

Here is the material I've prepared so far for the connections between the domains. At the time of writing/sharing this, Hither-Thither is the most fleshed out, while Thither-Yon and Hither-Yon are functional, but can probably use a bit more work (update: I'm working on an entirely different version of Thither-Yon at the moment). There's also a fast-travel system in the form of Garth the Giant Crocodile, who charges an increasing fee for his services.

## Hither - Thither

There are three (or more) tunnels in the mountainous wall between Hither and Thither. Only one of those tunnels goes all the way through.

### False tunnel: Shadowplay Cave

Creatures who walk too deeply into the tunnel must succeed on a DC 15 Wisdom saving throw or be charmed. A creature charmed this way moves as fast as it can to the back of the cave, where it sits down facing the back wall. A creature who succeeds on its saving throw or on whom the charmed condition has ended is immune to this effect.

While charmed, the creature is convinced that it has sat in that spot for its whole life so far and doesn't think there is anything more to life or the world other than the wall it is facing and the shadows cast upon it. If the creature is forced to turn around or leave, it rationalises everything it sees and hears as false visions. While sitting at the back of the cave, a charmed creature does not need to eat, drink, or sleep. From there and within those restrictions, the creature is free to think and act as it pleases. The charmed condition only ends on a creature if it chooses to stand up and leave by its own voluntary choice.

The cave just before the back wall is equipped with an everburning fire (*continual flame*) and a suite of wood cutouts, which can be used with the fire to cast silhouettes of various shapes on the back wall. If unused, these cutouts magically move in front of the fire by themselves, in a random sequence and with varied timing.

There is one creature already sitting at the back of the cave: a harengon by the name of Rodders Blankorn. He is chipper and polite, and full of information and stories he imagined about the silhouettes on the back wall. He doesn't register it as odd that a bunch of new people just *arrived*, but he might reconsider if pressed about it. He claims to be five months old (Since that is how long he has sat in this cave for).

Rodders was one of Agdon's brigands who left them in Prismeer to strike out on his own. He ended up in this cave while trying to find a way to Thither, with his eventual goal being to find a way out of Prismeer. He has been in the back of this cave for five months.

### False Tunnel: Cave of Life

This tunnel is filled with animated objects of all sorts, with varying temperaments ([use tables from here](#)). They are animated by a lizardfolk named Threch at the very back of the cave, who inadvertently brings anything he touches 'to life'. This is the result of a shortsighted bargain he struck with Bavlorna: after failing to become a shaman of Semuanya, he desperately sought for the ability to 'give life', so he could return and earn the title after all.

Bavlorna granted him this wish, but she did it King Midas style - *everything* the lizardfolk touches now comes to life, as if affected by *animate objects*.

Threch still has to eat, so he feeds on animated food when he has to, but it makes him quite queasy, so he eats only when he has to (Threch comes from a culture where the only practised form of cannibalism is eating deceased tribe members as a way to honour them). As a result, he is always quite emaciated.

Random objects:

d6	Object(s)
1	A broom, a trowel, and a dustpan.
2	A baguette, a flatbread, a big chunky loaf, and various other kinds of bread.
3	A stinking, partly rotted fish.
4	A bedroll that has an aggressive desire to tuck people into itself.
5	Two giant lollipops.
6	A bloody butcher's knife.

## True Tunnel: Where the Mushrooms Grow

Between Hither and Thither lies a limited network of hidden tunnels that duck beneath the wall of mist. Most of it is caves, but some parts are exposed to the outside, but covered by a dense canopy of mushrooms that allow many smaller fungi to thrive beneath their boughs. Travellers who wish to cross must negotiate with the myconics who live there.

*On the borders of the impenetrable wall of mist, you notice the contours of a mushroom the size of a tree. Just beyond it you find more such mushrooms, forming a broad canopy above a deep gorge, descending to a floor about 50 feet down. Inside the gorge the mist is dispersed, and a variety of mushrooms in muted pastel colours thrive. The gorge stretches on ahead of you into the quiet darkness where, at some point, it should logically transition into a cave. It invokes the sensation of a house that wishes you would pass it by.*

The tunnel gradually expands to a width of about 30 feet in its main passages, and maintains a height of 50 feet in the canopy throughout, except where otherwise noted. At times the tunnel splits off side-passages that are typically narrower and shallower (typically 25 ft. high).

## Myconid Village

*The tunnel ahead of you comes to a width of some 50 feet and deepens to a depth of 70 feet. Lining the sides are plateaus of sorts on which grow thick mushrooms, hollowed out in the shape of houses. Ambulatory mushrooms wander about the cavern, some standing silently in circles in some deep meditation. In the middle of the cavern, at the bottom of the gorge, stands an especially large one who looks thoughtfully in your direction. A trio of moderately sized mushrooms are moving in your direction surrounded by a cloud of spores.*

The main branches of the tunnel recently became inhabited by a colony of myconids who find the dark, moist environment perfectly suited for their needs. They like the mist wall and don't want it to go away, because it makes these tunnels so well suited as a home for them. Because of this, while they're not on the Hourglass Coven's side, neither do they want Prismeer to return to the way it used to be. They try to discourage anyone who professes a wish to free Zybilna, but do not engage in violence against them except in self-defence. The colony includes 1 myconid sovereign, 8 myconid adults, and 16 myconid sprouts.

When the party arrives in the village, three myconid adults come to greet them using rapport spores. If the party's intentions seem peaceful, the myconids offer to lead the party to their sovereign.

The sovereign's name is Pholis. It regards the party with caution, and its first priority is to determine if their goals form a threat to the colony's existence. It freely shares the following information:

- When the myconids arrived here (from a crossing in Thither), the Hourglass Coven were already in power. They do not know who Zybilna is and do not leave the tunnels.
- The mist wall is very beneficial to them. The moisture is good for the mushrooms, it hides their home, [and it shields important portions of it from the sunlight. Without it, their colony would not do well here and would, furthermore, be stuck where they are. As it is, the mist wall provides enough humidity and shelter from the sun that they can move through it.] **[Note: maybe this part doesn't make as much sense.]**
- On the other side of the tunnel is a forest called Thither. It is the domain of a hag called Skabatha Nightshade. It contains fey crossings in the form of mushroom rings, through which the myconids arrived (they don't know how to return using the rings, nor do they want to: they fled their previous home due to aggressive monsters hunting them there).

