5E

SCARRED LANDS

CREATURE COLLECTION



A selection of extraordinary adversaries from the Scarred Lands
for the world's greatest roleplaying game

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INTRODUCTION

The original Creature Collection was undeniably a historic tome. The first major release under the D20 system, it beat even the official Monster Manual to store shelves. Over the years since, and across many fantastic supplements, the Scarred Lands setting has grown and developed, becoming deeper and broader than ever. It's a fantastic place to set your adventures. One thing that remains consistently true of the Creature Collection, whether it is that very first 3rd Edition volume, or this 5th Edition version: you can use these monsters in any fantasy setting, and they will add something new and exciting to your games.

While our priority and responsibility is to provide you with a wealth of really good 5th Edition creatures, this book has also been a historic moment for our own little games studio. This is the first book we have created as Handiwork Games. We hope you enjoy it.

Jon Hodgson
Handiwork Games

How to use this book

There are several useful ways to navigate this book.

Every monster is listed alphabetically, so that if you know a creature's name you'll be able to locate it quickly. There are no groupings by type: the creatures flow alphabetically from A - Z.

Each creature also has an array of symbols on the page edge, (see the table at the bottom of the page for the full list of symbols and their meanings.)

The symbols are placed in a consistent position for their individual type, so that you'll be able to quickly flick through and identify creatures by the different classifications offered by the page edge symbols.

Using these you can locate adversaries to fit the kind of challenge you're looking for, by creature type, or those which inhabit a given locale.

At the end of the book there are two indices. The first sorts the creatures by Challenge Rating. The second is a traditional alphabetised index.

You'll also find a selection of encounters and battle maps suitable to drop into your campaign.

Note that where creatures are repeated from the Scarred Lands Player's Guide they have been updated to reflect years of play in the field and correct any known errors. They also have new artwork.

Page Edge Symbol Description

Terrain Types


Aquatic


Arctic


Coast


Desert


Forest


Grassland


Mountain


Swamp


Underground


Urban


Unique

Challenge Rating


0-5


6-10


11-15


16-20


21-25


26-30

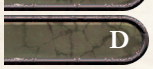
Creature Types


A Abberation


B Beast


CE Celestial

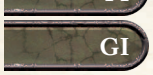

CO Construct


D Dragon


E Elemental


FE Fey


FI Fiend


GI Giant


GO Goblinoid


H Humanoid


M Monstrosity


OO Ooze


P Plant


SB Small Beast


TB Tiny Beast


U Undead

Spells:
Most spells available to monsters are drawn from the core rules. Those drawn from the Scarred Lands Player's Guide are marked with an asterisk (*) after the spell name. A double asterisk (**) is used if the spell is provided here in the Creature Collection.

ACID SHAMBLER

Acid shamblers are bloated undead who wander the land looking for living creatures to vent their pain and suffering on. Their acidic blood constantly degrades their corpses, resulting in weeping sores or bloody acid, softened bones and tissue that hangs in loops, and a sharply tinged foul smell.

Acid Shambler

Medium undead, neutral evil

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

Armor Class 11
Hit Points 13 (2d8 + 4)
Speed 30 ft.

Damage Immunities acid, fire, poison
Condition Immunities charmed, frightened, exhaustion, poisoned, stunned
Senses passive Perception 7
Languages Understands one common language of choice (see SL PG pg 43) but cannot speak
Challenge 1 (200 XP)

Acidic blood. Any non-magical weapon or tool that strikes the acid shambler corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the acid shambler is destroyed after dealing damage.

Actions

Multiattack. The acid shambler makes two claw attacks.

Acidic vomit (1/day). The acid shambler vomits blood in a 15-foot line that is 5 feet wide. All creatures within the area of effect must succeed on a DC 12 Dexterity save or suffer 7 (2d6) acid damage (half damage with a successful save).

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage, plus the target must succeed at a DC 11 Dexterity save or suffer an additional 3 (1d6) acid damage.

Tactics. Acid shamblers lash out, without hesitation or desire for survival, at all living creatures they encounter. Driven by pain and hatred of what they have become, these creatures are mindless killers, and the fact that they often travel in packs makes them exceedingly dangerous to unprepared or ill-equipped opponents. They will use their acidic vomit whenever they can attack two or more creatures.



Spawned in the aftermath. The acid shambler was one of the many horrors spawned in the aftermath of the Divine War, as the wild energies released by the titan's defeat and imprisonment warped the living — and unliving — matter in their vicinity and gave rise to whole new races of loathsome monsters.

Acidic blood. The shamblers are corpses brought back to horrific, agonizing life by a strange transformation of their blood. The thick reddish-black ichor that surges through their dead veins both animates and deteriorates them from the inside out due to its highly acidic properties. Because of the acid shamblers' transformation, their limited existence generally lasts only a number of days before the acid destroys them. Even well armed soldiers have fallen as the shamblers' corrosive blood eats away at the toughest swords and armor with frightening speed.

AETHERAI

These creatures are made from ropey plant tendrils and unusual fungal growths. They resemble wolf-like humanoids that normally bound forward on both hands and feet. Their ears are strangely Elven-shaped, however. An outer coating of thick waxy leaves protects their bodies and they have heavy leaf-like eyelids that almost always obscure their eyes. Upon all of the leaves are strange runes. Their interior bodies glow with bright light and when they do raise their eyelids it comes bursting forth, bringing light into darkness. Their arms and legs end in curved claws that despite their wood-like appearance are deadly sharp.

Aetherai

Large aberration, neutral evil

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+5)	17 (+3)	11 (+0)	14 (+2)	10 (+0)

Armor Class 15
Hit Points 68 (8d10 + 24)
Speed 40 ft.

Saving Throws Dex +8, Wis +5
Damage Immunities cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder.
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone, restrained, unconscious.
Senses passive Perception 11
Languages Sylvan, telepathy (see below)
Challenge 5 (1,800 XP)

Liquid Light. The lifeblood of the Aetherai is a magical form of liquid light. When they have their eyes open, they project bright light for 120 feet in a cone in the direction they are looking and dim light beyond that for another 120 feet.
Magic Absorption. Aetherai are immune to all magical attacks and subsist by consuming the magical auras of permanent magic items. When targeted by a spell, the aetherai regains 1d6 hit points per spell level of the spell cast. Note that they can still be affected by physical items created by a spell, such as a stone wall.
Neural Network. Aetherai within 5 miles of each other can communicate telepathically, as well as tell the amount and location of any aetherai within that distance.

Actions

Multiattack. The Aetherai makes 2 claw attacks.
Floodlight. If the aetherai opens up its eyes and concentrates, its entire brain glows with intense light. All creatures within a 60-foot cone of where it is looking must make a DC 15 Constitution saving throw or become blinded. An affected creature can repeat the saving throw at the end of the round, ending the effect on a success.
Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Reactions

Burst. When struck by a critical hit, the aetherai can cause one of its joints to burst, causing it to temporarily lose a limb and negate all damage. It can use a bonus action on a subsequent turn to reattach the limb.

A Cursed Folk. Long ago, the aetherai were an elven-like folk who lived deep underground who fed off of magical energies and the strange plants and funguses they could find. Somehow they were afflicted with a curse that turned their blood into liquid light, but this only caused the plant-like parts of their bodies to take over and they transformed into their current state. They only know the curse as 'The Glow' and any life other than sneaking through the shadows seeking magical artifacts is a distant legend to them now.

Seekers of Magic. Aetherai absorb magical energies, preferring to live off of the faint ethereal glow from permanent magical items. An aetherai deprived of all magic shrivels up and becomes as still as the dead, but can be revived by any new source of magic.

Tactics. Aetherai attack in small groups, trying to steal any magic items that a group possesses and then immediately fleeing. As they're immune to almost all magic, the first time dealing with the aetherai can be very challenging. However, they don't press the advantage and instead leave as soon as they have what they come for. A GM can use aetherai attacks to relieve a party of a magical item that has proven too powerful or otherwise unbalancing to the game.



ALLEY REAPER

A dark-cloaked form emerges from the darkness, its body obscured by the shadowed recesses of its ragged shroud. It draws a sinister-looking sword from beneath the garment. As it advances upon you, it seems as if you hear the moans of the dying, far off in the distance.

Alley Reaper

Medium undead, chaotic evil

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	17 (+3)	10 (+0)	12 (+1)	10 (+0)

Armor Class 13
Hit Points 45 (6d8 + 18)
Speed 40 ft.

Skills Perception +3, Stealth +5
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 13
Languages understands those it knew in life but does not speak.
Challenge 3 (700 XP)

Amorphous. A reaper can take off its cloak (and its prizes, which are located inside the cloak) to move through a space as narrow as 1 inch wide without squeezing.
Shadow Stealth. While in dim light or darkness, the reaper can take the Hide action as a bonus action.

Actions

Sinister Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 2 (1d4) necrotic damage.
Billowing Cloak. Spectral winds fill the cloak, making it resemble the wings of a vulture spread over a kill. From within the shadows of the cape, the faces of the reaper's previous victims shriek in horror. Each creature of the reaper's choice within 30 feet of it and aware of it must make a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If the creature's saving throw is successful or the effect ends, the creature is immune to the cloak's effect for the remainder of the night.

Cloak and Dagger. Reapers strike only at night. During the day, they fade from the world, leaving only their cloak and a collection of prizes (valuables stolen from their most recent victims), usually hidden in some place that was special to the reaper in life. If these items are taken, the reaper arises the next night wherever its cloak is. If the cloak is destroyed, the reaper still rises with a new cloak. If its prizes are scattered, the reaper will attempt to hunt them down — it can automatically sense their presence within 5 miles. Perhaps the only way to put an alley reaper to rest is to locate its secret hiding place and await sunset, destroying it as it arises.

Tactics. Alley reapers can be deadly if they're allowed to use darkness to their full advantage. A group hunting an alley reaper should be prepared to catch it in a well-lit area and then focus as much magical damage as they can muster against it. In these cases, the reaper might forgo its beloved cloak (and associated valuables) and flee through the smallest crack it can find, waiting for another night to take its revenge on the party.



The Gift of Belsameth. The alley reaper was an assassin in life, one particularly ruthless, cunning and deceitful, who died with blood on their hands. Denied the peace of death, they instead continue their trade in undeath, first terrorizing those who slew it and then anyone it chances across.

AMALTHEAN GOAT

Amalthean goats appear to be especially large mountain goats or bighorn sheep, with heavy horns curving back from their skulls. Their coat, which shimmers with health and vitality, hints at their magical nature, as does their extraordinary lifespan, for they can live for 80 or more years.

Amalthean Goat

Large beast, unaligned

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	2 (-4)	11 (+0)	7 (-2)

Armor Class 16 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 40 ft.

Saving Throws Str +7, Con +8
Skills Athletics +7, Insight +3 (doe only), Perception +3
Senses passive Perception 13
Damage Immunities poison, psychic
Condition Immunities poisoned
Languages —
Challenge 5 (1,800 XP)

Amalthean Milk. The milk of an Amalthean doe has wondrous side effects. A single fresh draught will heal 2d4 + 2 hit points, neutralize any non-magical poisons, and cure any non-magical diseases. A tamed doe can be milked for 3 draughts each day, which remain fresh for 1 day, but if she is nursing any kids then she needs one draught for each kid, and leaving her with insufficient milk for her young will cause her to be hostile the following day, as well as risking the health of the kid.

Powerful Charge. When an Amalthean goat moves at least 10 ft. and then successfully uses its head butt, the target takes an additional 9 (2d8) bludgeoning damage and must succeed at a DC 14 strength saving throw or be pushed 10 ft. in a straight line.

Regeneration. The Amalthean goat regains 10 hit points at the start of its turn, unless prevented from doing so by magical means. If it begins its turn with 0 hit points, it must succeed on a DC 15 Constitution saving throw before regaining 10 hit points.

Actions

Head Butt. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Magical Milk. These unusual creatures are sought after for a single reason: the milk of an Amalthean nan has incredible healing power, renowned for its ability to cure diseases, negate poisons, and heal wounds. Many people covet this milk, particularly those without access to the divine power of clerics — but the difficulty lies in obtaining the milk. An Amalthean buck guards every doe, and both, having been raised on a diet of Amalthean milk, are stronger and more resilient than mundane animals.

Monogamous. Amalthean goats goats typically live with just their mate, and any young they might have. Their remarkable resilience means they don't need a herd to protect them from predators.

Domesticable. Although Amalthean bucks are too aggressive to domesticate, the nans are (very) occasionally tamed by a village or tribe. For fear of theft, these prized animals are usually well-kept secrets. However, solitary goats seem to have greatly reduced lifespans, and of course cannot reproduce, so eventually the village will need to acquire a new kid. They might even hire outsiders to undertake this difficult and dangerous task, although only with great trust or under some pretext, such as fabricated 'sacred rites', in order to protect their secret.

Tactics. Although of low intelligence, Amalthean goats are canny in their use of the cliffs and other precipices of their preferred habitat. In combat they will use their powerful charge to push enemies off ledges or into ravines, buying themselves time to escape, and will willingly provoke opportunity attacks in order to do so. The Amalthean doe fights only to defend herself and her kids from aggression, but the buck is quite belligerent and will generally charge anyone within range. However he is protective, not malicious, and if intruders retreat he is usually content to let them go.



ARCANE DEVOURER

Arcane devourers travel the astral and material planes searching out magical energies, and thus are attracted to arcane spellcasters and magic items that store and discharge such energy. An arcane devourer appears as a tall, scaled humanoid with elongated limbs and digits, its supple fingers and toes ending in deadly talons. Its eyes glow, and its back is covered in crystalline cysts that also glimmer faintly. A typical devourer stands 6 to 7 feet tall and weighs 175 pounds.

Arcane Devourer

Medium fiend (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	16 (+3)	14 (+2)	11 (+0)

Armor Class 15 (natural armor)
Hit Points 93 (11d8 + 44)
Speed 30 ft., climb 30 ft.

Skills Arcana +9, Perception +5, Stealth +6
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Understands Infernal, Primordial, Titan Speech but cannot speak; telepathy 90 ft.
Challenge 5 (1,800 XP)

Illumination. The arcane devourer sheds bright light in a 5-foot radius and dim light for an additional 5 feet. It can activate or suppress this feature at the start of its turn (no action required).
Innate Spellcasting. The arcane devourer's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components.
At will: *counterspell, identify, see invisibility*
3/day: *flash*, plane shift (self only)*
Magic Resistance. The arcane devourer has advantage on saving throws against spells and other magical effects.
Sense Magic. An arcane devourer can automatically sense magic and discern the location of any creature capable of casting spells within 60 feet.

Actions

Multiattack. The arcane devourer makes two claw attacks.
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) force damage.
Draining Slash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) force damage, and if the target is a spellcaster, the target is drained of 1d3 unused spell slots, beginning with those of the highest level and moving down. If the target has no spell slots remaining or is not a spellcaster, then the highest-level spell or magical effect active upon the target is drained instead, ending as if the arcane devourer had cast *dispel magic* on it successfully.

Servants of Mesos. In ages past, arcane devourers were created by Mesos to collect and return any arcane energy that had dissipated from the titan into the aether. Despite Mesos's defeat, the arcane devourers continue their task of searching out arcane energy, storing it within their own bodies. They have no home to return to but continue their endless quest regardless.

