SECRET SOCIETIES OF CHULT:
THE MAGE HUNTERS

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Designed By

Rich Lescouflair and Ruty Rutenberg

Interior Artists

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The Jungles of Chult by James Louder and Jean Rabe, 1993
Monstrous Compendium: Forgotten Realms Appendix by David Cook and TSR, Inc., 1991
Monstrous Compendium: Planescape Appendix II by Rich Baker and TSR, Inc., 1995

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Mage Hunters

A tradition thought to be lost for over a century, a small number of Chult's oldest surviving clans have rediscovered the practices of one of their most revered orders, the Mage Hunters.

Past and Present

When the great city of Mezro stood as the center of civilization in Chult, the balance of magic within the jungle was considered to be of great importance. In order to prevent Ubtao's gift to his peoples from being defiled, the Mezro College of Wizards instituted regulations on which forms and schools of magic could be taught and practiced in Chult. To be established as a true wizard, spellcasters had to be sanctioned by the College, and magic use was strictly monitored.

In addition, an elite order of these spellcasters was established to hunt down renegade spellcasters and defend against unsanctioned rituals and enchantments that would bring harm to both the mystical and natural balance within their homeland. These were the first mage hunters. Nomadic warriors, they traveled from clan to clan as needed, monitoring mages and protecting the jungle against extraplanar threats and malevolent magic that threaten the natural order within the jungle.

The Fall of Magic

During the Year of Blue Fire (1385 DR), the Spellplague's storm of blue flames washed over Chult, causing catastrophic transformation to Mezro and transformed the Chultan peninsula into an island hinterland. Since Ubtao had already turned his back on his people and the College of Wizards was no more, so too fell the Order of the Mage Hunters.

But, the order hadn't been extinguished. Those nomads who were not in Mezro during the Spellplague survived and persevered in the jungle wilderness. The majority of them had taken refuge with the Obanashi, one of Chult's oldest clans. Decades later, in the midst of trying to survive in a land plagued by death and defiled beasts, those who had once enforced the code of magic use against heretics have now evolved to combat the horrific abominations that lurk in the mists of their homeland.

Rebirth of the Order

With the influx of visitors from other nations, the Mage Hunters have shifted their focus from regulators to preservers. They strive to hunt down and eliminate magical threats and extraplanar entities, vowing to never allow the ravages of the Spellplague to ever return to their jungle homeland. Though their goals have shifted, they still do their best to keep and pass down the ancient customs of their order to honor the last vestiges of days long gone, perhaps never to return.

Mage Hunters often wear white or light colored clothing and decorate their weapons and tools with bright colored feathers and trinkets. They often wear jewelry made from dinosaur teeth, claws, or small bones. Many shave their heads and bodies by tradition, though it is not required.

Though they may be of any alignment, most mage hunters are lawful good, with an evil mage hunter being an extremely rare occurrence. Most hail from the ancient clans, but due to recent times, outsiders from all races and origins have been accepted into the order.

Ancient Customs

Though a Mage Hunters' primary concern is eliminating otherworldly threats from the jungle, they have not completely abandoned their original purpose. Any spellcaster looking to abuse or defile the magic of the jungle or practice dark arts such as necromancy, are sure to draw the wrath of the order's growing members.



Arcane Tradition: Mage Hunter

At 2nd level, a wizard can choose this option for their Arcane Tradition feature.

Arcanist Investigator

When you adopt this tradition at 2nd level, you gain proficiency with light armor, and you gain proficiency with one simple melee weapon of your choice.

You also gain proficiency in the Perception skill if you don't already have it.

Counter-Weave

Starting at 2nd level, you can hinder the effectiveness of a creature's magical prowess when you identify them as a magical threat. You can use a bonus action to place the counter-weave on a creature you can see within 30 feet of you, which lasts for 1 minute. It ends early if the creature dies, you die, or you are incapacitated.

Until the counter-weave ends, the following conditions apply:

- You gain a bonus to saving throws against spells from a creature affected by counter-weave equal to your Intelligence modifier (minimum of 1).
- You double your ability score modifier to Wisdom (Survival) skill checks to track your quarry, as well as Intelligence checks to identify or recall information about your target.
- The range of your target's cantrips and spells is reduced by 10 feet or to the range of touch, whichever is greater.
- Your target's Constitution saving throws to maintain concentration on a spell is reduced by your Intelligence modifier (minimum of 1).

You can use this feature twice, after which you regain all expended uses when you finish a short or long rest.