The myconids' shared hallucinations are influenced by the Feywild in a manner that the myconids are only vaguely aware of. Through this influence, they have learnt of Prismeer's three rules and have adopted them into their own small society. Unknowingly, these hallucinations also tap into the same sort of predictive magic that Endelyn Moongrave uses, and they can thus impart real glimpses of possible futures.

Pholis says that they cannot allow passage without fair recompense. In order to be allowed through, Pholis asks for one of the following:

- A promise to find a new place in Prismeer for the colony to settle down that they could thrive in even if the mist walls were to disappear.

- Gather rare mushrooms (spores included) from the garden of Skabatha Nightshade so the myconids can add them to the tunnels.
- A memory of the travellers' world, to be given up, for the myconids to use to inspire their melds. Enough for a one-way 'ticket'.

If the party finds the myconids a new home or brings them Skabatha's mushrooms, the myconids will consider that payment enough for all their future passings as well. Additionally upon being shown the way to a new home, the myconids will be so elated that they offer to include the party in one of their melds. Characters that accept this offer gain the following single-use feature from the shared hallucination:

***Dream Come True.*** Once before the end of this adventure you can declare that you've seen the next thing that happens in a dream. When you do, you can tell the DM that a single creature takes a specified action or that a specified event occurs. The course of action or event you dictate must be something that could reasonably happen normally. For example, a creature wouldn't normally choose to stab itself in the face; and there are similarly few timelines in which a holy avenger just happens to fall from the sky in front of you.

## Mushroom Master

*Passing the narrower tunnels, you begin to hear some muttering up ahead. "You think I'm old news, huh? Think your little rebellion could go unnoticed? Well think again, take this!" A dark red ray shoots through the gorge ahead into a poor oversized cap mushroom, which promptly shrivels and dies. "LET THAT BE AN EXAMPLE FOR THE REST OF YOU! THERE IS ONLY ONE MUSHROOM MASTER, AND IT IS ME!"*

The side passages that the myconids shun funnel down to one section of tunnel that is occupied by a spectator that calls itself the Mushroom Master, though its real name is Gxaalnom. It has been stationed in this lonely corner of Prismeer by Zybilna when she had just recently established her domain to guard a weapon called the Madcap Mace. Since then, it has grown quite mad with isolation. When the Hourglass Coven took over, Gxaalnom noticed some mushrooms spreading and decided to help them along to pass the time. When the myconids showed up, Gxaalnom decided that it could talk to mushrooms too, and promptly dubbed itself 'Mushroom Master'. Unexpectedly, there seems to be some truth to it, as the spectator has managed to turn the violet fungi in its part of the gorges into loyal minions.

Gxaalnom is still on-duty as a guardian for another 24 years, and takes the task seriously. It is extremely suspicious of everyone. In order to be persuaded to let someone take the weapon, Gxaalnom would need to be convinced of the following:

- The person taking the weapon is neither a friend, an enemy, nor a stranger to Zybilna. Or alternatively, by the person in question taking the weapon, it will not change ownership. It does not believe in the Hourglass Coven's view on the Rule of Ownership.
- Zybilna would approve of the person carrying the weapon with them and possibly using it.
- The weapon would be as safe or safer in this person's hand as it would be under Gxaalnom's guard.

If Gxaalnom can't be convinced of these things, it believes that it's all a ruse to steal the item, and attacks.

### **Madcap Mace**

*Simple melee weapon (mace), uncommon (requires attunement)*

This magic weapon has 6 charges. When you hit with a melee attack using it, you can expend 1 of its charges. When you do so, the target of the attack must succeed on a DC 13 Wisdom saving throw or be charmed for 1 minute. While charmed in this way, the target is unable to distinguish friend from foe, regarding all creatures it can see as enemies.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

If you expend the mace's last charge, you gain a random form of indefinite madness that cannot be cured as long as you are attuned to the mace, the mace regains all its charges, and the DC of the Wisdom saving throw increases by 2, to a maximum of 19. If you become unattuned to the mace, the DC resets to 13.

# Thither-Yon: The Waywood and the Dreaming Sky

## The Waywood

*(Map cropped from the Prismeer player map. If the map excerpt isn't here in later versions, this is the section of Thither that doesn't actually appear on the Thither map, which was actually the initial inspiration for making it a small separate forest domain in the first place. The southern border of the Waywood is the wispy string of clouds that runs from the cloud field behind the Palace to the watery sea just north of the beaches.)*



The northernmost part of Thither, just off the Thither map, is called the Waywood. It stands apart from the rest of the forest by the agreement Zybilna made with the creatures that already lived there when she made Prismeer. Specifically, the agreement was made with a group of silthilar that studied the phenomenon described as a 'Dreaming Sky' in the region that is now Prismeer - a highly morphic zone loosely connected to dreams and dreamscapes across the multiverse. They built a tower - the Pale Finger - as their base, which remains the most distinguishable feature of the Waywood. Most of the silthilar have since moved on to other places. Only one remains, inhabiting the Pale Finger.

The Waywood is less in tune with stable reality, even less so than the Feywild normally is. It is, in a word, dream-like. That's no coincidence: it's situated on the shores of the Dreaming Sky. From that shore, it's possible to take a ferry to Yon, or to the Windmill.

## Reaching the Waywood

### Overland

Through the forest, the Waywood cannot be reached by someone who is awake, they'll only get turned around. To get through the unseen barrier, you must be asleep. Sleepwalking, in other words, or being carried by someone who is sleepwalking. This is at least a little easier than it sounds.

Creatures who sleep in this border region dream of standing in an endless, flat, indistinct forest. In one direction, there is a pale light from a faraway lighthouse (the Pale Finger). Creatures that follow this light begin sleepwalking in the waking world. When they approach the tower closely enough, they wake up, and find themselves in the Waywood in the waking world.



## Overcloud

Another way to reach the Waywood is through the arch, following a path over the clouds of the Dreaming Sky. If you speak the right passphrase in front of it and walk through, a path is created in front of you, a few steps at a time. Keep walking over the path, and eventually it will lead you to the Waywood.