Arcane Builders. Scholars from the Phylacteric Vault and other mages who plumb the astral depths have reported seeing hordes of devourers constructing and maintaining giant crystalline structures in the astral realm. Some hypothesize that the arcane devourers encountered in the Scarred Lands are but workers, drones collecting energy to take back to these massive crystalline hives — but to what end, none can say.

Tactics. An arcane devourer typically uses its ability to sense magic, ideally from hiding, before engaging enemies. That way, it can focus on the target using the most powerful spells or bearing the most powerful magic. They are intelligent adversaries and will retreat from a hopeless battle, using *plane shift* if necessary, but always stealing as much magic as they can before doing so.



ASAATTHI, UNREDEEMED

The asaatthi are an ancient serpentine race of arcane warriors. It is said that their empire once extended across virtually the entire continent of Ghelspad. Now their settlements are found primarily in the region stretching from the swamps of Kan Thet to the vast Ukrudan Desert. Scattered ruins elsewhere hint at the extent of their ancient domains, but only isolated clans remain of the asaatthi themselves. Living among these ruins are small groups of asaatthi who have never renounced their allegiance to their serpentine mistress, the titan Mormo.

Legacy of the Witch Queen. The asaatthi were created to be skilled at both magic and warfare, and through the pursuit of these skills to further the greatness of their maker, Mormo the Serpentmother. The serpentfolk of yore were also masters at crafting magical items that they used to dominate other races, and some among them still have considerable skill in magic crafting.

Assertions of Power. Asaatthi seek to reclaim their place as the world's dominant race, and they see freeing Mormo from her imprisonment as the surest path to success. As part of this task, and also in revenge for slights real and imagined that the asaatthi suffered in generations past, the Unredeemed serpentfolk are always eager to dominate or strike out against other humanoid races (as well as their Redeemed Brethren, whom they consider anathema). Although small in number, Unredeemed asaatthi are formidable foes. Those who have faced them respect their martial and magical prowess.

Clannish Ancestry. Clans and heritage are all-important to the asaatthi, whose famous ancestral warriors and wizards are revered as saints. Titanspawn asaatthi generally prefer guerilla-style tactics due to their small numbers, but they are comfortable coordinating large-scale assaults as well (directing their slaves against other humanoids). Given time and resources, they lay traps and ambush opponents, but they are not likely to back down from a direct confrontation; even so, they are all too aware of their own mortality. They generally prefer to retreat and live if the battle turns against them.

Asaatth Blade

Asaatthi blades form the backbone of the warrior caste among their people. While they don't have the status of ranking druids, arcane spellcasters, or other noble asaatth, they are nonetheless honored and respected within their communities. Asaatthi blades always act on the commands of more powerful asaatthi. While perfectly capable of independent thought, they have long been conditioned to heed their masters' will. A typical asaatth blade is slender and seemingly delicate, yet lithe, similar in size to a thin human. It wears loose robes and a sash over scale armor, a well-worn scimitar at its side.

Tactics. A blade will attempt to use its magic and ranged weapons first, before closing in to take advantage of its combined bite and scimitar attacks. They are devoted warriors but, like all asaatthi, aware of their own limitations and willing to retreat if circumstances require it.

Asaatth Witchblade

An asaatth witchblade is both battle commander and mage, held in high regard by its people. Most witchblades lead large squads or small war bands, or they form the frontline command hierarchy within larger asaatthi forces. Witchblades are equally at home in melee combat or using magic from afar.

Tactics. A Witchblade serves as both a small group commander and as a support mage for larger forces. They will use their *spider climb* ability to gain tactical advantage and then raid down arrows onto their foes. Witchblades generally try to position themselves so that they may target any of the enemies they can see, and they then help their allies with both spells and blade.

Asaatth Maleficent

A maleficent is a member of the highest caste, a warrior and spellcaster of great skill and also a commander with a breadth of experience. The word of a maleficent is law in asaatthi society, and lesser asaatth obey it unquestioningly.

Tactics. Maleficents usually command from the rear, though they can be fearsome melee opponents when pressed. They will use their spells to aid lesser asaatthi or attempt to control the battlefield so that the serpentfolk have the advantage, using spells like *aura of death* and *blight*.

Asaatth Maleficent

Medium humanoid (snakefolk, titanspawn), lawful evil

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	19 (+4)	12 (+1)	14 (+2)

Armor Class 16 (scale mail)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

Saving Throws Int +7, Wis +4
Skills Acrobatics +7, Arcana +7, Perception +4
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical weapons (from stoneskin)
Senses darkvision 60 ft., passive Perception 14
Languages Asaatth, Titan Speech, plus two others
Challenge 6 (2,300 XP)

Asaatthi Resistances. The asaatth has advantage on saving throws against being charmed or poisoned.

Spellcasting. The asaatth maleficent is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

- Cantrips (at will): *acid splash, mage hand, poison spray, true strike*
- 1st level (4 slots): *force blast*, magic missile, shield, speak with animals*
- 2nd level (3 slots): *blur, invisibility, levitate*
- 3rd level (3 slots): *conjure animals, haste, protection from energy*
- 4th level (3 slots): *blight, stoneskin*
- 5th level (2 slots): *aura of death**

Actions

Multiattack. The asaatth maleficent makes two falchion attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Falchion. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

ASAATTHI, UNREDEEMED

Asaatth Blade

Medium humanoid (snakefolk, titanspawn), lawful evil

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	10 (+0)

Armor Class 16 (scale mail)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

Skills Acrobatics +4, Perception +2
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 12
Languages Asaatth, Titan Speech
Challenge 1/2 (100 XP)

Asaatthi Resistances. The asaatth has advantage on saving throws against being charmed or poisoned.
Spellcasting. The asaatth blade is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It has the following spells prepared:
Cantrips (at will): *mage hand, poison spray, true strike*
1st level (2 slots): *magic missile, silent image*

Actions

Multiattack. The asaatth blade makes one scimitar attack and one bite attack.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.
Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing.



Asaatth Witchblade

Medium humanoid (snakefolk, titanspawn), lawful evil

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	17 (+3)	10 (+0)	12 (+1)

Armor Class 16 (scale mail)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

Skills Acrobatics +5, Perception +2
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 12
Languages Asaatth, Titan Speech, plus one other
Challenge 2 (450 XP)

Asaatthi Resistances. The asaatth has advantage on saving throws against being charmed or poisoned.
Spellcasting. The asaatth witchblade is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:
Cantrips (at will): *acid splash, mage hand, poison spray, true strike*
1st level (4 slots): *animal friendship, magic missile, silent image, shield*
2nd level (3 slots): *enhance ability, spider climb, twisting thrust**
3rd level (3 slots): *bestow curse, hypnotic pattern*

Actions

Multiattack. The asaatth witchblade makes two scimitar attacks and one bite attack, or it makes two shortbow attacks.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.
Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.
Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing.

ASHCLOUD

The cleric frowned and peered into the small box presented by the halfling. At first he thought it was empty, but then he noticed what looked like a few grey flakes. Barely enough to fill a soup spoon.
"That's it?"
"Yessir. That's all that was left. So can you help us?"
The cleric frowned again. "Let me see if I can explain…"

Ashclouds resemble dark dust clouds, moving like swarms of malevolent insects. In pitch darkness their heat produces a faint glow.

Dust to Dust. A scourge to all, these undead are blamed by the divine on Chern, whereas titanspawn tend to point their fingers at Belsameth or Vangal. They roam deserts and blighted wastelands, sometimes carried along by sandstorms, hunting all living creatures regardless of race or allegiance. The ashcloud's physical form is seemingly composed of hot, burning ash, and as such it is nearly invulnerable to damage. It attacks either by enveloping a victim, burning and suffocating it to death, or by lashing out with hot tendrils of fiery ash.

Fiery Furnace. The most frightening aspect of the ashcloud is its horrifying ability to incinerate and feed upon the souls of its victims, leaving behind nothing but wisps of ash. A creature killed this way can not be brought back to life with anything but the most powerful of magic.

Tactics. The ashcloud exists to consume the living, and will relentlessly pursue quarry, trying to engulf the slowest of them, however it is intelligent enough to use its flyby to harass more powerful foes, or to flee through narrow gaps if its own existence is threatened. It will often inhabit ruins where it can trap creatures in enclosed spaces. Once it renders a target unconscious it will often remain in place to kill and consume the victim.



ASHCLOUD

Large undead, neutral evil

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	10 (+0)	13 (+1)	16 (+3)

Armor Class 13
Hit Points 66 (12d10)
Speed fly 30 ft. (hover)

Skills Perception +4, Stealth +6
Damage Resistances lightning, necrotic, thunder
Damage Immunities fire, poison; bludgeoning, piercing, slashing from non-magical weapons
Condition Immunities exhaustion, poisoned
Senses blindsight 120 ft., passive Perception 14
Languages —
Challenge 6 (2,300 XP)

Cold Vulnerability. The ashcloud has disadvantage on saving throws versus cold, and when it fails a saving throw against a cold spell its movement rate is halved and it suffers disadvantage on attack rolls for a number of rounds equal to the spell slot used. A failed save against a cantrip has no further effect.
Cloudform. The ashcloud has all the benefits of a *gaseous form* spell, although with a flying speed of 30 feet. This ability is intrinsic and cannot be dispelled.
Engulf. A creature that begins its turn in the ashcloud's space takes 18 (4d8) fire damage.
Flyby. The ashcloud doesn't provoke opportunity attacks when it flies out of an enemy's reach.
Smother. Creatures in the ashcloud's space are blinded and can't breathe. When the ashcloud ends its turn in another creature's space, that creature must make a DC 15 Constitution saving throw, and on a failure is stunned and begins to suffocate. At the end of its of its turns it can repeat the saving throw and if successful is no longer stunned. The suffocation only ends when it begins a turn outside of the ashcloud's space.

Actions

Multiattack. The ashcloud makes four burning touch attacks.
Burning Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. Flammable objects touched by the ashcloud are ignited.
Fiery Consummation. The ashcloud consumes the body of a creature it has killed with its *smother* ability, utterly destroying the body and gaining 1d6 temporary hit points for each hit die of the creature. A creature killed this way can only be brought back to life with a *wish* spell. The ashcloud must occupy the space of the corpse, and undead and constructs are immune.

ASURAN LOCKWATCHER

1/4

"Arggh! Hit it again! Hit it again!"
"But, Astran, I think I'm just hitting you…"
"I don't care! Hit it again!"

This tiny metallic insect appears to be part of a lock or other mechanism. Once awoken, though, it unfolds into something that resembles a mechanical spider. Or perhaps a tick.

Asuran Lockwatcher

Tiny construct, unaligned

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	9 (-1)	4 (-3)	4 (-3)	3 (-4)

Armor Class 20 (natural armor)
Hit Points 1 (1d4 - 1)
Speed 20 ft., climb 20 ft.

Skills Stealth +8
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses tremorsense 20 ft., passive Perception 7
Languages —
Challenge 1/4 (50 XP)

Venomous. The lockwatcher's poison reservoir can be filled with any kind of poison its owner cares to use, and can afford to acquire, but by default it has the incapacitating poison described in its sting attack (see below). It can sting four times before needing to be refilled.

Skitter. When the miniscule lockwatcher occupies another creature's space it will try to climb onto that "host". Attack rolls made against such a lockwatcher must also be compared to the host creature, possibly hitting both, although attackers can choose to roll with disadvantage in order to target only the lockwatcher. The host, or another creature within 5 ft., can take an action to make an opposed Dexterity check, knocking the lockwater into an adjacent space on a success.

Actions

Sting. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target. *Hit:* 1 piercing damage. If the incapacitating poison is loaded, the target must succeed at a DC 11 Constitution saving throw or be poisoned for one minute. While poisoned, a creature is incapacitated and its speed is halved.

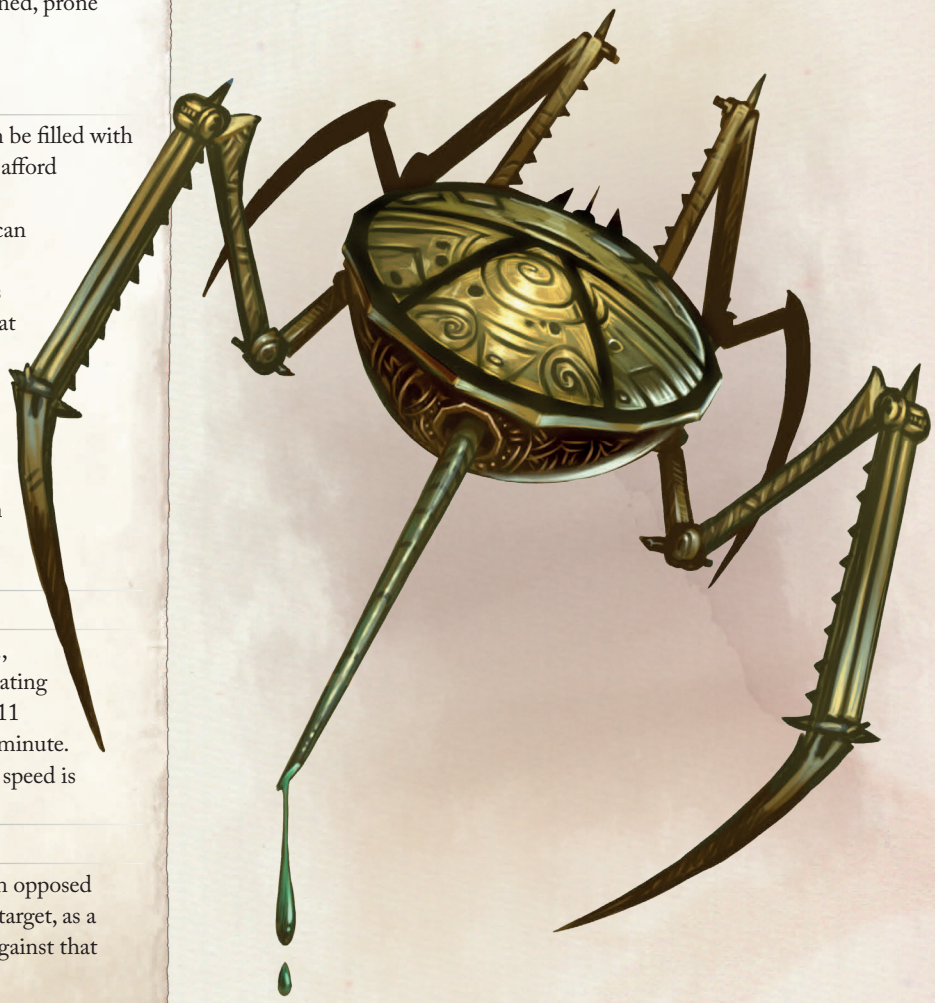
Reactions

Retaliation. When another creature succeeds at an opposed Dexterity check to knock the lockwatcher off of a target, as a reaction the lockwatcher can make a sting attack against that creature.

Minute and Sleepless Sentry. Tired of the predations of thieves, the powerful House Asuras in the city of Shelzar contracted the mysterious wizard-artificer Aramis Darkraven to create the lockwatcher, a tiny, insectlike construct that can fold itself up inside a lock and strike any unauthorized hand that attempts to force the lock open. The lockwatcher is typically armed with a poison that causes painful swelling, slowing would-be thieves and allowing them to be captured alive.

