Conduit	Empowered Conduit	Damage Type
Earth	*mold earth*	*magic stone*	Poison
Fire	*control flame*	*create bonfire*	Fire
Water	*shape water*	*frostbite*	Cold
Wind	*gust*	*thunderclap*	Lightning
Light	*dancing lights*	*sacred flame*	Radiant
Shadow	*minor illusion*	*chill touch*	Necrotic

Empowered Conduit

At 6th level, your mask channels the destructive powers of your spirit element. You gain the cantrip in the Empowered Conduit column on the Spirit Bond table.

Further, when your connection with the spirit realm strengthens enough to host an additional spirit-element, you can switch between them with an action. When you do, you gain the benefits of the mask's current bond and your familiar can take on a similar appearance. No matter how many spirits inhabit your mask, you can only ever call on the aid of one at a time.

Vigilant Spirits

Starting at 10th level, you add your Wisdom modifier to the damage you deal with any druid cantrip and, each time you switch to a different spirit-element within your mask, you gain resistance to that damage type.

Honored Host

At 14th level, you have become a beacon for the spirits who wish to affect the world through you. You gain access to all of the spirit-elements listed on the Spirit Bond table, and can switch between them with a bonus action, and your spells ignore resistance and immunity to that damage type.

Spiritlord Adventures

Here are some optional adventure ideas for campaigns that use the Circle of the Spiritlord.

Restore the Weave

Throughout the jungle are regions filled with undead and dark denizens. These creatures create plague and seal away the life energies which the elemental spirits breathe into the land. Spiritlords strive to cleanse these areas and perform rituals to restore clan shrines, villages, and the flora and fauna that have been defiled through plague and scourge.

Fledgling spiritlords cleansing the wilderness often face poisonous swarms, lycanthropes, and undead such as zombies, ghouls, and undead dinosaurs.

Sacred Sites and Sanctuaries

When the jungle was teeming with life and the connection to the wild forces of nature were strong, druids and spirit worshipers built a number of elemental shrines and sacred groves. These places are still scattered about the jungle and may have perhaps become the prison of a powerful primordial or a portal leading into the Feywild or Shadowfell.

Banish the Darkness

While others look to trickster gods and false prophets, it is the spiritlord's duty to protect the homes of their allied spirits from becoming corrupted by other spirits and unnatural forces. Powerful spiritlords may find themselves in areas where dark fey and abominations make their lairs.

Areas like the ruins of Hisari, Ishau, and Shilku hold powerful beasts such as green and black dragons, fiends, mind flayers, and yuan-ti. These are also domains of greater undead such as mummy lords, death tyrants, demiliches and death knights.



New Monsters

The following monsters are often encountered by spiritlords, usually in forest and mountain environments around Chult.

Briarvex

Sometimes referred to as "vine ogres", briarvexes are hulking plant-humanoids. Their bodies are covered in writhing plant life with sharp sets of spikes protruding from its arms and legs.

Plant Dominion. Briarvexes have a natural affinity with all plants, able to communicate with them telepathically. Sometimes they can even issue commands to the plant life around them.

This is why they always settle in dense swamps, forests, and other areas rich with trees and plant life, claiming themselves ruler over their domain. This, however, often puts them at odds with treants and other intelligent plant creatures that seek dominance.

Savage Hunters. A briarvex delights in hunting other creatures that dare enter its territory, often ambushing them from a hidden location. They are both vicious and merciless toward any creature that appear weak, taking any opportunity to show its dominance.



Briarvex

Large plant, neutral evil

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	17 (+3)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Dex +4, Wis +5
Skills Perception +5, Stealth +4
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 15
Languages Common, Sylvan
Challenge 6 (2,300 XP)

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

3/day: *entangle, speak with plants*

Plant Camouflage. The briarvex has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Actions

Multiattack. The briarvex makes three attacks with its fists..

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

Thorn Burrow. When attacking with its spiked fists, if the briarvex hits a creature with a roll of a 19 or 20, the target creature must make a DC 14 Constitution saving throw. If the save fails, the creature is impaled with one of the briarvex's burrowing thorns, taking 7 (2d6) piercing damage at the start of each of its turns. Each time the briarvex hits the affected target, the damage dealt by the thorns increases by 7 (1d6) piercing damage. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Any creature can take an action to pull the thorns out with a successful DC 12 Wisdom (Medicine) check. The thorns also fall out if the target receives magical healing.

Howler

Howlers are massive four-legged beasts that often dwell within the Lower Planes. There are a few, however, that have escaped into the Prime Material plane, often as pets, servants, or hunting animals for powerful demons and necromancers.

Most are about 8 feet in length. One of their most distinguishing features are the sets of long, sharp quills that protrude from their necks and legs. Though vicious and cruel creatures, howlers are far from fearless. They prefer to hunt in packs using quick hit and run tactics to wear down their foes. But, when forced into battle, they fight ferociously, using their quills as a primary defense.



Howler

Large fiend, chaotic evil

Armor Class 14 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Con +5, Wis +5
Skills Perception +6
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages understands Abyssal but can't speak
Challenge 3 (700 XP)

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

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

Quilled Hide. A creature that touches the howler or hits it with a melee attack while within 5 feet of it takes 5 (1d10) piercing damage.

Pounce. If the howler moves at least 20 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 howler can make one bite attack against it as a bonus action. If the prone creature attempts to stand while within 5 feet of the howler, it must succeed on a DC 13 Dexterity saving throw or take 5 (1d10) damage from the howler's quills.

Actions

Multiattack. The howler makes two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage.

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

Quill Thrash. The howler thrashes about with its sharp quills. Any creature within 5 feet of the howler must make a DC 12 Dexterity saving throw, taking 16 (2d10) piercing damage on a failed save, or half as much damage on a successful one.

The Accursed Howl

Howlers are given their namesake for their long steady howls, their only method of communication. Over a prolonged period, their continuous howling can have psychological effects on those not accustomed to the sound. Any non Abyssal creature who spends one hour or more listening to the howl must make a DC 13 Wisdom saving throw or take 10 (3d6) psychic damage and suffers short term madness. (See "Madness" in the *Dungeon Master's Guide*.

Rot Harbinger

Vile, accursed undead creatures, rot harbingers leave a neverending trail of death and decay in their wake.

Touch of Death. A rot harbinger's touch decays the flesh of any living creature. Both cunning and craven, they prefer to attack from above with their rot infested claws, often retreating to the air whenever it appears they may be overpowered.

Cursed Angels. The first rot harbingers were angels sent to slay Orcus, demon lord of the dead. Orcus slew all of them and twisted their forms into these fiendish abominations. Though many have now spread across many regions of the world, they all share their the same deep desire to cause pain and suffering.



Rot Harbinger

Medium undead, chaotic evil

Armor Class 18 (natural armor)
Hit Points 170 (20d8 + 80)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+4)	13 (+1)	19 (+4)	16 (+3)	12 (+1)	15 (+2)

Skills Dex +6, Con +9, Wis +6, Cha +7
Skills Perception +6
Damage Resistances cold, fire , lightning, thunder; bludgeoning, piercing, and slashing from nonnmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 16
Languages Abyssal
Challenge 13 (10,000 XP)

Magic Resistance The harbinger has advantage on saving throws against spells and spell effects.

Actions

Multiattack. The harbinger makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage plus 21 (6d6) necrotic damage.

Fetid Cloud (Recharge 5-6). The harbinger releases a putrid cloud of decay that eats away at living flesh. Each creature within 15 feet of the harbinger must succeed on a DC 16 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much on a successful one.