The arch is inscribed with the words: *"Here you are in yesteryear, does it not bring you cheer?"*

The correct response, to be spoken out loud, is a statement to the effect of: *"I have had my fill of days of yore, and now I'll dream of what the future holds in store."* The response does not have to be that exact phrase, just one that conveys the same general sentiment. Squirt the Oilcan knows this.

## The Pale Finger

Rising out of the mist stands a tall, thin tower reaching perhaps a few hundred feet upwards. It has an exterior like the bark of a huge birch tree without roots or canopy. Far at the top, a lonely light shines out from an empty window frame. A single, humble wooden door greets you at the tower's base.

A very tall, thin tower in the northeastern reaches of Thither, isolated and obscure. The inside has a staircase that winds around the inside of the tower a few hundred feet, until it reaches a tall chamber at the top. In the middle of this tower is a slowly pulsating, glowing white orb that emits light like a lighthouse. Its keeper is a silthilar who lives in the tower.

The silthilar's name is long and complex and I can't come up with a good one that fits its nature, but in the Waywood it's normally referred to as the Lighthouse Keeper. It knows the following:

- Zybilna has lost control of Prismeer, likely by being somehow incapacitated. Three hags have taken over and reshaped the realm, but they do not understand it as well as Zybilna did. As a result, it is slowly reverting back to its former state, that of the indistinct Dreaming Sky.
- The Dreaming Sky is an extrusion of a (demi?)plane formed from dreams, which connects to various planes that are closely related to dreams (including the Feywild and a particular layer of the Abyss). It appears as a plain or sea of open sky with clouds, hence the name. It is highly morphic, which means it can be shaped into a desired form by someone with the right will, magical authority, and technique. Zybilna likely used this property to create Prismeer.
- Before Zybilna came, the Keeper and its associates were here in this strip of land that became the Waywood, from where they studied the phenomenon. They made an agreement with Zybilna that granted them this corner in perpetuity, so long as they recognised it as part of the new realm of Prismeer. Over time, the others moved on to other places, having seen enough for their satisfaction, but the Keeper has thus far chosen to remain and learn more.
- The Keeper is highly interested to see how the degradation of Prismeer will unfold, but he is sympathetic to the plight of its residents and others who wish to see it restored. While he isn't inclined to take active part in this restoration, he will offer his knowledge and services to those who do.

## Giant raccoon gang

A group of seven giant raccoons, who pretend to be a wise council that judges travellers on their worth while actually just trying to swindle them out of as many food items and trinkets as they can manage. All of them can speak Elvish, Gnomish, and Sylvan, but only three reveal that they have this ability (the others pretend not to understand).

## Beeholder's grove

An expansive grove of huge flowers in place of trees, with boundaries marked by a line of bright red flowers (normal sized). The grove is tended to by seven bear-bumblebee hybrids ('bumblebears') who are quite territorial. The bears can speak Common, but do so rarely. At the heart of the grove lies their hive, such as it is, which is ruled by a beeholder (a bee-like beholder variant that is less threatening than an eye tyrant). The honey they produce is magical, and presently they have 1d4+2 doses of it.

- **Honey of Lively Metabolism.** *Potion, uncommon.*

The clarified honey in this small jar has a slight bluish tinge to it, and is constantly in motion. Eating it makes you feel as though your innards are throwing a party. When you eat this honey, you regain 5 hit points at the start of each of your turns for 1 minute.

The beeholder is willing to trade up to three doses of honey for each of the following things:

- Gems of the demarax, which it sees as its enemy. 10 gems per dose.
- The tribe of xvarts as its minions.
- The alchemist as its minion, to improve its honey.

Another option is to stir up rebellion amongst the bumblebears. Three of them recognise that the beeholder isn't one of their own, and they have a queen amongst themselves that they'd prefer. The other four either don't recognise that the beeholder isn't a bumblebear queen or don't care, but they could be persuaded to join the cause. The rebellion can succeed if 6 out of the 7 bumblebears have joined the cause. Names and personalities of the bumblebears are given below, with sample DCs for those not already part of the cause

- **Blue (Queen).** Desires the crown for herself. Leads the cause.
- **Busy.** Most enthusiastic worker. Part of the cause.
- **Body.** Eager to impress the queen by acting as bodyguard. Part of the cause.
- **Bearing.** Scouts for new nectar sources. Doesn't like distractions from his work. DC 13
- **Bonnet.** Smaller than the others. Actually likes the beeholder, wants to emulate it. DC 17
- **Bont.** Arranges flowers in colourful patterns. Doesn't understand what all the fuss is about. DC 11
- **Brashley.** Overcompensates for feelings of inadequacy by being loud and aggressive. Says he has a better idea: making him king instead, even though he wouldn't have a clue what to do if he actually became king. DC 15

## Empty Faerie Ring

The faerie ring here does not have its campestri anymore, nor does it have enough other mushrooms. The campestri have been taken away by the beeholder to its hive, to keep it constantly serenaded.



## Winged Cows

A herd of winged cows (cows with a flying speed of 20 ft.) on a grassy plain, who produce very light and fluffy milk that is lemon-flavoured. Watching them is a human alchemist (noble statistics, with 4 alchemist's fire and 3 acid flasks) who believes their milk to be a key ingredient in an elixir of youth. He has been trying to milk the cows for a few days now without success, and he is getting quite frustrated about the matter. He has three potions of greater healing, a potion of heroism, and a potion of climbing, each of which he is willing to give up as a reward.

## Demarax

A lost demarax wanders through the woods, looking for magic. It tries to persuade other creatures to give it their magic, but offers nothing in return. Nearby is a trio of dejected pixies, whose attempts to play tricks on it all failed, as it just happily ate their spells. If the demarax is slain, 4d6x10 gems worth 10gp each can be recovered from its hide. It can willingly part with 1/10th of those, but getting it to understand such a request will take patience. The demarax has actually been in the Waywood for a little while. The Lighthouse Keeper has had a number of long, slow, patient conversations with it to coax out old, interesting overheard conversations it remembers from its planar travels. The Keeper would be unhappy to find it dead.