Get It Off Me! One of the more unsettling aspects of the Asuran lockwatcher is its tendency to run up the arm or leg of a creature it is attacking, and sometimes even into sleeves or pant legs or inside armor, where it lurks, stinging and re-stinging its host at any sign of activity while it waits for its master to capture the thief.

Tactics. Usually found in the locks in which they are placed, the lockwatcher will remain dormant indefinitely, waking up at the first indication that the lock is being manipulated with an object other than the proper key. Although not intelligent by most measures, the lockwatcher is a canny tactician, and if facing multiple opponents will flee and hide after its target has been poisoned, only to stalk and strike again later.



BAT DEVIL (PITERIN)

This creature looks like a humanoid bat, complete with massive leathery wings, large sensitive ears and a light covering of fur. Its eyes are fierce and it wields a shortsword in one hand-like foot and a shield in the other.

Bat Devil

Medium humanoid, any neutral

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	15 (+2)	11 (+0)	14 (+2)	10 (+0)

Armor Class 15 (shield)
Hit Points 26 (4d8 + 8)
Speed 20 ft., climb 10 ft., fly 60 ft.

Saving Throws Dex +5
Skills Acrobatics +5, Perception +4, Stealth +5, Survival +4
Senses blindsight 120 ft., passive Perception 14
Languages Ledean, Piterin
Challenge 1 (200 XP)

Echolocation. The bat devil can't use its blindsight while deafened.
Keen Hearing. The bat devil has advantage on Wisdom (Perception) checks that rely on hearing.
Pedal Dexterity. The bat devil can use its feet to perform tasks other humanoids perform with their hands.

Actions

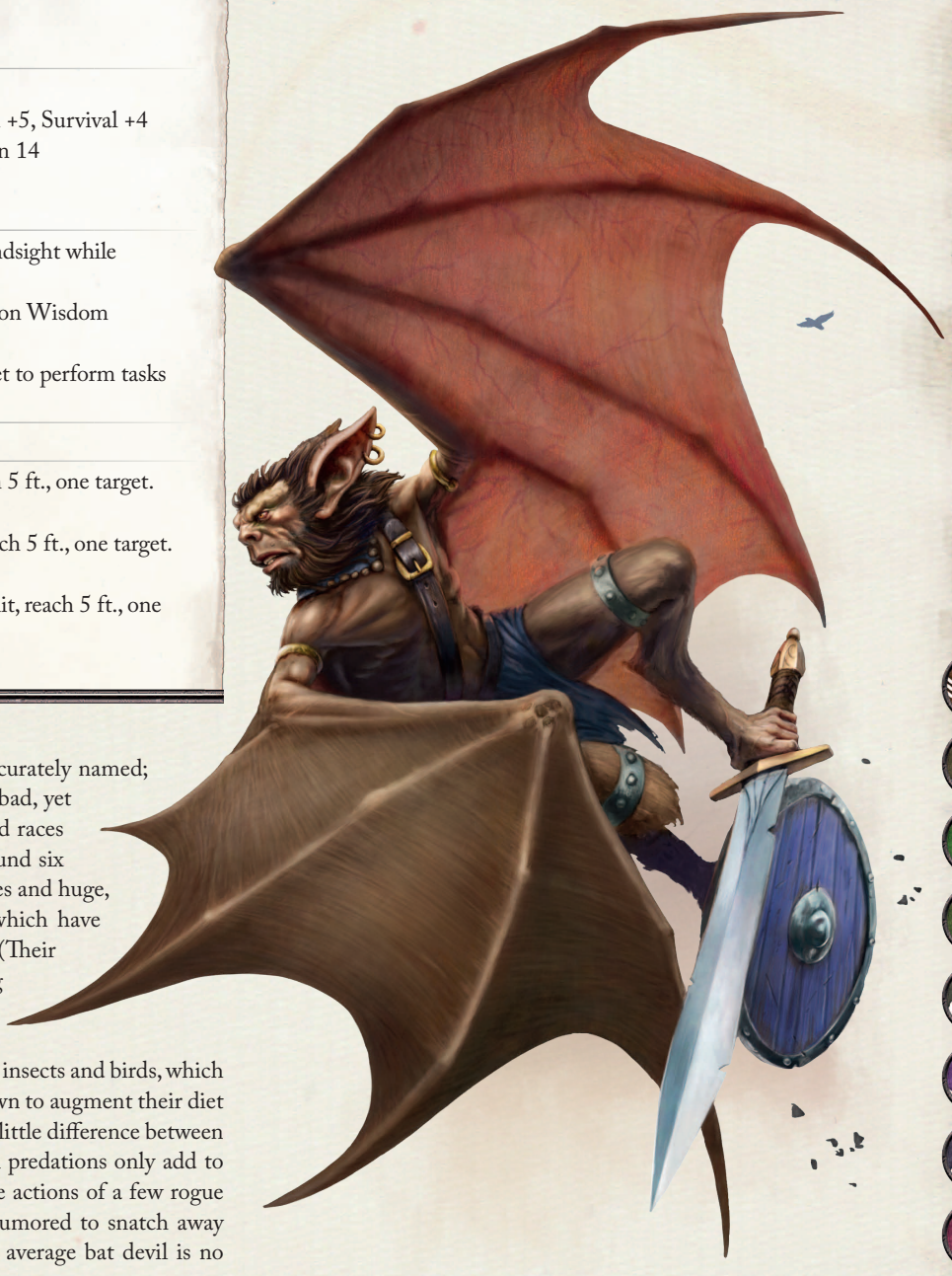
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.
Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Devil No More. The bat devils are rather inaccurately named; this sentient race of bat-people suffers from a bad, yet unearned reputation. One of the few humanoid races naturally capable of flight, bat devils stand around six feet tall when fully upright. Their batlike features and huge, leathery wings tend to frighten other races, which have dubbed the bat-folk "devils" out of superstition. (Their name for themselves is the Piterin, or "the flying people.")

Simple Folk. Bat devils typically eat monstrous insects and birds, which they catch on the wing, but they have been known to augment their diet by carrying off young herd animals. As they see little difference between a rancher's herd and wild prey, their occasional predations only add to their reputation among men. Worse, due to the actions of a few rogue (and likely insane) individuals, bat devils are rumored to snatch away and eat unattended children, even though the average bat devil is no more likely to steal a child than is the average man.

Bat devils have a relatively simple society, due to their lack of reliance on material goods. They tend to gather in roosts, led by the wisest female. Most roosts have at least one member who has eavesdropped enough to master at least conversational Ledean, and under dire circumstances, a roost may send heavily robed emissaries into settled lands to conduct business of one sort or another.

Tactics. Unless given no means of escape, bat devils prefer to fly away from combat at the earliest opportunity. When forced to defend their roosts, they wield scavenged weapons with their feet, engaging opponents as they remain airborne. If cornered, a bat devil may fight with the long claws on its feet or even deliver a wicked bite.



BERSERKER WASP

Berserker wasps are six-inch-long insects with red bodies and double sets of shiny black wings. Appearing by the hundreds in an angry cloud, the deep, raspy buzzing of their wings produces a bone-shaking drone.

Berserker Wasp

Medium swarm of tiny beasts, unaligned

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	8 (-1)	2 (-4)	10 (+0)	2 (-4)

Armor Class 14
Hit Points 56 (16d8 - 16)
Speed 0 ft., fly 60 ft.

Damage Resistances bludgeoning, piercing, slashing
Damage Vulnerabilities cold
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

Pheromones. When a swarm of berserker wasps finds prey it calls more of its kind. 2d4 rounds after a scout finds prey the first swarm arrives, with another arriving each round thereafter until a total of 1d4 + 2 swarms have arrived.

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

Actions

Stings. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 14 Constitution saving throw or become paralyzed and poisoned. At the end of each of its turns it may make another saving throw, but on a success only the paralyzed condition is ended and the poisoned condition remains. A creature that is stung while already poisoned makes its next saving throw with disadvantage.

Fair Weather Fiends. The berserker wasp does not build nests, instead using large animals as living hosts for its eggs. The wasps are dormant in the winter, emerging from burrows in the earth early in the spring to travel through the forests and grasslands, looking for creatures in which to lay their eggs.

Long Range Hunters. Berserker wasps are drawn to the scent of blood, and their sensitive olfactory bulbs can sense a wounded person or animal at surprising distances. When a victim is found, the swarm envelops it, stinging it repeatedly to keep it paralyzed. Then the queen burrows into the still-warm body to lay her eggs. After the eggs hatch the young feed on the host body, then fly off, leaving nothing but a skeleton.

Invasive Species. Although the species originated in the equatorial rain forests of Termana, their swarms have made slow but steady progress northward, encroaching into more densely populated lands.

Tactics. Berserker wasps are drawn to the smell of blood, so the first scouts will often arrive during or at the end of combats, and if food is found they quickly summon the swarms. A swarm will attack injured targets, will keep attacking those it paralyzes, and then feed once a target is dead, but will immediately switch to any creature that attacks it. As long as berserker wasps have a target, uninjured creatures that do not attack berserker wasps will generally be ignored.



BITTER TREE

A withered, twisted old tree bearing fruit that looks vaguely like human heads howling in pain, ghastly in appearance but succulent and sweet.

Bitter Tree

Huge plant, neutral evil

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	20 (+5)	12 (+1)	15 (+2)	17 (+3)

Armor Class 17 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 5 ft.

Saving Throws Con +9, Cha +7
Skills Perception +6, Survival +6
Damage Resistances bludgeoning and piercing
Condition Immunities charmed, exhaustion, paralyzed, poisoned, stunned
Senses blindsight 120 ft., tremorsense 60 ft., passive Perception 16
Languages —
Challenge 10 (5,900 XP)

Charm. A creature that eats the fruit of the bitter tree, or drinks a brew fermented from the fruit, three times within a week must make a DC 18 Wisdom saving throw. On a failure, the creature is charmed by the tree. A creature that goes one week without eating or drinking of the tree's fruit may repeat the saving throw. The tree cannot speak and does not directly give orders, but all those charmed by it, whether from the fruit or from its spells, feel compelled to eat of the fruit, to defend the tree, and to either corrupt or kill others.

Corruption. A creature that remains charmed by the tree for one month shifts their alignment to evil, and their type becomes fiend.

Spellcasting. The bitter tree is an 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It requires no material or verbal components to cast its spells. It has the following sorcerer spells prepared:

Cantrips (at will): *chill touch, dancing lights, minor illusion*
1st level (4 slots): *charm person, fog cloud*
2nd level (3 slots): *detect thoughts, web*
3rd level (3 slots): *fear, major image*
4th level (3 slots): *blight, dominate beast*
5th level (1 slot): *dominate person, insect plague*

Actions

Multiattack. The bitter tree makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage.

Reactions

Old Bark. When the bitter tree is stuck by a critical hit, it can turn it into a normal attack.

Ghastly Fruit. Whether they are Hornsaw treants corrupted by Mormo's blood, or trees grown from seeds planted by devils, these foul things slowly corrupt all other flora in their area, until they are the only source of edible fruit. Creatures who eat of the bitter tree's fruit are themselves corrupted, gradually turning into infernals under the sway of the tree, and protecting it with their own lives.

Dark Overlords. Bitter trees usually rule over dark glades in remote forests, but bitter trees might take over a village, perhaps as the result of a transplanted sapling, turning its inhabitants into slaves and the village itself into a death-trap for travelers.

Corrupting Brew. Druids of Mormo have learned to brew a potent fermented liquor from bitter tree fruit. They spread their brew, which retains the corrupting power of the fruit itself, to unsuspecting victims, and will also use it in dark rituals to willingly corrupt themselves.

Tactics. The most dangerous aspect of a bitter tree is the veritable armies of creatures it has charmed, but even alone it is formidable. It will tend to use its spells to confuse and isolate foes, then use its arsenal of enchantments to get creatures to eat of its fruit.



BLADE BEAST

The blade beast earns its name from its strange ability to absorb any metal weapon or implement into its body. The blades and spikes of such tools can then be extruded through the creature's hide, like metallic spines.

The hulking blade beast resembles a big panther, or perhaps a construct made in the fashion of one. Its jet-black skin seems hard, like rock, covered in a pattern of fine cracks; a faint, fiery glow, like the one from the creature's eyes, emerges from these cracks and also from subtle runes and symbols on the creature's stony hide.

Blade Beast

Large monstrosity (titanspawn), unaligned

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	6 (-2)	13 (+1)	8 (-1)

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

Skills Perception +3
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages Titan Speech (can't speak)
Challenge 3 (700 XP)

Bristling Hide. At the start of each of its turns, the blade beast deals 4 (1d8) piercing damage to any creature grappling it.
Illumination. The blade beast sheds dim light in a 10-foot radius.
Keen Smell. The blade beast has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The blade beast makes three melee attacks.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.
Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.
Extruded Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Reactions

Absorb Weapon. When a metal weapon hits the blade beast, the beast can use its reaction to force the attacker to make a DC 13 Dexterity saving throw. On a failed save, the weapon deals damage normally (after accounting for the blade beast's damage resistance, if applicable), but then it is absorbed into the blade beast. An absorbed weapon is lost and cannot be recovered until the beast is slain.

Spawn of Golthagga. The Shaper created these bizarre creatures somewhat whimsically, finding it amusing that his beasts could steal weapons and turn them against their owners. During the Titanswar, once a blade beast had stolen a sufficient number of weapons, Golthagga directed his minions to slay the creature (whereupon its form shatters, releasing any metal items it has absorbed) and gather up the fallen weapons. In this fashion, Golthagga kept his armories full, and he was also able to steal numerous magical weapons from the divine armies, making them into gifts for his trusted lieutenants.

Always Hostile. Highly aggressive by nature, a blade beast tends to attack without provocation; if potential victims carry metal weapons openly and the beast thinks it can prevail, it is certain to attack. Once combat is joined, the beast fights ferociously, without subtlety.

Tactics. Blade beasts are brutish, yet they are also surprisingly clever. While they prefer direct assaults, they have been known to use clever ruses or to wait for distractions to make their approach easier. Blade beasts are rightly feared even by village smiths, whose shops are sometimes raided by the beasts in search of tools and weapons to absorb.



BLADE HOOD

Large, cunning serpents, blade hoods inhabit wilderness areas, making their lairs underground or in tall grass. Although not venomous, their sheer size and vicious natural blades make them a dangerous serpent. As their name implies, they have a series of razor-sharp scales on the outside of their hoods. They usually come in variations of violet and rose, with tan belly scales. Adults reach an average length of 20 feet uncoiled, although much larger specimens have been reported. Their dense musculature can crush even heavily-armored, man-size prey with ease.

Blade Hood

Large beast, unaligned

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	16 (+3)

Armor Class 15 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft.

Skills Athletics +8, Intimidation +7, Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Constrict. The blade hood squeezes a grappled target, causing 7 (1d6 + 4) bludgeoning damage and 8 (1d8 + 4) slashing damage.

Quick Strike. The blade hood can spend its movement to coil itself up without moving and then use its bonus action to lash out at a target within 20 feet of it, making a grab attack.