Hunter's Armament

At 6th level, you can forge a magical bond with a weapon you have chosen to combat renegade spellcasters and otherworldly beasts. Choose a melee weapon in which you are proficient. Performing the bonding ritual takes 1 hour, which may be done during a short rest. The weapon must be within your reach throughout the ritual.

You can't be disarmed of your bonded weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand. If you attempt to bond to another weapon, you must break the bond with the first.

While your bond exists, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon. The weapon also becomes magical, if it isn't already. At 10th level, your effectiveness with the weapon improves as it gains a bonus of +1 to attack and damage rolls, and then again to a +2 bonus at 14th level.

Arcane Sanctum

At 10th level, you learn the *magic circle* spell. You always have it prepared and it doesn't count toward your total number of prepared spells for the day.

You can use an action to cast *magic circle* instantly and at a range of self without expending a spell slot.

Additionally, when you hit a creature affected by counter-weave, you can instead use your bonus action to cast the spell in the same manner, centered on your target.

Once you cast *magic circle* using this feature, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

Eyes of the Master

At 14th level, you are constantly on the lookout to distinguish the magical from the mundane. Your Intelligence (Arcana) skill proficiency is doubled with checks made to identify persistent magic, magical items, or the presence of magical and otherworldly creatures.

Mage Hunter Adventures

Here are some optional adventure ideas for campaigns that use the Mage Hunter tradition.

Cleansing the Jungle

The Chultan peninsula is rife with defiled creatures and magical threats. Plant monstrosities such as blights are fairly common. Evil fey creatures may pose as a threat to the balance within the jungle as well as fiends, rogue elementals, and lycanthropes.

Higher level mage hunters are more likely to pursue powerful abominations such as beholders or mind flayers, or other major threats such as genies, giants, or golems.

Recovering What Was Lost

Centuries of ancient cultures, traditions, and practices lay hidden throughout the depths of the jungle wilderness. Many mage hunters seek to uncover secrets long lost, buried within ancient tombs and structures that existed at a time when Chult was once a great empire under Ubtao's guidance.

Maintaining the Balance

Though some magical threats are a byproduct of the Spellplague, others still come directly from the actions of the use of twisted magics. Mage hunters will often seek to foil the plots and ambitions of evil NPC spellcasters and their constructs, such as golems or summoned undead. They also seek to undo the long term plans of those who seek to dominate the jungle, such as the cunning yuan-ti or their malicious naga rivals.

New Monsters

The following monsters are often pursued by mage hunters and can be encountered in blighted and wilderness areas around Chult.

Algoid

Often found deep within the swamps and wetlands of Chult, algoids are formed by colonies of intelligent algae that have developed the ability to meld into a 7-foot tall green skinned humanoid. The colony that forms an algoid functions with a hive mind, and have a limited empathic link with other plants that dwell nearby.

Waterborne. Though almost always found in temperate climates, they can dwell in both fresh and salt waters. Since they cannot thrive without natural sunlight or moonlight, they are always encountered outdoors. They do not function well in dim and dark areas. Algoids that spend more than two days without natural light will die and their form will rot away.

Highly Aggressive. They are mostly neutral in alignment, but are extremely protective of their territory, often attacking unsuspecting travelers indiscriminately. This is especially true in any areas where malicious plant creatures, such as blights, tend to dwell, as their empathic link is susceptible to such creatures' hostile tendencies.

Demon, Maurhezi

Native denizens of the Abyss, the Maurhezi pride themselves in spreading fear, chaos, destruction wherever they dwell. Though few have escaped into the Prime plane, each of these fiends pose a dangerous threat to any region teeming with life. Their appetite for consuming the corpses of those they slaughter is near insatiable, making them a fearsome scourge to all living creatures.



Algoid

Medium plant, chaotic neutral

Armor Class 13 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	4 (-3)	12 (+1)	3 (-4)

Damage Resistances slashing and piercing damage from non-magical weapons
Damage Immunities fire, lightning
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 3 (700 XP)

False Appearance. While the Algoid remains motionless,, it is indistingushible from any other patch of algae.

Photosynthetic. While in any dim light aside from moonlight, or when in darkness, the algoid has disadvantage on ability checks, attack rolls, and saving throws.

Summon Plant (1/day). While in any forest or swamp terrain, the algoid magically summons 1d4 vegepygmies or attempts to summon an awakened tree with a 50 percept chance of success. The summoned creatures appear within 60 feet of the algoid and act as an ally of its summoner. It cannot be dismissed.

Actions

Multiattack. The algoid makes two attacks with its fists.

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludeoning damage.

Stunning Blow. When attacking with its fists, if the algoid hits a creature with a roll of a 19 or 20, the creature must make a DC 13 Constitution saving throw or become stunned until the end of their next turn.