## Xvarts

A tribe of 9 xvarts inhabit some of the mountainous parts. They all adamantly claim to be the demigod Raxivort (who created the xvirt race to throw off attempts to locate him with divination magic: any such spell cast to find him points to the nearest xvirt instead). One of the xvarts is a warlock of Raxivort and is effectively in charge, even if the others won't verbally admit it. If they meet adventurers, they will try to persuade them to raid the beeholder's grove, claiming that the bumblebears are all bark and no bite. And either way, who are they to refuse the command of a demigod?

## False Altar

*(This encounter may be a bit tonally discordant for how most people run this adventure? I put it in here mostly because I had the statblock laying around and couldn't immediately think of a different idea for the altar thing on the map. May wind up replacing it with something else in due time.)*

A gnome weremole who calls himself 'Gnawer' has carved an altar into this rock to act as bait for his victims. He has inscribed upon it the text (Sylvan):

*"Give a gift to the world, and let the world give you its fruits in gratitude."*

There are two bowls in the altar. One at the ground is marked for gifts to be deposited. The other bowl stands on the altar itself and contains large red, juicy berries that look quite appealing. A creature that eats a berry must make a DC 15 Constitution saving throw after 10 minutes. On a failed save, the creature is poisoned for 8 hours as it suffers from terrible stomach pain, cramps, and diarrhoea. The berries can be identified as poisonous with a successful DC 15 Nature check.

The gnome stalks creatures that eat a berry, hoping to incapacitate his victims while they relieve themselves as a result of the berry's effects. It's a good way to get creatures separated from their group. He then drags them away to his lair to be prepared and eaten.

## The Ferry

Over the Dreaming Sky sails but one boat: that of the merrenoloth Zazzot, who was hired as a ferryman by Zybilna. He wears an oversized cloak that hides his fiendish features, but they can be noticed with a DC 14 Wisdom (Perception) check (or PP). Why choose a fiend for this? As Zazzot puts it if asked, "Because the queen knows well that our talents are unparalleled on all the planes. Clearly, she has an eye for quality." The merrenoloth brought his ship here by way of a layer of the Abyss called the Dreaming Gulf. That layer has a strong connection to dreams, which allowed the fiend to find or open a portal to this place big enough for the ferry.

Zazzot mostly works alone and unguarded. Prismeer isn't typically very dangerous for him, and in either case he isn't very concerned about being slain here. He would reform in Gehenna after all, and his contract stipulates a generous compensation in the event that he is slain on the job. That's not to say he won't defend himself, however.

The ferryman demands no price for passage, since Zybilna already pays him, but he does humbly suggest a tip. If a party does not tip, the ferryman passes through one additional dream-cloud during the crossing (see 'The Dreaming Sky').

## The Dreaming Sky

This odd field of sky and stars is a highly morphic extrusion of the Feywild sky, which normally transitions into a zone of dreamlike reality that connects to various dream-like planes, layers, and demiplanes across the multiverse. This 'Dreaming Sky' is the mutable substance that Zybilna used to construct Prismeer. In her absence, its loose, mutable nature creeps into Prismeer more and more, a process the Hourglass Coven is only vaguely aware of and is ill-prepared to address. The Dreaming Sky, once pervasive in this region, is now confined mostly to the vast emptiness behind the Palace of Heart's Desire. It is possible to cross it to get from Thither to Yon with the guidance of the ferryman, or perhaps with Trinket, Bauble, and Charm's storm cloud balloon.

A ferry or balloon crossing the Dreaming Sky has to contend with rolling banks of pastel-coloured clouds. If you enter one of these clouds, you are transported to a dream someone is currently having. The ferryman tries to avoid these as much as possible, but sometimes a dream-cloud is unavoidable. In such a case, the ferryman tasks his passengers with aiding the ferry move safely through the dream. In most crossings, whether they are done with the ferry or a balloon, three dream-clouds must be traversed. To reach the windmill from either shore, two dream-clouds must be traversed.

## Sample Dreams

- **A dragon turtle's dream.** [...]
- **A peasant boy's dream.** The boy dreams of a classic tale of adventure, where he is given a quest that will take him from his simple peasant life on a grand adventure to

save the kingdom. He meets the adventurers around the middle of his journey as they are sailing through an underground river. This river runs through a cave where a gold dragon has led the boy to receive gifts or wise counsel from the PCs. If they try to move on without giving either a gift or advice, the dragon will [...]

- **King Gullop XIX's nightmare.** The PCs are led on foot by the ferryman through a series of rooms that each display a pompously dressed, crowned bullywug (King Gullop XIX, or whoever the king currently is) being subjected to various darkly comical assassination methods. In each room, a different member of the court of Downfall, as imagined by Gullop, gleefully explains their plot as it unfolds. Before they can leave, the party is accosted by a gang of bullywugs who demand to hear the party's plan to assassinate the king: if they don't have one, the only explanation the bullywugs can see is that they're in league with the king, which would mean they must be silenced.
- **Hurly's nightmare.** The ferry passes by between a huge stage on the left side, and an enormous crowded theatre on the other side. On the stage is a lone bugbear (Hurly), who is expected to deliver a pleasing performance to the packed crowd, who seem impossible to please. Hurly is visibly struggling with his lines. The party can help him if they wish by coming up with lines and whispering them to him: the crowd doesn't seem to be immediately aware of the PCs, but Hurly can hear them. If they help Hurly put on a decent performance in his nightmare, or make the crowd react favourably to him in some other manner, he will be more confident in the waking world when they eventually meet him there.
- **Dark Prince's dream.** Graz'zt has a recurring dream where he possesses all that falls under his gaze, can bend any being to his will with a word, and shift continents with a motion of his arm... but where before him hovers a bright golden orb, opaque and seemingly indestructible, that he knows contains the one thing that still lies beyond his reach. He does not know what is in the orb or how it can be accessed, and he says that he has "Revisited this place off and on for millennia". Graz'zt is aware that this is a dream and that the PCs do not belong in it, but unless something the PCs say piques his interest, he remains more fixated on the orb than about whatever motion of the multiverse might have brought these mortals (and yugoloth) here. He doesn't have reason to suspect they might come from the Feywild domain that he has sent a pair of lamia off to investigate.
  - (Maybe try practising Graz'zt talking about how he has 'been pondering this orb for thousands of years' in a serious voice, without laughing, first.)
- [...]
- [...]
- [...]