Actions

Grab. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* the target is grappled (escape DC 18) and takes 8 (1d8 + 4) slashing damage.

Serpent's Maneuvering. The blade hood's most distinctive feature are the knifelike growths that emerge from its hood and flanks, protruding immediately behind its jaws and covering its upper back. When the serpent inflates its hood, these long scales spread out like the spokes on a chariot wheel. The serpent uses these appendages to tear through clustered prey or strike solitary targets with a devastating slashing attack. The shorter blades running the length of the snake's sides are used to shred constricted victims.

Selected Prey. Blade hoods burrow deep lairs that usually have at least one chamber. If a serpent kills several creatures at once, it devours one immediately and drags the other back to its lair for later consumption, leaving the rest to rot. Valuables are occasionally left in the dust of these chambers or scattered en route.

Tactics. Blade hoods only attack when their territories are trespassed, or they are directly threatened. On rare occasions they attack medium prey if food is scarce. They will approach cautiously, trying to sneak up on prey, then using their quick strike feature to launch themselves at a target. Determining a blade hood's territory can be difficult, as they often see entire caves as their own. The only tell-tale sign of a being in a blade hood area is the shed snakeskin and carcasses it leaves behind on its trail.



BLIGHT WOLF

When exactly blight wolves first appeared, and from what source, no mortal can say. These fell beasts have prowled the forsaken wastes and desolate places of the world, preying upon all they encounter.

A blight wolf is about the size of a horse, with the dark, furred head of a dire wolf, its fangs dripping foul venom. The rest of its body is more like that of a great lizard or drake, its hide covered in lustrous greenish-black scales. The beast's feet are tipped with cruel talons and a long, spiny tail lashes about behind the beast, while a pair of stunted draconic wings sprouts from its scaled shoulders

Enemy of the Pure. These foul creatures are drawn to attack those of good alignment, particularly lawful good. They pursue such individuals relentlessly, often to the exclusion of all other prey.

Frightening Predator. The blight wolf chills its enemies with its frightful howl before closing, targeting those who succumb to the howl and try to flee. Blight wolves are frighteningly smart and can be very patient, attacking savagely for a few heart-stopping moments and then fading into the darkness, only to strike again hours or even days later. They keep this up until the enemy is exhausted and then move in for the kill.

Tactics. A blight wolf will try to use its frightful howl feature from a distance before closing with enemies. It will then target the most pure of heart with its bite attack, and is willing to retreat and wait for its poison to take effect. If it is prevented from escaping then its attacks become desperate, using all of its attacks in an effort to get free.



Blight Wolf

Large monstrosity (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	21 (+5)	10 (+0)	14 (+2)	15 (+2)

Armor Class 15 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 50 ft., fly 30 ft.

Skills Perception +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, poisoned
Senses darkvision 60 ft., sense purity 60 ft., passive Perception 18
Languages Titan Speech (can't speak)
Challenge 7 (2,900 XP)

Keen Hearing and Smell. The blight wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.
Magic Resistance. The blight wolf has advantage on saving throws against spells and other magical effects.
Magic Weapons. The blight wolf's weapon attacks are magical.
Sense Purity. A blight wolf can automatically sense good and lawful creatures within 60 feet.

Actions

Multiattack. The blight wolf makes four melee attacks: one bite, two claws, and one tail spike.
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (3d6) poison damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw against disease or become poisoned until the disease is cured. Every 12 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 10 (3d6) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.
Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.
Tail Spike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.
Frightful Howl. Each creature of the blight wolf's choice within 90 feet of the blight wolf that can hear it must make a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Frightful Howl of all blight wolves for 1 hour.

BLOOD MAIDEN

Blood maidens inhabit coastal area around the Blood Sea. They look like comely humanoid females, clad only in long ribbons or strips of white cloth. They have long black hair and pale skin with a green or blue tint to it. When seeing the face of a blood maiden, the creature's monstrous nature becomes clear. Instead of a normal face, the blood maiden has only a lamprey-like giant circular maw (how the blood maiden orients itself with no eyes or nose is unknown).

Because the blood maiden population is entirely female, it is uncertain how they reproduce. It is theorized that a child produced by a blood maiden and a humanoid will yield a pureblood blood maiden, though it is unclear why anyone would mate with these repulsive creatures.

Blood Maiden

Medium monstrosity (aquatic), chaotic evil

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	14 (+2)

Armor Class 12
Hit Points 27 (5d8 + 5)
Speed 30 ft., swim 50 ft.

Saving Throws Dex +4, Wis +4
Skills Deception +4, Perception +4
Senses blindsight 90 ft., passive Perception 14
Languages Ledean, Primordial (Aquan)
Challenge 1/2 (100 XP)

Blood Scent. The blood maiden has advantage on Perception rolls when tracking a bleeding creature.

Siren's Call. The blood maiden sings a magical song. Anyone who hears the song must succeed on a DC 14 Wisdom saving throw or be charmed by the blood maiden until the song ends or the target sees the blood maiden's face. The blood maiden must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the blood maiden is incapacitated.

While charmed by the blood maiden the target feels an uncontrollable urge to move towards it by any means necessary, including jumping out of a ship and swimming. It doesn't avoid opportunity attacks, but before moving into damaging terrain, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it and the target is immune to this blood maiden's song for the next 24 hours.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the blood maiden attaches to the target. While attached, the blood maiden doesn't attack. Instead, at the start of each of the blood maiden's turns, the target loses 5 (1d6 + 2) hit points due to blood loss.

Warped Fey. Blood maidens were once a race of benevolent aquatic beings related to the fey. Sadly, the waters where they dwell became polluted with the blood of Kadum, warping and twisting them beyond recognition.

Blood drinking Temptresses. Exposure to Kadum's ichor has made the blood maidens thirst for the blood of living creatures. Indeed, the blood maidens regard their transformation as a blessing and drink the blood of other creatures in the misguided hope of receiving even greater powers.

Tactics. The blood maidens' preferred tactic when preying on mortals is to draw them closer by pretending to be ordinary women. They hide their monstrous faces with their hair while luring their victims closer with their eerie magical song. When the victim is close enough, the blood maiden springs, hoping to catch their prey by surprise. Once battle ensures, blood maidens abandon all semblance of logic. Their thirst for blood causes them to attack wantonly in eagerness to feast.



TB

BLOOD MOTH

1/2

Blood moths resemble butterflies with broad beautiful wings with elaborate, colorful patterns. These patterns change as the observer watches, and after a few moments, they form images of skulls, demonic faces, and staring, bestial eyes.

Spawned of Gaurak. Blood moths were created by the Voracious One in order to devour prey and then return to their master. The Glutton then consumes them himself, enjoying the varied tastes of the blood moths' victims. Unfortunately, the blood moths lived on after their master's dismemberment, and they fly in beautiful (if deadly) swarms near such aberrant locations as the Hornsaw Forest and the Perforated Plains.

Beauty from horrors. These creatures sometimes trouble the nomads of the Plans of Lede, but the local artisans take advantage of this fact. They harvest the wings from slain blood moths and transform them into jewelry and other works of art.

Tactics. Blood moths travel in swarms of 10-50 moths and lurk in fields, glades, and woods. One or two scouts seek out prey and distract the victim while the main swarm moves up and attacks. Blood Moths are clever enough to never kill a victim outright, wishing instead to feed on them time and time again.



Blood Moth

Medium swarm of Tiny beasts, unaligned

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	11 (+0)	2 (-4)	10 (+0)	6 (-2)

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

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

Blood drain. When a moth swarm successfully bites a creature, several moths attach themselves to the creature and begin to feed. At the beginning of each round, the creature loses 3 hit points and its maximum hit points are reduced by the same amount. A creature can spend its action to remove the moths. The creature's maximum hit points are restored to normal after a long rest.

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 blood moth. The swarm can't regain hit points or gain temporary hit points.

Actions

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

BLOOD REAPER

Many horrors lurk in the depths of the Hornsaw Forest, but blood reapers are among the worst of them. These nightmarish creatures resemble a foul union of humanoid, praying mantis, and perhaps some other insect. They are the color of dried blood and shadowy underbrush, their dark reddish-green armored exoskeletons covered in sharp spines. Blood reapers stand 8 to 10 feet tall and weigh over 350 pounds.

Blood Reaper

Large aberration (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	22 (+6)	13 (+1)	14 (+2)	6 (-2)

Armor Class 17 (natural armor)
Hit Points 207 (18d10 + 108)
Speed 50 ft.

Skills Acrobatics +6, Perception +6, Stealth +6, Survival +6
Condition Immunities frightened, unconscious
Senses darkvision 60 ft., passive Perception 16
Languages Sylvan, Titan Speech
Challenge 10 (5,900 XP)

Armor Spines. At the start of each of its turns, the blood reaper deals 5 (1d10) piercing damage to any creature grappling it.
Deadly Reflexes. The blood reaper gains two extra reactions per round that can be used only for opportunity attacks.
Keen Smell. The blood reaper has advantage on Wisdom (Perception) checks that rely on smell.
Sleepless. A blood reaper does not need to sleep and can rest while remaining alert. Magic cannot put a blood reaper to sleep.
Standing Leap. The blood reaper's long jump is up to 50 feet and its high jump is up to 25 feet, with or without a running start.

Actions

Multiattack. The blood reaper makes five melee attacks: one bite attack and four claw attacks.
Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.
Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Spawn of Hrinruuk. Created by the titan Hrinruuk, these creatures are infused with a terrible bloodlust and an insatiable desire to hunt. The Hunter's motivation for creating them was twofold: Bored with mundane prey, he wanted a greater challenge for his hunts, and he also enjoyed the prospect of watching his creations ravage the countryside. He sometimes summoned dozens of reapers for his hunts, but thankfully his attentions kept them limited to the vicinity of central Ghelspad, especially the region in and around the Hornsaw.

With the titan's fall, however, the blood reapers' only real predator was gone, and they emerged from the forest, spreading near and far, killing and despoiling. They remain a constant danger today to anyone unfortunate enough to encounter them. The only good thing one might report about them today is that they are thankfully rare.

Fearless Berserker. A blood reaper is a ferocious fighter that leaps into battle heedlessly, wounding as many foes as possible with its scythe-like claws. Blood reapers never willingly retreat from combat.

Tactics. Blood reapers are solitary, fortunately. When encountered, they will try to attack as many targets as possible, and continue to attack without relenting. Enemies that fall are temporarily ignored as it focuses on those still fighting. But playing dead is only temporarily beneficial, as, once the combat is over, the reaper begins to feed.



B BLOOD SEA JELLYFISH

1/4

These seemingly docile red and black jellyfish can be seen from a distance floating lazily along in the Blood Sea.

Blood Sea Jellyfish

Large beast, chaotic evil

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	15 (+2)	2 (-4)	10 (+0)	2 (-4)

Armor Class 8
Hit Points 15 (2d10 + 4)
Speed fly swim 10 ft.

Senses blindsight 120 ft., passive Perception 10
Languages —
Challenge 1/4 (25 XP)

Actions

Multiattack. The blood sea jellyfish makes four tentacle attacks.

Jet (recharge 5-6). The blood sea jellyfish has a swimming speed of 120 feet this round.

Tentacle. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 2 (1d4) bludgeoning damage and the target must succeed at a DC 12 Constitution save or suffer 2 (1d4) poison damage and become paralyzed until the end of its next turn.



Don't get too close. Anyone straying too close to a blood sea jellyfish quickly finds they are far from lazy. They are capable of expelling a jet of water, enabling them to skim the surface of the water and suddenly come into close range to snare prey with their poisonous tentacles. Blood sea jellyfish prefer warm waters and often hunt in shallow water. These jellyfish have attacked swimmers, passengers in small skiffs, and even dockworkers at high tide.

Tactics. Blood sea jellyfish float lazily unless they are within jet range of victims. Once they jet to a victim, they attack anything within range of their tentacles, in or out of the water, to paralyze it and then begin to slowly consume it.

BLOOD SEA MUTANT

The blood of the titan Kadum infuses the Blood Sea, staining the waters red and, in some cases, twisting normal creatures into fearful shapes and vicious killers. There are as many kinds of mutants as all of the creatures in the sea.

Blood Sea Mutant Template

Any normal sea creature can become a mutant. The original creatures statistics are referred to as the base creature and are retained, except for the following changes:

Size. The creature's size increases by one category, and it gains one more Hit Die, affecting its hit points.

Type. The creature's type becomes aberration.

Alignment. The blood sea mutant's alignment is always chaotic evil.

Speed. The creature's speed remains the same.

Abilities. The creature's Strength or Dexterity, whichever is higher, improves by 2. If the creature's Intelligence or Wisdom are below 8, add 6 to the ability, otherwise add 2 to the ability score.

Challenge. If the creature is less than CR 1, it becomes CR 1. Otherwise, increase CR by 1.

Random Feature. The mutated creature gains one of the following abilities:

1d8	Random Feature
1	***Air Breathing.*** The creature can stay out of water for an hour or more. It gains a walk speed equal to half of its swim speed if it did not have it already. If stays out of the water past its allowed time, it gains a level of exhaustion for each additional hour spent out of water. Amend **Water Breathing** to remove 'only' if needed.
2	***Blood Frenzy.*** The creature has advantage on melee attack rolls against any creature that doesn't have all its hit points.
3	***Charge.*** If the creature moves at least have its movement speed straight towards a target and then hits it with a melee attack, the target takes an extra 9 (2d8) bludgeoning damage.
4	***Darkvision.*** The creature gains darkvision to 60 feet. If it already has darkvision, its range is extended by 30 feet.
5	***Keen Senses.*** Choose a sense (sight, hearing, smell). Wisdom (Perception) checks that rely on this sense gain advantage.
6	***Regeneration.*** The creature regains 10 hit points at the start of its turn if it has at least 1 hit point.
7	***Stench.*** Any creature that starts its turn within 10 feet of the mutant must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the stench for 24 hours.
8	***Tough Skin.*** The creature gains resistance to cold and fire damage.

Random Attack. The mutated creature gains one additional attack feature as well. It can take the special attack as an action.