Ghoulish Origins. Upon cursory glance, these fiends in their true form bear similar appearance to ghouls. When in their true form, their normal speech even sounds like the moans and grunts of undead, but they can communicate telepathically with any creature that can understand its languages. Some scholars believe the maurhezi may have been amongst the first ghouls created by Orcus, their evolution while remaining in the Abyss taking a much different path than the ghouls normally found amongst the undead.

Identity Devourers. A Maurhezi's primary purpose is to slay mortals and devour their corpses, absorbing remnants of their identity in the process. They can recall the former memories of any corpse they consume and can also assume their form from when they were alive. In addition, they gain any weapon and tool proficiencies possessed by their victim. This makes the maurhezi not only vicious killers, but also cunning assassins.

Pinnacles of Evolution. Like most of their kind, the weakest of the maurhezi start out as soldiers in the eternal war between the fiends. As they consume more victims, they grow stronger. Only those who have reached their peak in evolution are strong enough to escape from the Abyss, trading their roles as grunt fodder for the glorious pleasures of the hunt, kill, and devour.



Maurhezi

Medium fiend, chaotic evil

Armor Class 14 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Dex +4, Wis +4
Skills Athletics +6, Perception +4
Damage Resistances cold, fire, lightning; bludgeoning, slashing and piercing damage from non-magical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Common, Abyssal, and one additional language (one known by their last consumed victim) - understands its languages but can only speak when not in its true form, telepathy 60 ft.
Challenge 7 (2,900 XP)

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. In its new form, it can speak normally in any of its known languages. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The fiend's spellcasting abiltiy is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *chill touch*
3/day each: *blur, crown of madness, hold person*

Summon Demon or Undead (1/day). The fiend magically summons 1d4 ghouls or attempts to summon 1d6 manes with a 50 percent chance of success. A summoned creature appears in an unoccupied space within 60 feet of the fiend and acts as an ally of its summoner. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Actions

Multiattack. The maurhezi makes two attacks with its claws or one claw and one bite attack.

Consume Flesh. If the maurhezi reduces a creature to 0 hit points, with a claw or bite attack, it can spend a bonus action to consume the creature's flesh, regaining hit points equal to the total amount of necrotic damage the maurhezi has dealt to the creature. If the creature is still alive, it must immediately make a death saving throw.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and 7 (2d6) necrotic damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and 7 (2d6) necrotic damage.

Naga, Dark

Selfish and egoistic, dark nagas are often solitary, building lairs within caves, underground ruins, or in caverns beneath rocky terrain. Where most nagas have a snake-like appearance, dark nagas are more akin to eels in appearance. They have dark, sometimes purplish or bluish skin and smooth, translucent scales.

Though they can eat nearly anything, these fearsome beasts delight in consuming the flesh and blood of living creatures. Their powerful bite can be deadly, but they also enjoy docile prey, subduing them with a poison in their tail stinger that dazes and disorients their opponents. In addition, they are known to regularly consume various types of poisons, spitting them back out to keep enemies at bay.

Psionic Threat. Dark nagas do not possess ears. Instead, they are able to sense vibrations in the earth around them and receive communications by reading the surface thoughts of others.

Treasure Seekers. Dark nagas usually enjoy scavenging the treasures they find in underground temples and ruins, as well as those carried by the creatures they defeat. They swallow their most prized possessions whole, keeping them safely guarded within their sinuous form.



Dark Naga

Large monstrosity, lawful evil

Armor Class 16 (natural armor)
Hit Points 102(12d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	15 (+2)	15 (+2)	15 (+2)

Saving Throws Dex +6, Con +6, Int +6, Wis +5, Cha +5
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages Abyssal, Common
Challenge 9 (5,000 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Innate Spellcasting. The naga's spellcasting abiltiy is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts*
3/day: *crown of madness*

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, poison spray*
1st level (4 slots): *detect magic, magic missile, sleep*
2nd level (3 slots): *darkness, hold person*
3rd level (3 slots): *fear, lightning bolt*
4th level (3 slots): *blight, dimension door*
5th level (2 slots): *telekinesis*

Actions

Multiattack. The naga makes two attacks, one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 20 (3d10 + 4) piercing damage.

Tail Stinger. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage and the target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If a creature fails the save by 5 or more, it is stunned until the end of its next turn.

Spit Poison (Recharge 5-6). *Ranged Weapon Attack:* +8 to hit, range 15/30 ft., one creature. *Hit:* The target must make a DC 14 Constitution saving throw, taking 36 (8d8) poison damage on a failed save, or half as much damage on a successful one.