## The Windmill

*(how I intend to run it, anyway: replace with any other windmill contents as desired)*

The floating island in the centre contains a windmill. This windmill contains memories of Iggwilv throughout her life and various identities. It can be opened by answering the question posed by the door: "Who am I?" (asked from Iggwilv's perspective). A salient detail: before Zybilna became frozen in time, this windmill, and its island, didn't exist. They, along with other clues to Zybilna's true identity, are symptoms that Zybilna would be more than capable

of suppressing or preventing if she was conscious. Now that she isn't, they have free reign to appear.

## Hither - Yon: The Stairway

The wall of mist between Hither and Yon is spanned by a very tall, arcing bridge that used to go all the way to the Palace of Heart's Desire, much like its larger twin the Queen's Way. Now, it only connects to a lost mountain on the edge of Hither, in which lies a hidden stairway that allows travellers to climb up towards Yon or descend down towards Hither.

*There is a stairway here carved from stone, winding up, through, and around the mountain, up and up to a place shrouded in the mists. About halfway up the staircase, a pair of trolls become visible through the mist, standing guard on either side of the path. The taller one says: "Halt! I Mullom, I guard path to Yonder future. You go up, you pay me toll." The wider one says: "Halt! I Gullom, I guard path to Hither present. You go down, you pay me toll."*

The stairway is guarded by a pair of trolls: Gullom and Mullom.

- Gullom was hired by Bavlorna Blightstraw, and only guards the way down: he demands toll from anyone who moves down one or more steps, but ignores those who only move up.
- Mullom was hired by Endelyn Moongrave, and only guards the way up: he demands toll from anyone who moves up one or more steps, but ignores those who only move down.

Gullom's toll is a piece of your present, such as:

- A task or chore to perform right now.
- Something that motivates you.
- A part of your body, health, or energy.

Mullom's toll is a piece of your future, such as:

- A task or favour to be called in later.
- A goal that you care about or a dream you want to achieve.
- Some of your remaining years of life.

If either of the trolls attacks or is attacked, the other troll does not help, but does watch closely to see if they have a right to enact a toll (for example, Mullom claims this right if he sees someone walk up even a single step). In this case, they demand a toll right then and there, threatening to help their fellow guard if the toll is not paid. Neither troll is very bright however, and they can be turned against each other.

Every 8 days, but not on the same days, Endelyn and Bavlorna send their minions (4 darklings for Endelyn, 2 lornlings for Bavlorna) to collect the accumulated tolls and any other items the trolls have collected that the hags want for themselves. The trolls are allowed to keep the rest.

### Gullom and Mullom's home

A wide trail leads away from the stairs to the cave where Gullom and Mullom live. They have one common room they share, and three rooms each to themselves where the other is not allowed, but which often requires a room of the other troll to function. Gullom has a kitchen; Mullom has a garden. Mullom has a loom; Gullom has sheep. Gullom has treasure; Mullom has a chest.

## Other

### Garth the Giant Crocodile

This intelligent giant crocodile seems to exist, or able to move rapidly between, all three domains, appearing in a slightly different form in each. Though he can eat and chew as much as he likes, Garth cannot digest food, and is thus ever hungry. He has learnt instead to savour the *taste* and the *tasting* of food in an attempt to offset his gastronomic cravings.

Garth's moniker and appearance varies depending on the domain he is encountered in:

- **Hither ('Toothless')**: An embittered giant crocodile without teeth. Its bite attack deals 15 (3d6+5) bludgeoning damage; CR is 4. Garth is accompanied by 1d4+2 stirges.
- **Thither ('Gluttonous')**: An overweight giant crocodile who likes to display and lick his sharp teeth. He is accompanied by 1d4+1 giant spiders.
- **Yon ('Hungry')**: A somewhat emaciated giant crocodile with bloody teeth and a hungry expression. He is accompanied by a sabre-toothed tiger, a dire wolf, and two giant vultures.

Though Garth doesn't necessarily volunteer this information, he can quickly transport characters between these three versions of himself through his gullet. The payment he asks for this is the right to savour the taste of those he transports. He means this literally on two levels:

- The transport involves eating the passengers and he likes eating things.
- He takes a character's preference for a specific food item (example: Dave likes apple pie. After Garth transports him, Dave feels neutrally at best about apple pie while Garth gains a newfound or enhanced appreciation of apple pie).

Garth is greedy, and repeated transports incur higher prices, as seen in the table below.

*Table: Garth's prices.*

Trip #	Digestion effect	Food preference lost
1	Spend 1 hit die	Single specific food item (e.g. apple pie)
2	Spend 3 hit dice	An item each for breakfast, lunch, and dinner (e.g. omelette, ham sandwich, fried chicken)
3	Spend 6 hit dice; Constitution reduced by 2 until you finish a long rest	A category of food (e.g. all pies)
4+	Spend all hit dice; Constitution reduced by 4. You regain 2 each long rest.	An entire course (e.g. breakfast, appetiser, or desert)

Garth doesn't accept haggling, but he may agree to bump his price down by one or more trip #s if presented with a suitably generous meal.



## [OLD]Thither - Yon: The Dancing Pillars

The path between Thither and Yon is a precarious one, over a series of giant pillars across a vast empty sky that lies behind the Palace of Heart's Desire. The pillars are spaced some 200 feet apart, making a crossing without flight all but impossible under normal circumstances.

*Ahead of you the forest stops abruptly, as the ground descends rapidly into a vast empty sky beneath, with clouds that swirl like a vortex around a lone windmill that quietly turns in the middle of it all. Next to you is an outcropping that reaches towards a series of colossal rock pillars that rise out of the clouds, spaced roughly 200 feet apart. At the far end, you can just make out the edges of a dramatic mountain range illuminated by streaks of lightning coursing through the mist.*

In the middle of the field of sky floats a large windmill. In this windmill lives a hermit, bound to it by Zybilna for reasons only they are privy to. The windmill can control the winds and mists to a limited extent, and with the hermit's instructions they can play music as well. While this music plays, the rock pillars sway back and forth far enough to slam into each other, creating windows of opportunity for travellers to scramble from one to the next.