1d8	Random Attack
1	***Acid Breath Weapon (Recharge 5-6).*** The mutant exhales acid in a 15-foot line that is 5 feet wide. Each creature is that line must make a DC 10 Dexterity saving throw, taking 18 (4d8) on a failed save, or half as much damage on a successful one.
2	***Cursed Look.*** One creature of the mutant's choice within 30 feet must make a DC 10 Wisdom saving throw or become cursed. The cursed creature has disadvantage on attack rolls against the mutant and the mutant does an extra 1d4 necrotic damage on any attacks and spells against the creature. At the start of its turn, the creature can repeat the Wisdom saving throw, ending the effects on a success.
3	***Deadly Maw.*** If the creature has a bite attack, Deadly Maw replaces it. The creature gains a melee attack (reach 5 ft.) using the better of either Strength or Dexterity and it is proficient in the attack. On a successful hit, the creature does 9 (2d8) plus the chosen ability's modifier in slashing damage.
4	***Energy Drain.*** The creature makes a melee attack (reach 5 ft.), using the better of its Strength or Dexterity score and it is proficient in this attack. On a successful hit, the creature loses 4 (1d8) hit points and a Hit Die, as if it had been used.
5	***Extra Limbs.*** The creature grows an extra set of limbs and gains two new actions, Claws and Multiattack. Claws allows a creature to make a melee attack (reach 5 ft.) using the better of either Strength or Dexterity and it is proficient in the attack. On a successful hit, the creature does 7 (2d6) plus the chosen ability's modifier in slashing damage. Multiattack allows the creature to make a Claws attack and another attack chosen from the base creature actions. The chosen attack cannot require recharge.
6	***Frightful Presence.*** Each creature of the mutant's choice that is within 60 feet of the mutant must make a DC 10 Wisdom saving throw or become frightened for 1 minute. At the beginning of its turn, the creature can repeat the saving throw to end the effect. If the creature's saving throw is successful or the effect ends for it, it is immune to the mutant's Frightful Presence for the next 24 hours.
7	***Poison Breath (Recharge 6).*** The mutant exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 10 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one.
8	***Sonic Attack (Recharge 4-6).*** The mutant emits a powerful sound or screech in a 30-foot cone. Each creature in that area must make a DC 10 Constitution saving throw, taking 13 (3d8) thunder damage on a failed save, or half as much damage on a successful one.

Blood Sea Mutant

Sample Blood Sea Mutant

These examples of a blood sea mutant uses a reef shark and an octopus as their base creatures.

Blood Sea Mutant Reef Shark

Large aberration (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	12 (+1)	4 (-3)

Armor Class 12 (natural armor)
Hit Points 32 (5d10 + 5)
Speed 0 ft., swim 40 ft.

Skills Perception +3
Senses darkvision 30 ft., passive Perception 13
Languages —
Challenge 1 (200 XP)

Pack Tactics. The shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally isn't incapacitated.
Regeneration. The shark regains 10 hit points at the start of its turn if it has at least 1 hit point.
Water Breathing. The shark can breathe only underwater.

Actions

Multiattack. The shark makes a bite attack and a claws attack.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Tactics. The mutant reef sharks of the Blood Sea have clawed limbs instead of pectoral fins and use them to grab and hang onto their prey as they bite into it. Minor damage does not seem to trouble them and they heal quickly unless they are slain outright.





Blood Sea Mutant Octopus

Medium aberration, chaotic evil

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	11 (+0)	9 (-1)	12 (+1)	4 (-3)

Armor Class 13
Hit Points 9 (2d8)
Speed 15 ft., swim 30 ft.

Skills Perception +3, Stealth +5
Senses darkvision 30 ft., passive Perception 13
Languages —
Challenge 1 (200 XP)

Air Breather. The mutant octopus can stay out of water for an hour. If stays out of the water past its allowed time, it gains a level of exhaustion for each additional hour spent out of water.
Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.
Water Breathing. The octopus can breathe underwater.

Actions

Deadly Maw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.
Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.
Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Tactics. It is rumored that the mutant octopuses of the Blood Sea are somehow related to the Jungle Squid (see page 116). Not as large as their more giant kindred, they often sneak into waterside villages after dark, climbing into open windows in search of tender flesh to grab and (eventually) eat.

BLOOD ZOMBIE

These are the undead spirits of sailors who died on the Blood Sea, especially those who died violently on a vessel overcome with blood barnacles. Blood zombies lurk near the seemingly abandoned ships they once crewed, massing up out of the water to scale other boats that come near their haunt and attack any living creature they find.

Blood Zombie

Medium undead, neutral evil

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft., swim 20 ft.

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 1/2 (100 XP)

Rage. The same blood barnacle rage that led to many blood zombies' first death still overtakes them in undeath. While engaged in combat, a blood zombie rages at the start of their second turn. This rage lasts for 1 minute, during which they gain the following benefits: they have advantage on Strength checks and Strength saving throws, they get +2 damage to their melee weapon attacks, and they gain resistance to bludgeoning, piercing, and slashing damage.

Undead Fortitude. If damage reduces the blood zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Wood Bane. Blood zombies have a supernatural power to warp any wood they touch or that touches them. When the blood zombie is struck by a wooden weapon, or a weapon primarily made of wood (such as a spear), then the weapon imposes disadvantage on further attack rolls until it is repaired. This ability also warps doors, wrecks wagon wheels, causes ships to spring leaks, and similar effects on wooden objects. A creature may notice this ability with a DC 15 Wisdom (Perception) check if the blood zombie is struck by a wooden ranged weapon or touches a wooden object while within 60 feet of the creature.

Actions

Blood zombies usually rely on slam attacks, but some remember enough about their past to make use of melee weapons. A blood zombie wielding a weapon simply replaces the damage with the appropriate damage roll (along with the Strength and rage bonus) and damage type.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

A Familiar Look. Blood zombies appear much like other zombies, save that their bodies are bloated with blood-tinged seawater and smell of brine and decomposing flesh.

Warpers of Wood. Due to the wood bane touch of the blood zombies, their attack often leaves an even new vessel's hull cracked and leaking. Even if the blood zombies themselves are repelled, survivors of the attack may have little choice but to transfer to the blood zombies' original ship- the one encrusted with blood barnacles...

Tactics. Blood zombies are mindless. Nothing draws them as strongly as the warmth of a living being, though, and they attack any nearby. The blow from a blood zombie's fist not only bludgeons opponents, but also sends a bone-numbing cold through them. This has been called the "Chill of the Deep".



BLOODMAN

The creatures known as bloodmen seem to be grotesque and pathetic imitations of life, but are dangerously hostile. Each is a vaguely humanoid mass of crimson gore with rudimentary limbs, its head little more than a round extrusion with vague holes where its eyes and mouth should be. A bloodman moves with an undulating gait, leaving a scarlet trail behind it.

Servants of Mormo. Living masses of blood, broken bone, and emulsified organs, the first bloodmen were created by the wicked titan Mormo to terrorize her enemies. Bloodmen need to absorb fresh blood to survive, so they tend to move about constantly in search of victims. Small animals are sufficient to keep a lone bloodman alive for a while, but a colony requires larger prey.

Communal Parasites. Bloodmen can also join together in groups, merging their forms together in a purely liquid state, appearing as an oily pool of dark, bloody fluid. They sometimes live in colonies, which gather together in several large pools, and they often travel together in this state.

Tactics: Bloodmen often use their pool form in order to ambush an enemy. They especially prefer to lurk in places where a combat might occur and then attack in the middle of the fight. They are completely unconcerned about taking damage, as that will allow them to use their absorb blood feature and spawn more bloodmen eventually.



Bloodman

Medium aberration (shapechanger, titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	18 (+4)	5 (-3)	10 (+0)	5 (-3)

Armor Class 13
Hit Points 59 (7d8 + 28)
Speed 20 ft., swim 30 ft.

Damage Resistances piercing and slashing attacks
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10
Languages Titan Speech (can't speak)
Challenge 4 (1,100 XP)

Amphibious. The bloodman can breathe air and water.
Create Spawn. Once during a short rest, a bloodman that has drained at least 25 hit points from other creatures with its Absorb Blood attack can spawn a new bloodman from its own body. The newly created bloodman emerges into an unoccupied space adjacent to the original bloodman, with 25 current hit points. A newly spawned bloodman cannot use Create Spawn until 24 hours have passed.
Keen Smell. The bloodman has advantage on Wisdom (Perception) checks that rely on smell.
Shapechanger. The bloodman can use its action to assume a fluid state, becoming an ooze-like pool of ichor, or change back into its vaguely humanoid form. In its ooze form, the bloodman can't attack, but its swim speed increases to 40 feet and it gains resistance to all bludgeoning, piercing, and slashing damage. Otherwise, its statistics are the same in either form.

Actions

Absorb Blood. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) necrotic damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained. While it maintains this grapple, the bloodman doesn't attack. Instead, at the start of each of the bloodman's turns, the target loses 11 (2d10) hit points due to blood loss. The bloodman regains the same number of hit points. The bloodman can end the grapple itself by spending 5 feet of its movement. It does so after it drains at least 36 hit points of blood or once its current target dies.
Pool Form. A bloodman in either humanoid or ooze form may touch another willing bloodman and cause them both to merge their bodies together into a larger pool of ooze. Any number of bloodmen may join the pool by using an action to touch the pool; for every 4 bloodmen that merge in this way, the pool increases by one size, to a maximum of Gargantuan with 12 or more bloodmen. A merged bloodman pool's hit point total is equal to the sum of all members' current hit points. Otherwise, the pool's stats are the same as that of a bloodman in ooze form. A bloodman pool acts as a single unit on the initiative of the first bloodman to initiate Pool Form. When a bloodman leaves the pool on its turn (by using its movement), divide the pool's remaining hit points equally among all merged individuals, rounded down. Any bloodmen that leave the pool get one equal share of those hit points. Newly separated bloodmen all act on the same initiative as the pool.

BLOODMARE

The horse has the size and bearing of a powerful warhorse, clean-limbed and strong, but its greenish-black coat reflects no light and its eyes are the color of clotted blood. Its teeth and hooves are sharply pointed, allowing it to tear flesh from its prey.

Bloodmare

Large beast, neutral evil

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	3 (-4)	10 (+0)	20 (+5)

Armor Class 15 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 60 ft.

Skills Perception +2, Survival +2
Senses darkvision 120 ft., passive Perception 12
Languages —
Challenge 4 (1,100 XP)

Equine Call. When the bloodmare calls, all horses within 1,000 feet must make a DC 15 Wisdom saving throw. On a failure, the horse will do everything in its power to follow the bloodmare, including trying to break free of restraints, until it is out of range of the call for one minute. Another creature that is riding the horse or otherwise has an opportunity to control it may grant the animal advantage on the roll by succeeding at a DC 17 Wisdom (Animal Handling) or Strength (Athletics) check. A horse that resists the call is immune to this ability for 24 hours.

Keen Smell. The bloodmare has advantage on Perception checks that rely on scent, and can automatically smell any horse within one mile.

Tireless at Night. From sunset to sunrise the bloodmare is immune to exhaustion.

Trampling Charge. If the bloodmare moves at least 20 feet straight toward a creature and then hits it with a hooves 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 bloodmare can make another attack with its hooves against it as a bonus action.

Actions

Multiattack. The bloodmare makes two attacks, one with its hooves and one with its bite.

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

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Kineaters. Bloodmares were once bred by the Sorcerer-Kings of the Empire of the Wheel as steeds for their champions and generals. After the empire was destroyed, many bloodmares escaped into the wild, and they continue to haunt lonely grasslands and forests far from civilization. Bloodmares were endowed with a taste for horseflesh, the better to fight and kill an opposing mount in the thick of battle. Now, this appetite draws them to caravans or other traveling parties; they usually appear just at full dark where the horses have been tethered. A bloodmare calls to the horses magically, inciting them to stampede. Any horse that breaks free from its line or is released by its master bolts toward the bloodmare, which then runs into the distant hills. It leads until the other horses become exhausted, then turns back to kill and eat its prey. The bloodmare returns each night so long as a group still has horses to prey upon, disappearing only after the last has been killed.

Prized Mounts. In recent years, many lords, including King Virduk, have tried capturing wild bloodmares and turning them into warhorses, although with mixed results. A rider, generally one inclined toward evil, who manages to be accepted by a bloodmare will find it to be a fearless and ferocious steed, and especially valuable for nighttime travel. However, even a tamed bloodmare may, on occasion, succumb to its cannibalistic tendencies.

Tactics. A wild bloodmare will avoid most combat, except when it feeds on other horses. The bloodmare will lead horses on wild nighttime gallops until their prey gain several levels of exhaustion (depending on the number and strength of the other horses) then turn back to kill their weakened victims.



A BONE LORD

What appear to be wiry, pinkish-gray muscles stretch along the collection of bones that form this hideous skeletal creature. Despite its misshapen appearance, the bizarre skeleton moves at an incredible rate. A bone lord is a seemingly random collection of monstrous, bestial, and humanoid skulls, club like limbs, claws, dagger-like ribs, and so forth. The creature can bear amulets, jewelry, or bits of clothing or armor left over from past victims, and might even use them to entice curious adventurers.

Bone Lord

Large aberration, neutral evil

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	9 (-1)	20 (+5)	5 (-3)

Armor Class 15 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 60 ft.

Senses blindsense 60 ft., passive Perception 15
Damage Resistance cold
Damage Vulnerability fire
Languages —
Challenge 7 (2,900 XP)

Bone Weapons. Each round of combat the bone lord grows a new appendage for use as a weapon. This can be fangs (bite attack), horns (gore attack), or claws (rake attack). It cannot grow the same kind of appendage twice in a row, up to a maximum of its hit dice. Every time it grows a new appendage it may make one additional attack when it multiattacks.

Shape Control. As a free action the bone lord may alter its shape by up to two sizes larger or smaller. This does not change its statistics, but does allow it to change the shape of the space it occupies, fit through smaller openings, or otherwise take advantage of terrain. A bone lord is immune to any effect that might alter its shape.

Actions

Multiattack. The bone lord makes two bite, gore, or rake attacks.
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.
Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.
Rake. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

A new horror. Bone lords have been encountered only recently, arising from the grisly remains of scattered battlefields and lurching about in search of living prey. No one knows what dark magic created these monsters. Some rumors claim that a wizard's experiment went catastrophically wrong, while others suggest that they were mortals cursed by a vengeful power for wrongs committed against the gods.

Fungal blight. A bone lord is not an undead skeleton, however. Its true 'body' is a pinkish-grey fungus — although even that is subject to debate, as it is not properly a plant, either. The so-called fungus grows along the surface of bones, joining them at joints and thickening in places analogous to muscles. A bone lord's shape — humanoid, animal, a peculiar mix of skeletons — and the weapons it wields — claws, teeth, jagged or club-like bones — vary depending on the kind of bones available to the fungal growth. It uses the skeleton as a kind of vehicle to travel, hunt, and defend itself.

Tactics. A bone lord typically finds a cool, shadowed place to lie in wait for its victims. Requiring only fresh blood for nourishment, it tears its prey apart to absorb the blood through the bones' reconstructed marrow. After feeding, a bone lord generally lies dormant for weeks while the bones of its prey bleach in the sun. Once the bones are properly bleached, the fungus absorbs them into the construct and moves on to another hunting spot, settling to wait to surprise another creature.



BURNED ONES

Burned ones appear as humans who have been burned to the bone, eternally seared by the scorching judgment of Vangal. They exude a stench of burning flesh that alerts all wary creatures within sixty feet and they leave traces of soot wherever they step.

Burned Ones

Medium undead, lawful evil

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	7 (-2)	16 (+3)	6 (-2)

Armor Class 16 (natural armor)
Hit Points 82 (15d8 + 15)
Speed 30 ft.

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned, stunned
Senses passive Perception 13
Languages Understands Ledean, but cannot speak
Challenge 4 (1,100 XP)

Create spawn. If the burned one kills a cleric through use of its immolation feature the cleric rises within 24 hours as a burned one. If the *resurrection* spell is cast first, it prevents this from occurring and restores the cleric to life.

Immolation. The burned one explodes into flames as a bonus action. A creature grappled by the burned one suffers 14 (4d6) fire damage at the start of their turn. Any creature within 5 feet of the burned one suffers 3 (1d6) fire damage. The flame and smoke from the immolation provides total cover for both the burned one and any creature it has grappled. While it is immolated the burned one cannot take any actions. The burned one can end its immolation as a bonus action.

Actions

Multiattack. The burned one makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, plus 7 (2d6) fire damage. A creature hit with a claw attack is grappled (escape DC 14) by the burned one.

Betrayers of Vangal. The faithful of Vangal are granted power and strength they use to crush all who oppose them. For this, the priests of the Ravager are reviled and feared throughout the Scarred Lands, but woe to the servant who turns their back upon their dark god, or who commits sacrilege in their quest for power. Those who have betrayed the Ravager find themselves stripped of their powers and hunted by their former brethren. If captured, these ex–priests are subjected to a ritual that leaves them as nothing but a burned husk, destined to roam the earth tormented in an agony of eternal flames as burned ones.

Tormented by fire. Burned ones are in constant pain, forever tormented by the sensation of being burned alive, a feeling that drives them utterly insane in their undying existence. Their unlives are consumed by a single desire — to make others suffer the way that they have been forced to suffer. Incapable of speech due to scorched lips and tongue, burned ones moan pitifully or scream in fury in combat.

Drawn to lost holy sites. These abominations are drawn to deserted temples and places of worship, whether crypts beneath thriving cities or abandoned temples lost to the wilderness. There they stalk, destroying all humans who come within their territory. Tales are told of ancient churches and cathedrals swallowed up in the war between gods and titans which are now populated by the once-faithful begging to be released from their eternal torment.

Tactics. Burned ones prefer to attack from ambush. They tear into their victims with wicked claws, stripping flesh away to the bone. They attack without fear of dying as they are forced to live in eternal torment. Once they reduce a cleric to 0 hit points they will use their immolation feature. If a burned one is killed by conventional means, it rises again in 24 hours to continue to stalk its haunt. Burned ones are permanently destroyed only when their remains are consecrated by a cleric after the burned one has been reduced to 0 hit points.



CARNIVAL KREWE: BAYOU SEER

Bayou seers appear as tall elven women with black eyes and long black fingernails.

Sages and Spies. Outside the Blood Bayou, seers are often advisors in noble courts. They prove their worth by using potent divination magics for their employers while secretly reporting back to the Laughing Man.

Corrupting Beauty. Bayou seers turn their mortal patrons to evil in insidious ways, promoting a thirst for sensual pleasures and a disregard for common folk and common decency. One can often (but certainly not always ...) discern those courts in which a bayou seer holds sway by the decadence and callousness of the ruler.

Tactics. Bayou seers detest violence. If provoked a bayou seer relies on charmed minions to fight for them while taking advantage of their benign aura feature to cast supportive magic. In desperation, they will use their alternate form to escape.



Carnival Krewe, Bayou Seer

Medium humanoid (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	13 (+1)	12 (+1)	17 (+3)

Armor Class 13 (natural armor)
Hit Points 45 (10d8)
Speed 30 ft.

Saving Throws Con +2, Wis +3
Skills Arcana +3, Deception +5, Insight +3, Perception +3, Persuasion +5
Senses passive Perception 13
Languages Termanan, plus any two other languages
Challenge 3 (700 XP)

Benign Aura. The bayou seer is always under the effect of a *sanctuary* spell which requires a DC 13 Wisdom save to overcome. This aura is suppressed while within an *antimagic field*. If subject to *dispel magic* or a similar effect the aura reactivates at the beginning of the seer's next turn. If the seer makes an attack or deals damage to another creature, this effect is suppressed for one minute. Unlike *sanctuary*, casting a spell that affects another creature does not end or suppress this aura.
Second Sight. The seer can cast *divination*, *scrying*, and *legend lore* once each with this trait, using Charisma as their spellcasting ability. Once a spell has been cast in this way, the bayou seer may not cast that spell with this trait again for eight days.
Spellcasting. The bayou seer is a 4th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They know the following spells, which are considered sorcerer spells for them:

Cantrips (at will): *dancing lights, filch*, mage hand, minor illusion, prestidigitation*
1st level (4 slots): *charm person, detect magic, identify*
2nd level (3 slots): *detect thoughts, augury*

Sorcery Points. The bayou seer has 4 sorcery points. They can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Extended Spell: When casting a spell that has a duration of 1 minute or longer, the bayou seer can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours
Heightened Spell: When casting a spell that forces a creature to make a saving throw to resist its effects, the bayou seer can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Actions

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.
Alternate Form. The bayou seer magically polymorphs into a tiny beast. They can remain in this form until they choose to return to their natural form as an action on their turn, or they are reduced to 0 hit points. Equipment carried or worn by the bayou seer melds into their new form and cannot be used or activated while they are in their alternate form. While in this form the seer's game statistics are replaced by the statistics of the chosen beast. It retains its alignment and personality and hit points but uses the AC and movement modes of the new form. While in their alternate form, the bayou seer can't speak, cast spells, or take any action that requires hands or speech. Each bayou seer has a single alternate form. Ravens, lizards, spiders, and snakes are common.

CARNIVAL KREWE: BONE BOSUN

Bone bosuns are the sailors of the Blood Bayou's navy. Sailing great bone ships of Queen Ran's armada they bring converts from far shores to experience the Jubilee of the Carnival Krewe's heron priests.

Carnival Krewe, Bone Bosun

Small humanoid (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	16 (+3)	6 (-2)	9 (-1)	3 (-4)

Armor Class 11
Hit Points 6 (1d6 + 3)
Speed 25 ft.

Saving Throws Con +5
Skills Athletics +0, Acrobatics +2
Condition Immunities charmed, frightened
Senses blindsight 30 ft., passive Perception 9
Languages Piscean, Titan Speech
Challenge 1/8 (25 XP)

Call the Blood Kraken (1/day). The bone bosun may cry out, releasing a keening wail that calls out to the dreaded blood kraken. When the bone bosun activates this ability, roll 1d20. On a result of 19-20, a kraken answers the call, arriving within 2d4 rounds. The bone bosun may not use this ability again until they have completed a long rest.

Mindless Devotion. The bone bosun is utterly enthralled by Queen Ran. The extent of this effect prevents all forms of mind control from any creature other than Queen Ran. In addition to immunity to the charmed and frightened conditions, the bone bosun is immune to spells and effects such as *command* which control a target's mind without inflicting a condition. Any attempt to use such an effect on a bone bosun automatically fails.

Bone Bound. The bone bosun derives its strength from the skeleton of the bone ship to which it is bound. When on the deck of the ship, the bone bosun may move as if under the effects of a *spider climb* spell. The bone bosun also has advantage on any check made to resist being forcibly removed from the structure or knocked prone while in contact with the ship. However, if the bone bosun is not in contact with their ship, they suffer vulnerability to bludgeoning, slashing, and piercing damage as well as disadvantage on Constitution saving throws. If a bone bosun is not in contact with their ship at dawn, they die painfully.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

Foul Flotilla. Bone bosuns crew large ships crafted from the bones of countless creatures big and small. A typical bone ship holds a crew of 20-40 bone bosuns who sail the blood sea at the command of Queen Ran, the heron priests, and the Jack of Tears.

Small Servitors. Bone bosuns are small humanoid titanspawn with pallid skin. Like most servants of the Jack of Tears, they dress in colorful carnival clothing. Many wear bright bandanas and eyepatches to complete their look as a dark parody of a stereotypical pirate. Though small in stature and relatively weak, blood bosuns make up for these shortcomings with superior numbers and mindless brutality.

Tactics. Using the suction cups on their hands and feet, bone bosuns move up and down the skeletal structures of their ships, taunting and cowing those unfortunate enough to sail in such foul company. Bone bosuns rarely leave the deck of their ships, preferring to stand guard over their charges from a position of maximum strength. If an enemy boards the bone ship, or if the passengers get out of hand, the bone bosuns rely on sheer brutality and superior numbers to repel threats and quell unrest. If faced with an obviously superior foe, the blood bosuns will issue their keening cry, calling for the aid of a blood kraken.



CARNIVAL KREWE: HERON PRIEST

Heron priests are birdlike humanoids who serve as clergy and ambassadors for the Jack of Tears. These strange costumed creatures hold embassy for the Laughing Man in foreign lands, acting as recruiters to ensure that the dark krewes are filled to quota. When seen on the streets of Ghelspad, they are usually surrounded by two to six merry converts. On occasion, these priests accompany groups of new recruits on bone boats across the Blood Sea to the Blood Bayou.

Carnival Krewe: Heron Priest

Medium humanoid (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	10 (+0)	14 (+2)	17 (+3)

Armor Class 11 (14 with *mage armor*)
Hit Points 22 (5d8)
Speed 30 ft.

Saving Throws Con +2, Cha +5
Skills Deception +5, History +2, Insight +4, Persuasion +5
Senses passive Perception 12
Languages Termanan, plus any two other languages
Challenge 2 (450 XP)

Spellcasting. The heron priest is a 5th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They know the following sorcerer spells:

Cantrips (at will): *dancing lights, filch*, mage hand, minor illusion, prestidigitation*
1st level (4 slots): *charm person, mage armor*
2nd level (3 slots): *rend the sovereign soul*, suggestion*
3rd level (2 slots): *hypnotic pattern, lightning bolt*

Sorcery Points. The heron priest has 5 sorcery points. They can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Extended Spell: When casting a spell that has a duration of 1 minute or longer, the heron priest can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.
Heightened Spell: When casting a spell that forces a creature to make a saving throw to resist its effects, the heron priest can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Actions

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

Ministers of the Jubilee. Heron priests are seven-foot tall Birdfolk with white feathers. They dress in white robes highlighted with colorful embroidery that gives the heron priests the appearance of playing cards. When outside their embassies, these priests wear or hold colorful humanoid masks over their beaked faces to conceal their avian features. While in the streets of their assigned cities, the heron priests preach what they call "the Jubilee," a call to the depressed and downtrodden to revel in the joy of the carnival. Those who join the Jubilee are loaded into the bone ships of the bone bosuns (p. 31) and sent to the Blood Bayou where they are hideously transformed and conscripted into the krewes of the Jack of Tears.

Well-Mannered Ministers. The heron priests are well schooled in the arts of deception and etiquette. While each embassy of the Laughing Man is expected to meet certain recruitment quotas, the heron priests do not draw down the ire of the locals by drawing undue attention. In cities such as Rahoch and Fangsfall a heron priest may be reserved and secretive, politely inviting those interested to discuss the Jubilee in the privacy of the embassy. However, in less restrictive areas, such as Shelzar, the heron priests preach the Jubilee freely with little regard for who might overhear.

Tactics. Heron priests prefer not to lower themselves to violence, relying on their powers of persuasion to convince enemies not to fight. When possible, they try to recruit enemies to the Carnival Krewe.



CARNIVAL KREWE: JACK OF TEARS, KING OF THE CARNIVAL OF SHADOWS

The being known as the Jack of Tears is the undisputed master of Blood Bayou and the leader of the Carnival Krewe. Some call him the Laughing Man, or Momus, but whatever his name, the King of the Carnival of Shadows has held court at the dark heart of Blood Bayou for at least two centuries, and there is evidence to suggest that he occupied this land long before the Titanswar, though perhaps in a different form. He has since grown mighty on the power of the blood of Kadum.

Evil Incarnate. Although he is a jesting figure, the Laughing Man is undoubtedly a force of evil, one who is wise enough to make himself useful to his neighbors so that they must tolerate his existence. But to the individuals who deal with him, the Laughing Man is a merciless trickster who twists words and grants requests with a ruthlessly literal ear.

The Grinning King. The Jack of Tears rules his swamp-kingdom from a great, rickety carnival that lies in the center of the bayou, connected to the ocean by a channel so that members of the Krewe of Waves can come and go freely. Here, on a brightly painted throne of children's toys, he presides over the endless festival of his minions and holds audiences with those daring or foolish enough to approach him.

Tactics. The Jack of Tears has never been brought to battle. Should any creature be brave or foolish enough to engage Momus in combat, he uses his scepter and reality manipulation to quickly dispatch any who would dare confront him violently.

Everwatching Eye. The Jack of Tears shifts his perception to any area within the confines of Blood Bayou, or within a location where the Carnival of Shadows is set up to perform outside the Bayou itself. He can see and hear as though he were present in the chosen location.

Rend the Bayou. Momus can alter the terrain as he sees fit within the Blood Bayou. This allows him to raise or sink land or water, make areas difficult terrain, or drop the literal ground out from beneath trespassers at will.



The Jack of Tears' Toybox

Foolscap

Rod, legendary (requires attunement)

Foolscap, the scepter of Momus is a thick rod, white on one end and black on the other. The merest touch from the black end deals 6d6 force damage to the target. If the Jack of Tears touches another creature with the white end, that creature immediately benefits from *greater restoration, heal,* and *regenerate* effects, using the Laughing Man's spellcasting ability. This effect can be used an unlimited number of times per day, but can only affect a single creature once per day.

The Laughing Mask

Wondrous item, legendary (requires attunement)

The white mask worn by the Jack of Tears provides a +3 bonus to the wearer's Charisma score to a maximum of 30.

The Jack of Tears' Lair

The Laughing Man claims all of Blood Bayou as his lair and may take lair actions anywhere within its confines.

Lair Actions

On initiative count 20 (losing initiative ties), The Jack of Tears takes a lair action to cause one of the following effects:

Jack of Tears, King of the Carnival of Shadows

Medium fey, chaotic evil

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	20 (+5)	20 (+5)	18 (+4)	29 (+9)

Armor Class 24 (natural armor)
Hit Points 266 (28d8+140)
Speed 30 ft.

Saving Throws Con +13, Int +13, Cha+17
Skills Arcana + 13, Deception +25, History +13, Insight +20, Intimidation +17, Perception + 12, Persuasion +17, Sleight of Hand +11, Stealth +11
Damage Resistances acid, cold, fire, lightning, poison, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 120 ft., passive Perception 22
Languages all
Challenge 25 (75,000 XP)

Legendary Resistance (5/day). When the Jack of Tears fails a saving throw he can choose to succeed instead.
Magic Resistance. The Jack of Tears has advantage on all saving throws made to resist spells and other magical effects.
Master of the Bayou. All creatures born in the Blood Bayou owe Momus unfaltering allegiance and cannot attack him even if charmed or compelled.
Reality Manipulation. The Jack of Tears bends and folds reality as easily as though he were simply controlling aspects of a pleasant dream. For game purposes, he may cast any divine or arcane spell at will, using a spell slot of his choosing, up to level 9. This requires the spell's normal casting time but does not require components. Charisma is his Spellcasting ability (spell save DC 25, +17 to hit with spell attacks).
Word is Bond. When Momus enters into a written contract that is signed by all parties, each participant, including the Jack of Tears, must fulfill their part of the bargain to the letter. If any party fails to honor their contract, they suffer a curse until the contract is fulfilled. This curse typically manifests in the offender suffering disadvantage on all attack rolls, ability checks, and saving throws, however an alternative curse can be written into the agreement when the contract is drafted. If all copies of the contract are destroyed the agreement is rendered null and void and the curses associated with breaking the agreement are nullified. Naturally, the Jack of Tears carefully guards his copies of all contracts.