The hermit plays his music every 8th day at 3 hours past noon. To get him to play at another time, travellers need to get his attention by performing for him first on special instruments.

On the Thither side, there is a huge alphorn for this purpose; on the Yon side, a huge drum.

- Playing on the alphorn requires the player to succeed on a DC 15 Constitution check. On a failed save, the player can still perform using the instrument, but will gain a level of exhaustion when they are finished.
- Playing on the drum requires a DC 30 Strength check to succeed. Multiple characters can contribute to this check, adding together their results into a single check.

When the performance is finished, the player(s) must make a Performance check, after which the hermit will start to play. The result of this performance check determines the temperament of the performance, as indicated in the table below. If the hermit plays music on his own accord, the result is a standard performance.

Check Total	Hermit Response	Effect on pillars
Lower than 5	Refuses to play	Remain motionless
5-10	Rough, boastful performance	Move fast and hard - DC 15
10-14	Standard performance	Move at regular speeds - DC 10
15 or higher	Calm, friendly performance	Move gently - Automatic success

### Crossing the pillars

Once the pillars are in motion, it becomes possible to cross the gap by jumping, walking, or climbing from one pillar to the next. The pillars slam into each others' sides roughly, which may be dangerous for those standing on top.

In the crossing, each character needs to move between pillars (or between cliff and pillar) 5 times. Each time they do so, the character needs to make a Strength or Dexterity saving

throw with a DC indicated by the result of the performance check. On a failed save, a creature takes 1d10 bludgeoning damage.

# Homebrew Statblocks

**Art:** I didn't want to include the art I use for these here to avoid dealing with permission and copyright and everything, but for the Beeholder, Bumblebear, Demarax (which is a 2e Planescape monster I updated), and Silthilar (which is updated from the 3e/3.5e book *Lords of Madness*) you can easily find ones through google. Likewise for giant raccoons (or just use normal raccoon art). For the weremole I haven't actually looked anything up myself yet.

## Beeholder and Bumblebears

### BEEHOLDER

*Large aberration, lawful beevil*

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**Armor Class** 14 (natural armor)  
**Hit Points** 102 (12d10 + 36)  
**Speed** 0 ft., fly 20 ft. (hover)

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STR	DEX	CON	INT	WIS	CHA
10 (+4)	14 (+2)	16 (+3)	14 (+2)	16 (+3)	18 (+4)

---

**Saving Throws** Int +5, Wis +6, Cha +7  
**Skills** Perception +6  
**Condition Immunities** prone  
**Senses** darkvision 120 ft., passive Perception 16  
**Languages** Deep Speech, Undercommon  
**Challenge** 7 (2,900 XP)

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**Targeting Gaze.** At the start of each of its turns, the beeholder chooses a creature it can see within 30 feet. Creatures friendly to the beeholder and weapon attacks it makes with its bees have advantage on attack rolls against the target until the beeholder chooses a different creature, or until the target is further than 60 feet away from the beeholder.

---

### Actions

**Multiattack.** The beeholder uses its Bees. It then makes two attacks: one with its bite and one with its stinger. It can't make both attacks against the same target.

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

**Stinger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) piercing damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target takes 14 (4d6) poison damage and is poisoned for 1 minute. On a successful save, the target takes half as much damage and isn't poisoned. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Bees.** The beeholder spawns three of the following magical bees at random (reroll duplicates), choosing one to three targets it can see within 90 feet of it:

- 1. Lance Bee.** *Ranged Weapon Attack:* +6 to hit, range 90 ft., the targeted creature. *Hit:* 13 (2d12) piercing damage.
- 2. Blinding Bees.** The targeted creature must succeed on a DC 14 Constitution saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 3. Infesting Bee.** *Ranged Weapon Attack:* +6 to hit, range 90 ft., the targeted creature. *Hit:* The target is infested with 2 (1d3) magical bees. The bees hatch at the end of the beeholder's next turn, dealing 5 (2d4) piercing damage to the target and releasing one magical bee at random (reroll duplicates), targeting a random creature other than the beeholder for every bee infesting the target. A creature, including the target, can use an action to treat the infestation before the bees hatch, by succeeding on a DC 14 Wisdom (Medicine) check.
- 4. Fear Bees.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 5. Explosive Bee.** Each creature in a 5 foot radius sphere centered on a point within range must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.
- 6. Draining Bees.** The targeted creature must succeed on a DC 14 Constitution saving throw or gain one level of exhaustion.
- 7. Charming Bees.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be charmed by the beeholder for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 8. Vomiting Bee.** The targeted creature must succeed on a DC 14 Dexterity saving throw or be restrained by a mass of crystallized honey. A creature, including the target, can remove the honey with a successful DC 14 Strength check. The honey can also be attacked (AC 13; 10 hit points; immunity to poison and psychic damage).

A particularly odd variety of beholder that was dreamt into being by a beholder with an obsession with (or phobia of) bees. Its eight eyestalks, rather than shooting rays, burst open to spawn bees equipped with stingers that inflict unusual magical effects. The stalks then close again to quickly generate the next batch. Somewhat hastier than most beholders, a beeholder also menaces in close combat with its insectile maw and poisonous stinger.

## Hive Monarchs

Beeholders are almost always hive beholders, who surround themselves with bees and bee-themed minions. For some reason, they seem to prefer more unintelligent or animalistic servants. One notorious type that is seen fairly frequently in the service of beeholders is the bumblebear - a dangerous merging of bee and bear. It is thought that these strange creatures were first dreamed up by beeholders. In addition to standard treasure, beeholders often produce special kinds of honey in their hives with unique magical effects.

## Bumblebears

### BUMBLEBEAR

*Large monstrosity, unaligned*

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**Armor Class** 12 (natural armor)  
**Hit Points** 51 (6d10 + 18)  
**Speed** 40 ft., climb 30 ft., fly 20 ft.