Actions

Multiattack. Jack makes three scepter attacks.
Scepter. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (6d6 + 3) force damage.

Legendary Actions

The Jack of Tears can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jack regains spent legendary actions at the start of his turn.
Attack. Jack makes a scepter attack.
Cast a Spell. Jack casts a spell using his reality manipulation ability.
Move. Jack moves his speed without provoking opportunity attacks.



CARNIVAL KREWE: SHARK-FOLK

Mutated by the blood of Kadum, shark-folk are amphibious monstrosities who serve Queen Ran in the Krewe of Waves. Shark-folk are often used as shock troops, attacking ships and raiding coastal settlements that earn the Queen's ire or offend the Jack of Tears.

Shark-folk are not terribly intelligent but are generally capable of following the instructions of the blood krakens who command them in battle. These instructions are often little more than "smash," "destroy," or "kill," which suits the shark-folk just fine.

Carnival Krewe, Shark-folk

Large monstrosity (titanspawn), lawful evil

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	20 (+5)	7 (-2)	8 (-1)	6 (-2)

Armor Class 16 (natural armor)
Hit Points 73 (7d10 + 35)
Speed 30 ft., swim 30 ft.

Saving Throws Con +7, Wis +1
Skills Perception +1, Survival +1
Senses darkvision 120 ft., passive Perception 11
Languages Primordial, Titan Speech.
Challenge 4 (1,100 XP)

Blood Frenzy. The shark-folk has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. Shark-folk can breathe both air and water, however if they spend more than 1 hour without being immersed in water, they must make a DC 12 Constitution saving throw or become poisoned until they immerse themselves fully in water. This saving throw must be repeated each hour until the shark folk is immersed or becomes poisoned in this way. Each hour the DC of the saving throw increases by 1.

Keen Smell. The shark-folk has advantage on Wisdom (Perception) checks that rely on smell.

Underwater Blindsight. While fully immersed in water, the shark-folk has blindsight out to a radius of 30 feet.

Actions

Multiattack. The shark-folk makes two harpoon attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the target is a medium or smaller creature, the target is grappled (escape DC 15). While grappled in this fashion, the target is also restrained.

Harpoon. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the shark-folk or be pulled up to 20 feet toward the shark-folk.

Amphibious Raiders. Shark-folk serve the Carnival Krewe in the sea and on land, though their effectiveness is greatly diminished on the shore. Usually, shark-folk activity on land is confined to coastal areas where the raiders can periodically run back to the water to rehydrate. A shark-folk who wanders too far inland risks dehydration.

Mutated Monstrosities. The blood of Kadum has drastically altered the physiology of shark-folk. Muscular humanoid arms and legs extend from their sharklike bodies, which makes them all the more terrifying to witness in combat. However, when beneath the waves and outside of combat, shark-folk can swim with their arms at their sides and their legs straight back. This conceals their mutated form from casual observation, causing most who see them at a distance to mistake them for regular sharks. By the time an onlooker discerns the true nature of incoming shark-folk it is often too late to escape.

Tactics. In combat, shark-folk gang up on wounded foes, biting and ripping at any available flesh until their opponents are dead. Groups of shark-folk often travel in the company of blood krakens which remain submerged nearby while the shark-folk wade ashore or assault a targeted vessel. Shark-folk do not retreat. Once they begin the attack, they fight to the death.



CARRION HOUND

Carrion hounds are loathsome beasts that dwell primarily below ground. They are ghastly to behold, resembling large, mangy wolves covered in sores, with patches of rotting flesh, bare bone, and exposed muscle. Where the wolf's head should be writhes a mass of enormous maggot heads, roughly a dozen in number, like the multiple heads of a hydra.



Spawn of Gaurak. Created by the titan Gaurak, these foul creatures scavenged the land for food, which they consumed only to return to their master and disgorge it for his consumption. Now these ravenous beasts are usually found tunneling beneath the surface of the Scarred Lands, presumably in search of their buried master.

Hydran Abomination. Because of the carrion hound's appearance, some inhabitants of lands where they are common have taken to calling them "maggot hydras." As either name implies, carrion hounds mostly feed on carrion and enjoy the taste of rotting flesh. However, their constant hunger drives them to create cadavers by killing other creatures and letting their corpses fester.

Forever Hungry. Carrion hounds are almost certain to attack potential prey unless grossly outnumbered; their behavior is instinctual and makes no use of any advanced tactics, although sometimes they ambush prey by burrowing out of the ground beneath it.

Tactics. Carrion hounds rush into battle, hoping to close with their foes as soon as possible, in order to take advantage of their stench feature. They then attack relentlessly, hoping to kill one or more creatures. If badly hurt, they will retreat, especially if they've already slain a creature. They will wait patiently for the others to leave the dead behind and then return to feast on the corpse.

Carrion Hound

Large aberration (titanspawn), unaligned

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Armor Class 15 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft., burrow 20 ft.

Skills Perception +4
Damage Resistances poison
Condition Immunities poisoned
Senses blindsight 60 ft., passive Perception 14
Languages Titan Speech (can't speak)
Challenge 3 (700 XP)

Disease Immunity. The carrion hound is immune to diseases.
Keen Smell. The carrion hound has advantage on Wisdom (Perception) checks that rely on smell.

Multiple Heads. The carrion hound has roughly a dozen heads. It has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.
Stench. Any creature other than a carrion hound that starts its turn within 5 feet of the carrion hound must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all carrion hounds for 1 hour.

Actions

Multiple Bites. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 17 (5d6) acid damage.

CAVE SHRIKE

The disgusting creature has a quivering, protoplasmic central body ringed with a number of slimy elastic tentacles.

Cave Shrike

Huge ooze, unaligned

STR	DEX	CON	INT	WIS	CHA
21 (+5)	5 (-3)	18 (+4)	2 (-4)	2 (-4)	2 (-4)

Armor Class 7
Hit Points 105 (10d12 + 40)
Speed 15 ft., climb 15 ft.

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 120 ft., passive Perception 6
Languages —
Challenge 5 (1,800 XP)

Sticky tentacles. Any weapon used to attack the cave shrike's tentacles, including natural weapons, has a chance of becoming stuck to the tentacle. The wielder must succeed at a DC 15 Dexterity saving throw or their weapon becomes glued to the tentacle. The cave shrike can selectively dissolve its natural adhesive at will, and the adhesive on the tentacles degrades 10 minutes after the creature dies.

Actions

Multiattack. The cave shrike makes four tentacle attacks.
Tentacle. *Melee Weapon Attack:* +8 to hit, reach 100 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage. Creatures struck by the tentacle are grappled and restrained (escape DC 15). At the start of the cave shrike's turn it lifts all creatures held in its tentacles 30 feet. Tentacles can be targeted individually at disadvantage and one must suffer 12 points of slashing damage to be severed.

Hunting tentacles. The cave shrike is a horrific denizen of the deepest subterranean caverns. Its tentacles can reach victims up to 100 feet away. It has three large eyes spaced equidistantly around the central body that swivel around in the darkness constantly searching for prey. Cavern explorers who were attacked by one of these things and misinterpreted its attempts to feed as the attacks of cave-dwelling birds named them cave shrikes.

Hidden hunters. Cave shrikes are rare and hideous creatures that ooze their way onto high ceilings of caverns, hiding in the primeval darkness where no torchlight can reach and waiting patiently for animals, vermin, and other cave dwellers to pass below. The creature then grabs its intended prey swiftly in one or more ropey tentacles and pulls it high into the air before dropping it on the many stalagmites that rise sharply from the cavern floor. Once the impaled victim expires, the cave shrike picks the rotting corpse apart, absorbing bits of the victim through the jelly-like membrane of its central body.

Worshiped as gods. Stories persist of tribes of goblins or kobolds that worship cave shrikes as gods, creating their homes under the monster's shadow and providing it with sacrifices form the outside world. Of course, the veracity of such tales is to be questioned, given the mindless nature of such a creature — why would it not devour the goblins as it would any other creature?

Tactics. The cave shrike's method of attack is simple — pick up a victim and drop it from a great height, usually 80 to 100 feet. Each tentacle is easily strong enough to lift 200 pounds, and they can combine to lift heavier prey. It will try to disarm any warriors and then attack them directly.



CHARDUN-SLAIN

Diar had told Khorin he had the perfect plan — Chardun-slain had been sighted patrolling from Rika to the outskirts of Almathea. The caravan would just join them. At first it was unnerving but peaceful. But then, as they approached the Elven city-state, the undead had turned on them.

Now, Khorin huddled underneath one of the wagons as the undead warriors slew the other merchants and he wondered how he'd ever get out of this one.

A desiccated, shambling corpse, the gleam in its eye and the vise-like grip on its weapon tells you that the only thing this creature remembers is battle — but remembers it well.

Chardun-Slain

Medium undead, lawful neutral

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	7 (-2)	10 (+0)	10 (+0)

Armor Class 17 (scale mail and shield)
Hit Points 39 (6d8 + 12)
Speed 20 ft.

Saving Throws Str +5, Con +4
Senses darkvision 60 ft., passive Perception 10
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Languages understands languages it knew in life but does not speak
Challenge 2 (450 XP)

Finishing Blow. When a Chardun-slain reduces a target to 0 hit points, as a bonus action it may make another melee attack against the fallen enemy. It will not use this ability against creatures guarded by a *protection from evil and good* spell.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

At Behest of the Great General. Good soldiers never stop fighting. Great ones don't even stop when they're dead. The god Chardun, the Great General, awards distinguished soldiers the gift to carry on their wars after death. Chardun-slain rise one full year after their deaths and resume whatever assignment cost them their lives, be it laying siege to a town, guarding a bridge, or winning a battle. A year is a long time, though, so most Chardun-slain undertake bizarre imitations of their duties: if they died in battle, they might rise and attack the fort built atop the battleground. If they died protecting a merchant caravan, they might simply find another band to "escort" to the same destination, guarding it to the best of their abilities. After completing their tasks, symbolic or otherwise, the Chardun-slain bury themselves and become normal corpses.

Tactics. Although they lack conventional intelligence, Chardun-slain rely on whatever martial experience they had in life. They fight like trained soldiers, be it in close combat or coordinated siege. The default entry assumes scale mail, shield, and longsword, but most Chardun-slain use the armor and weapons they carried to war in life.



CHARFIEND

Scavengers that feed on flesh, preferably that of humanoids, charfiends earned their name through their lust for overcooked meat. The stink of burning hair, scorched skin, and sizzling fat stimulates their appetite, and they are drawn irresistibly to burning homes, funeral pyres, and even sacrificial rites involving burnt offerings. Despite their own foul odor, charfiends can seemingly smell burning flesh for miles. These creatures tend to lair in old ruins and burnt-out structures, emerging often to feed. The Titanswar was a banquet for them; in less incendiary times, many charfiends go hungry. Yet the strongest and smartest among them often resort to starting their own fires.

Charfiends have red eyes, and their mouths are filled with sharp, bloody fangs. They are usually clad in decaying rags and give off a nauseating stench of scorched flesh and smoke. Given these traits and their awkward, jerky gait, charfiends might easily be mistaken for zombies or other forms of shambling corpse did they not move with deceptive speed.

Unholy Presence. A charfiend's stench and hideous presence defiles any holy place it enters until the spot is rededicated with the proper purification spells. In the early days of the Divine War, one of the titans — some say Mormo, others Thulkas — created the charfiends precisely to spread such desecration, thereby leaving worshipers unable to communicate with their gods.

Tactics. When facing an obviously inferior foe, charfiends encircle their prey, closing in slowly until they overwhelm the victim and tear him apart. If cornered, they fight like wild animals, endangering themselves just long enough to escape. When surprised or discovered feasting, charfiends usually flee unless they have a clear advantage, but they soon return to track down their assailants. They stay huddled close together, in order to gain advantage from their unholy aura.

Charfiend

Medium fiend (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	8 (-1)	11 (+0)	8 (-1)

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 40 ft.

Skills Perception +2
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Infernal, Titan Speech
Challenge 1 (200 XP)

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

Stench. Any creature other than a charfiend that starts its turn within 5 feet of the charfiend must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all charfiends for 1 hour.

Unholy Aura. The charfiend exudes an aura of unholy power in a 20-foot radius. Fiends, titanspawn, and undead within the aura (including the charfiend) can roll a d4 and add the number rolled to any attack roll or saving throw. A creature cannot benefit from the unholy aura of more than one charfiend at a time.

Actions

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

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.



CLOUDSTING

These floating creatures, created by a forgotten titan of storms and perhaps still bound in service to her, seem to be made of semi-solid air. Cloudstings wander widely, drifting upon the air currents even to those distant lands of which the peoples of Ghelspad know little or nothing at all. On Ghelspad, they predominantly haunt the Kelder Mountains, especially near gold mines and veins, but they have been known to attack caravans across the continent. A cloudsting's huge, floating body looks rather like a semi-transparent cloud colored by occasional pulses of light, reminiscent of heat lightning, which it can suppress at will. A number of remarkably long, wispy tentacles hang down like those of a jellyfish, extending nearly thirty feet from the bloated form above.

Cloudsting

Huge elemental (titanspawn), chaotic neutral

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	11 (+0)

Armor Class 15 (natural armor)
Hit Points 102 (12d12 + 24)
Speed fly 60 ft. (hover)

Skills Perception +3, Stealth +9
Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages Primordial, Titan Speech (can't speak); telepathy 120 ft.
Challenge 6 (2,300 XP)

Gold Scent. A cloudsting can detect the direction of gold unerringly, by scent, at distances of up to 1 mile even through stone, earth, or other barriers. The cloudsting can pinpoint the location of even gold ore and trace amounts of the precious metal within 60 feet.

Actions

Multiattack. The cloudsting can use its Wind Blast and then make two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 9 (2d8) lightning damage. The target must also succeed on a DC 15 Constitution saving throw or be unable to take reactions until the start of its next turn.

Wind Blast. The cloudsting summons a blast of strong wind 60 feet long and 10 feet wide, stretching outward from itself in a direction it chooses. Each creature in the line must succeed on a DC 15 Strength saving throw or be pushed 15 feet away from the cloudsting in a direction following the line.

Lightning Burst (Recharges after Long or Short Rest). The cloudsting emits a web-like spread of lightning in a 15-foot radius around itself. All creatures within the area must make a DC 15 Dexterity saving throw. A creature takes 27 (6d8) lightning damage on a failed save, or half as much on a successful one.

Gold Sniffers. Merchants and travelers tell tales of cloudstings' uncanny knowledge of where gold is hidden. Sometimes, these creatures float low to play the part of the thief and take bags of coins while a caravan slumbers. Other times, they raid wagons laden with ore returning from mines. Cloudstings desire gold for reasons unknown — some have speculated that they must consume it to survive. In any case, their sense of gold has led some merchants to label them "gold hounds" and even to pay adventurers to track cloudstings in the wild, in the hope that the elemental will lead them to locations where a new gold mine might be established.

Stealthy Thieves. Cloudstings tend to avoid combat entirely, preferring to spy on prey from high above; they follow at a distance and await the right opportunity to abscond with any gold coins or items. A cloudsting engages in melee only if pressed, using its tentacles and Wind Blast against smaller or less dangerous foes, or Lightning Burst against creatures it perceives as a serious threat. Once its Lightning Burst ability is exhausted, a cloudsting normally soars up out of range and flies off, perhaps returning later if it thinks it might still win some golden prize.