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

---

**Skills** Perception +3  
**Senses** passive Perception 13  
**Languages** -  
**Challenge** 3 (700 XP) [dCR 1 / oCR 4]

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

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### Actions

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

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

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Stinger Cannon.** *Ranged Weapon Attack:* +3 to hit, range 30/60 ft. *Hit:* 21 (6d6) poison damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

**Body Slam.** The bumblebear attempts to fall on creatures directly beneath it. Each creature in the bumblebear's space where it lands must succeed on a DC 13 Dexterity saving throw or take 5 (2d4) bludgeoning damage per 10 feet fallen, up to 30 (12d4). A Medium or smaller target is knocked prone and grappled (escape DC 14). Until this grapple ends, the target is restrained. The bumblebear lands prone, and any grapples caused by this ability end if the bumblebear is no longer prone. If no target fails their saving throw, the bumblebear takes half the normal falling damage for the distance fallen.



## Demarax

### DEMARAX

*Medium monstrosity, lawful neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 51 (6d8+24)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

**Saving Throws** Dex +2, Wis +2, Cha +1

**Damage Resistances** damage from spells

**Senses** passive Perception 10

**Languages** Common [poorly]

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

**Arcanovore.** If the demarax succeeds on a saving throw against a spell or a spell attack misses it, the spell has no effect, and the next time the demarax uses its magic missile before the end of its next turn it creates two extra darts.

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

### Actions

**Multiattack.** The demarax can use its magic missile if it's available. It then makes one attack with its tail.

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 16 (2d12+3) bludgeoning damage.

**Magic Missile (3/day).** The demarax creates three glowing darts of magical force that each hit a creature of the demarax's choice. Each dart deals 3 (1d4+1) force damage to its target. The darts all strike simultaneously and the demarax can direct them to hit one creature or several.

**Crystal Storm (1/day).** The demarax releases a whirling storm of spell crystals in a 20-foot radius around itself. Each creature in that radius must roll a d6 to determine the effect on itself:

1-2. The target must succeed on a DC 14 Wisdom saving throw, or suffer the effects of the *confusion* spell.

3-4. The target must succeed on a DC 14 Constitution saving throw, or be blinded for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on a success.

5. The target must succeed on a DC 14 Strength saving throw, or be restrained by magical vines for 1 minute.

While restrained by this effect, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a DC 14 Strength check. On a success, the target is freed.

6. The target must succeed on a DC 14 Charisma saving throw, or suffer the effects of the *banishment* spell. The target can repeat its saving throw at the end of each of its turns for up to 1 minute, ending the effect on itself on a success.

### Reactions

**Spell Redirection.** If another creature the demarax can see within 60 feet of it casts a spell that targets only one creature, the demarax can choose to make itself the target of the spell instead.

Wandering at a ponderous pace across the planes are the odd demarax. These creatures are notoriously slow, both in their movements and in their brain-box; fact is, they're barely hovering around the edge of sapience. A demarax resembles a bipedal lizard-like creature with a dense hide studded with crystals, a large mouth, and a thick crystal-studded tail.

The crystals that grow on a demarax are a result of its unusual diet. You see, demaraxes eat only one thing: spells. Demaraxes have the ability to completely absorb a spell directed at it by literally consuming it. After digestion, the magical energy from these spells are pushed out from pores in the skin to form the spell crystals that stud their hides.

The demarax can use the magical energy stored in these crystals for its defence. Firstly, it can channel it into magic missiles launched from its eyes. It prefers not to do this too much in a day, as expending that much spell energy makes the creatures very hungry. Secondly, the demarax can create a whirlwind of its spell crystals to unleash a storm of random spell effects around itself. This depletes its stores so much that the demarax will starve in 1d6 hours if it doesn't find more spells to eat, so they only use it as a last resort.

Demaraxes are generally peaceful creatures who roam the planes alone or in small groups. They have no natural predators, as their meat is practically inedible. They are really only hunted by unscrupulous folk looking to harvest their spell crystals. This is a risky practice:

failing a DC 20 Nature or Jeweller's Tools check causes the crystals to break and unleash a random spell effect of a spell level equal to or lower than 1d8-2 (a result of 0 or lower indicates a cantrip).

There is one other reason why people sometimes seek out a demarax: the creatures seem to have a perfect memory, and they can live for thousands of years. With the right demarax, and a great deal of patience, it's possible to coax out exact recountings of centuries-old conversations.

## Giant Raccoons

### GIANT RACCOON

*Medium beast, any non-Lawful*

---

**Armor Class** 12  
**Hit Points** 19 (3d8 + 6)  
**Speed** 40 ft., climb 20 ft., swim 30 ft.

---

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

---

**Skills** Investigation +2, Perception +3, Sleight of Hand +6, Stealth +4  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** understands Gnomish but can't speak except with forest gnomes  
**Challenge** 1/2 (100 XP)

---

**Keen Hearing.** The giant raccoon has advantage on Wisdom (Perception) checks that rely on hearing.

### Actions

---

**Multiattack.** The giant raccoon 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:* 4 (1d4 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Though rare in the wild, these black-bear-sized raccoons are sometimes found living in gnome communities. The gnomes treat them as full-fledged members of the community, in honour of Baervan Wildwanderer's constant companion Chiktikka Fastpaws (*unrelated side note: I have a Chiktikka statblock as well if anyone wants one*). Not all of them share their mythical kin's temperament, but though they are intelligent enough to understand what their gnomish neighbours want from them, they usually aren't quite model citizens either. If nothing else, accommodating for their size gives trouble enough for most villages. Even still many gnomish communities, forest gnome ones especially, find it easy to forgive them.

d6	Giant Raccoon Personality Traits
1	My favourite way to spend a day is to do nothing at all.
2	I like to pick a person and mimic everything they do until I get bored.
3	Stealing food? Me? Never. Ok, sometimes. Many times.



4	I may not quite understand what they're doing, but I do my best to help out anyway.
5	If it's not being used, it's mine.
6	I enjoy testing how much they'll let me get away with

## Silthilar

### SILTHILAR

*Large Swarm of Tiny Aberrations, Chaotic Good*

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**Armor Class** 18 (natural armor)  
**Hit Points** 76 (9d10 + 27)  
**Speed** 5 ft. (20 ft. in aberration form), fly 40 ft. (hover)

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STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	20 (+5)	12 (+1)	17 (+3)

---

**Saving Throws** Wis +4, Cha +6  
**Skills** Arcana +11, Insight +4, Nature +11, Perception +4  
**Damage Resistances** bludgeoning, piercing, slashing  
**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned  
**Senses** darkvision 60 ft., passive Perception 14  
**Languages** Common, Silthilar, Sylvan, any four languages (can't speak in swarm form)  
**Challenge** 7 (2,900 XP) [dCR 5 | oCR 8 (5 in Swarm Form)]

---

**Boon of Immortality.** The silthilar is immune to any effect that would age it, and it can't die from old age.

**Shapechanger.** The silthilar can use its action to polymorph into a Medium aberration, or back into its true form. While in aberration form, it cannot occupy another creature's space and vice versa. Its statistics, other than its size and ability to occupy another creature's space, 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.

If the silthilar is hit by a weapon attack while in aberration form, it must succeed on a Constitution saving throw with a DC of 10 or half the damage it took, whichever is higher. On a fail, the silthilar reverts to its true form and is poisoned until the end of its next turn.

**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 mote of flesh and bone. The swarm can't regain hit points or gain temporary hit points except through its Rend attack.

**Unusual Nature.** The silthilar doesn't require air, food, drink, or sleep.

### Actions

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**Multiattack (Aberration Form Only).** The silthilar makes four attacks with its spines.

**Rend (Swarm Form Only).** *Melee Weapon Attack:* +8 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 18 (4d8) slashing damage and 7 (2d6) psychic damage, or 9 (2d8) slashing damage and 3 (1d6) psychic damage if the swarm has half of its hit points or fewer. If this attack reduces a creature with an Intelligence score of 10 or higher to 0 hit points, that creature must make a DC 16 Intelligence saving throw. On a failed save, the creature dies, and the silthilar regains a number of hit points equal to three times the creature's Intelligence score. A creature killed this way cannot be returned to life by any means short of divine intervention or a *wish* spell, as its consciousness is assimilated into the silthilar. On a successful save, the creature automatically succeeds on any future saving throws against this effect from any silthilar.

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

**Warp Flesh (Swarm Form Only; Recharge 6).** The silthilar transforms a creature it can see in its space that isn't an undead or construct into a different creature. An unwilling target must succeed on a DC 16 Constitution saving throw to avoid the effect. An affected target is polymorphed into a creature of the silthilar's choice that isn't an undead or construct with a challenge rating no higher than the target's challenge rating (or level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality.

The target assumes the hit points of its new form. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech unless its new form is capable of such actions. Any equipment the target is wearing or carrying isn't transformed. The transformation lasts until cured by *greater restoration* or similar magic.

The Silthilar are the last survivors of a proud and ancient race of sylvan creatures (that is, fey, presumably). They had long ago mastered the art of grafting and shaping living flesh to suit their own needs. Their world crumbled when their research unleashed a terrible magic plague. They could not find a cure that would save their bodies, and so instead they used their powerful magic to save their minds. They cast a spell that separated their minds from

their bodies, and then shattered those minds into millions of tiny motes of flesh and bone that each served as the vessel for a single piece of Silthilar lore. Together, these motes formed hive minds that would count as the surviving individual members of their kind.

Today, the remaining Silthilar conduct their research and experiments in isolation. Their curiosity - for most of them - is tempered by a respect for life, and they only use their powers on volunteers who come to them seeking changes or enhancements to their bodies. They can take on a diffuse swarm form, or coalesce into a weird radial creature with 8 spines as arms and legs, which hover.

## Weremole

### WEREMOLE

*Small humanoid (gnome, shapechanger), neutral evil*

**Armor Class** 12

**Hit Points** 24 (7d6)

**Speed** 25 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	12 (+1)	11 (+0)	8 (-1)

**Skills** Perception +2, Stealth +4

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Senses** tremorsense 60 ft. (blind beyond this radius), passive Perception 12

**Languages** Common, Gnomish, Undercommon

**Challenge** 2 (450 XP)

**Gnome Cunning.** The weremole has advantage on all Intelligence, Wisdom and Charisma saving throws against magic.

**Shapechanger.** The weremole can use its action to polymorph into a mole-humanoid hybrid or into a Medium giant mole, 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.** The weremole has advantage on Wisdom (Perception) checks that rely on hearing.

### Actions

**Multiattack.** The weremole makes two attacks, only one of which can be a bite.

**Bite (Mole or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a gnome, it must succeed on a DC 10 Constitution saving throw or be cursed with weremole lycanthropy.

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

**Battleaxe (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage when used with two hands.

Those gnomes who are fully anointed into the ranks of Urdlen's following, such as it is, do so by embracing weremole lycanthropy. Since Urdlen's faith is a highly individualistic one, the act of spreading this 'gift' of Urdlen is one of the few acts of cooperation that takes place in it. The ceremony is not a friendly one, carried out only in the knowledge that Urdlen desires his curse to be spread, and it often ends in a bloody brawl regardless. Contracting weremole lycanthropy is only half the process, however. In order to gain control of the transformation, an inductee must take a final irreversible step down Urdlen's dark path: consuming the heart of another gnome freshly killed by the young weremole's own claws.

Most weremoles are loners, who go their own way and loath the company of other sapient creatures. They see other weremoles as their rivals, and all other gnomes as enemies or prey. The only thing that can reliably bring them to work with other followers of Urdlen is a communal assault on temples and followers of the other gnome gods. The rest of their time is spent mostly in the wilderness or on the fringes of civilization, from where they hunt on humanoids who cross their path. Some kobolds and other traditional enemies of gnomes think they might be able to forge an alliance with weremoles against a mutual enemy, but such plans are naïve: those same enmities are alive and well in weremoles, who need no sound reason to stoke the flames of an old grudge.

***Weremole Lycanthrope Player Characters.*** The character gains a Strength of 14 if their score isn't already higher. Attack and damage rolls for the natural weapons are based on whichever is higher of the character's Strength and Dexterity.