Tactics. The cloudsting will use its Wind Blast and the threat of its tentacles to corral as many enemies as possible into a small space, then use its Lightning Burst on them. Afterwards it will use its multiattack on those still standing. Characters carrying lots of gold on their person should be especially beware of the cloudsting, some report that they can be driven into a battle-fury by the scent of gold and attack an individual relentlessly.



COAL GOBLIN

The creature looks much like any other goblin, though its wrinkled, coal-black skin underneath its dark somber clothing is unusual. Hard eyes glint as it surveys its surroundings and brings its sword to the ready. Its lack of expression proves that it is a practiced killer.

Tactics. As assassins-for-hire, coal goblins carefully stalk their prey, waiting for the perfect moment for an ambush. They never get involved in straight-up brawls. If the target is alone, the goblin might use its net first and then begin to stab. If the target has company, the goblins will use nets to keep other combatants tied up and then surround the victim.

Coal Goblin

Small humanoid (goblinoid), neutral evil

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	11 (+0)	15 (+2)	8 (-1)

Armor Class 17 (studded leather)
Hit Points 18 (4d6 + 4)
Speed 30 ft.

Skills Perception +7, Sleight of Hand +7, Stealth +9
Senses darkvision 120 ft., passive Perception 14
Languages Goblin, Ledean, Orcish
Challenge 2 (450 XP)

Assassin's Strike. If the coal goblin deals damage, it can use its reaction to add 7 (2d6) piercing damage.

Net Expert. The coal goblin can use a bonus action to give itself advantage on a net attack roll.

Stonecunning. Whenever a coal goblin makes an Intelligence (History) check related to the origin of stonework it adds +4 to the roll.

Actions

Net. *Ranged Weapon Attack:* +7 to hit, range 5/15 ft., one target. *Hit:* The target is restrained.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.



Refugees of the War. During the Titanswar, the clan of goblins that became the coal goblins hid deep underground, waiting out the war and avoiding becoming another casualty to the conflict. During this time, they prayed, and a goddess answered…

Worshippers of Belsameth. Coal goblins are noted for their stealth and guile, and the goddess of assassins, Belsameth, looks favorably upon them. While they still grow mushrooms and hunt the underways for sustenance, the coal goblins also attack unwary travellers. More dangerously, they are often hired by the other faithful of Belsameth, and many nests of coal goblins have moved unseen into the secret spaces beneath urban areas, where business is better and the work more steady.

COREANIC STEED

This beautiful white horse is strongly muscled, with thick lines and broad hooves. These tireless steeds often serve the faithful of Corean, as they have done since their line began.

Coreanic Steed

Large beast, lawful good

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	11 (+0)	15 (+2)	10 (+0)

Armor Class 11
Hit Points 38 (4d10 + 16)
Speed 50 ft.

Condition Immunities charmed, frightened
Senses passive Perception 12
Languages Celestial, telepathy 120 ft.
Challenge 1 (200 XP)

Sense Evil. If an aberration, celestial, elemental, fey, fiend or undead creature is within 30 feet of the steed, the steed is aware of the creature and can use a bonus action to indicate the creature's presence by neighing or stamping its feet.

Trampling Charge. If the steed moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

The Pride of Permenthes. In the Age of Sun, the paladin Permenthes served Corean and was known both for his great deeds and his overbearing pride. Eventually, this pride drove him to build a temple to his god in the plains of Merses and as the temple grew so did his hubris. Corean appeared to Permenthes in the guise of an old man and, witnessing first-hand his disciple's tyranny, struck him down and turned the paladin into the first Coreanic steed.

The Fountain of Corean. The descendants of Permenthes occupy the legendary plain and drink from the holy fountain where his temple once stood. Legends say that if a paladin of Corean gazes into that fountain (or another well or spring consecrated to Corean) and casts *find steed,* a Coreanic steed will appear.

Tactics. If they serve a paladin of Corean, these horses are willing steeds who, even when uncontrolled, are willing to join the fray of battle at need. If unmounted, Coreanic steeds have been known to rescue travellers from evil things, or guide them to a safe place.



CORPSE WHISPERER

Corpse whisperers appear as intact zombies, although with a malevolent intelligence burning in the creature's eyes. They usually dress in rags or whatever is appropriate for their climate.

Corpse Whisperer

Medium humanoid (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	19 (+4)	17 (+3)	13 (+1)

Armor Class 11 (14 with *mage armor*)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

Senses passive Perception 13
Languages One common language of choice (see SL PG pg 43)
Challenge 4 (1,100 XP)

Innate spellcasting. The corpse whisperer's spellcasting ability is Wisdom (spell save DC 13). They can innately cast the following spells, requiring no material components:
At-will: *mage armor, hold person, inflict wounds, sleep*

Actions

Multiattack. The corpse whisperer makes two claw attacks.
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.
Undead spawn. The corpse whisperer can revive the recently dead by speaking directly into their ears, creating a new follower that immediately joins the creature's minions against its former friends. This functions as the *animate dead* spell, save that the corpse cannot be more than an hour dead and always rises as a zombie. There is no limit to the number of zombies the corpse whisperer can control. Zombies created through this ability always obey the corpse whisperer's commands and the duration is unlimited.

Armies of Belsameth. Corpse whisperers are a titanspawn race adopted long ago by Belsameth and empowered to raise armies of the undead to lead against the death goddess's enemies. There is a connection between the living and the dead that a corpse whisperer exploits, breathing new unlife into the recently departed so that it joins the corpse whisperer's ranks of walking dead. The corpse whisperer itself, however, is not undead, but rather a mimic crafted to resemble the undead, allowing it to gain an advantage over those who believe the risen dead to be mindless automatons.

Hauntings in the Hornsaw Forest. A number of corpse whisperers live on the outskirts of the Hornsaw Forest, especially near Glivid Autel. Multiple armies of shambling undead have beset vigilant patrols around the Hornsaw Forest. Whether a single corpse whisperer has taken control of the many undead or a number of the creatures are working together is unclear, but a figure dressed in full military regalia has been seen directing the undead during these battles. So far, finding and stopping this death general has proven to be quite difficult.

Undead legions of Ukrudan. Other corpse whisperers are encountered marching legions of corpses across the Ukrudan Desert, presumably to use the undead as building blocks for Dunahnae's infamous Wall of Bones. What pacts or agreements these whisperers have with Dunahnae remains unknown.

Tactics. Corpse whisperers are found with legions of undead directing them in battle. When its minions bring down a foe, the corpse whisperer's abilities come into play, allowing the creature to raise the dead as a loyal follower. A corpse whisperer attacks by getting close to a victim and using its spells to augment its claws: like using *sleep* to allow it to target creatures one at a time, or using *inflict wounds* to cause extreme damage at a critical moment.



CE

CUSTODIAN, MOSAIC

8

This creature is a bit shorter than a human, but broader, and is covered with gleaming armored scales. Its face is avian, with a beak-like mouth, and small, intelligent eyes.

Mosaic Custodian

Medium celestial, lawful good

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)

Armor Class 21 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 20 ft.

Saving Throws Wis +5
Skills Perception +6
Damage Resistances radiant, bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 13
Languages all, telepathy to 60 ft.
Challenge 8 (3,900 XP)

Angelic Weapons. The mosaic custodian's weapon attacks are magical. When the custodian hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Constructive Field. All objects, items, and structures within 60 feet of a mosaic custodian, including constructs, recover 1 hit point of damage per minute. The mosaic custodian may use a bonus action to turn this effect on or off.

Innate Spellcasting. The mosaic custodian's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components.

At will: *animate objects, dimension door, fly (self only), light, mending, water breathing (self only)*
3/day each: *continual flame, cure wounds, creation, fabricate, stone shape*
1/day each: *move earth, plane shift, wall of stone*

Sense Structural Integrity. As an action the mosaic custodian may determine the hit points, armor class, and damage threshold of any object or structure it sees.

Stonecunning. Whenever a mosaic custodian makes an Intelligence (History) check related to the origin of stonework it adds +9 to the roll.

Actions

Multiattack. The mosaic custodian makes one bite attack and two adamantine hammer attacks.

Adamantine Hammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) bludgeoning damage if used with two hands to make a melee attack, plus 9 (2d8) radiant damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Get It Done. Mosaic custodians were made by Corean to create order and structure out of inanimate things. They are builders, not warriors, and naturally a great number of them serve Goran. But a few of them serve Hedrada as well, whether as a gift from Corean or of their own free will, aiding mortals in their artistic endeavors. And some have been magically enslaved by evil mortals, who force them to create wondrous architecture and fortifications.

This One is Mine. Every mosaic custodian crafts its own hammer out of adamantine. Other than the material from which it is made this hammer has no special properties, but each one is unique and is part of its owner's identity. Should a hammer be stolen its owner will stop at nothing to recover it, often recruiting allies to help.

Tactics. The mosaic custodian will very rarely choose to fight. If forced into confrontation, instead of trying to cause harm, it will typically use its abilities to trap and confound enemies.



DARK WOMB

Many centuries ago, an arrogant hag thought herself good enough to dabble at creating life, just as the Mother of Serpents and other titans did. Mormo put the haughty child back in her place, transforming her into Scarn's first dark womb. The hag's new form allowed her to create all the life she wanted, yet none of it would be truly new, for the things she gave birth to would be mere imitations of that which the titans had already created.

Today, a few dark wombs can still be found in secluded caverns throughout the Scarred Lands, attended by a host of cloned "children" that serve the womb's every need. Dark wombs are greedy creatures, with a thirst for magical knowledge and items and a gnawing hunger for bits and samples of creatures that would make more children. Any tissue from a living creature that the hag consumes can be used to gestate a clone of that creature. The resulting clone children then serve their dark womb mother to their deaths.

A dark womb is a revolting creature, looking like a huge, bloated, corpulent hag from the waist up, but with the lower half of an immense slug or perhaps a termite queen — a pale, reeking, semi-translucent, undulating sac.

Ever Spawning. Dark wombs seek to create large broods of cloned children to defend their lairs, seek out treasures, or even assassinate and replace the original creatures (for any number of nefarious or malicious reasons). To such ends, a dark womb sends its children out to collect pieces of other creatures, be they strands of hair, blood or viscera, or samples gained through other means. The children then bring back their samples, which the dark womb devours to produce ever more cloned offspring.

Very rarely, the female clone child of a dark womb spontaneously mutates into a dark womb herself and becomes free of the charm linking her to her dark womb mother. Such offspring are usually killed or exiled if they don't manage to kill their mother and her other children first.

Tactics. Dark wombs always seek to bargain or maneuver their way out of difficult situations, relying on lies and subterfuge. They scorn physical combat, preferring to let their "children" do their dirty work. If necessary, a dark womb supports her children from a safe vantage using her spells and poison spittle, but she typically uses every means at her disposal to avoid physical confrontation.

A Dark Womb's Lair

A dark womb's lair is well hidden, usually underground or in a high mountain cave. Since the dark womb needs other creatures in order to create its cloned children, its lair is almost always found near a settlement or colony of other creatures. In some cases, the lair may actually be hidden underneath or within another settlement. The lair is invariably guarded by the womb's children, utterly loyal to their foul mother.

Lair Actions

On initiative count 20 (losing initiative ties), the dark womb takes a lair action to cause one of the following effects:

- The dark womb creates a small oil slick as though it had cast *grease* (save DC 17).
- The dark womb creates a cloud of reeking, sickening vapor as if it had cast the *stinking cloud* spell (save DC 17). The fog lasts until initiative count 20 on the next round, and the dark womb need not concentrate to maintain it.



Regional Effects

The region surrounding a dark womb's lair is warped subtly by its magic in the following ways:

- Shadows cast within 3 miles of the lair seem deeper and heavier. Areas of dim light within this region grant creatures advantage on Dexterity (Stealth) checks.
- Nonmagical flames are extinguished within the dark womb's lair. Torches and lanterns are snuffed out and cannot be relit.
- Magical light sources or spells of lower than 3rd level produce light of one category less within the lair. Bright light is reduced to dim light, and dim light becomes darkness.

If the dark womb dies, these effects fade in 2d6 days.

Dark Womb

Huge monstrosity (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	19 (+4)	21 (+5)	14 (+2)	17 (+3)

Armor Class 17 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 15 ft.

Saving Throws Str +8, Int +9, Wis +6, Cha +7
Skills Arcana +9, Deception +7, Insight +6, Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., passive Perception 16
Languages Infernal, Primordial, Titan Speech, plus any two other tongues
Challenge 10 (5,900 XP)

Clone Child. A dark womb can consume a morsel (blood, flesh, hair, nail cuttings, etc.) of any creature that has been dead for less than one week. One day later, the dark womb gives birth to a cloned version of the creature, appearing virtually identical to the original. The dark womb may not clone a creature of greater than Large size, and in any case the creature cannot have more than half the dark womb's Hit Dice. When birthed from the dark womb, the cloned creature is of the same age as the original was at the time the tissue sample was taken.

Cloned creatures are typical members of their race, with natural armor, natural weapons, traits, skills, and statistics as appropriate. They do not possess any class levels, spellcasting, innate casting, or supernatural abilities of the original creature.

A dark womb may not have more than one living clone child at a time derived from the same cloned creature. It cannot clone a clone.

Innate Spellcasting. The dark womb's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components.

At will: *detect evil and good, detect magic*
3/day each: *dominate monster, sleep (as 5th-level spell; 13d8 hit points)*

Legendary Resistance (3/Day). If the dark womb fails a saving throw, it can choose to succeed instead.

Spellcasting. The dark womb is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash, chill touch, mage hand, message*
1st level (4 slots): *charm person, comprehend languages, grease, spectral hand**
2nd level (3 slots): *blindness/deafness, detect thoughts, misty step, shadow bolt**
3rd level (3 slots): *counterspell, penumbral trap*, slow*
4th level (3 slots): *arcane eye, wall of darkness**
5th level (2 slots): *geas, modify memory*

Actions

Multiattack. The dark womb makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Spit Poison. *Ranged Weapon Attack:* +8 to hit, range 15/30 ft., one target. *Hit:* The target must make a DC 16 Constitution saving throw. On a failed save, the target takes 45 (10d8) poison damage and is poisoned for 1 minute. On a successful save, the target takes half as much damage and is not poisoned.

Legendary Actions

The dark womb can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The dark womb regains spent legendary actions at the start of its turn.

Impose Drowsiness. The dark womb casts *sleep* as a 3rd-level spell (affecting 9d8 hit points), requiring no material components and without expending any spell slots.

Shadowy Escape. The dark womb teleports up to 60 feet, along with any equipment it is wearing or carrying, into an unoccupied space it can see. The destination space cannot be in an area of bright light.

Poison Spittle. The dark womb makes a Spit Poison attack.

DEMON, BLADE

The dark god Vangal, never sated in his hunger for blood and battle, has created many depraved and brutal beasts to plague the world of Scam. Among his most vicious, the blade demons appear as twisted humanoids with scythes for hands and bizarre bladed wings. With blackened iron visors covering their faces, blade demons are silent, expressionless killing machines.

Blade Demon

Medium fiend (demon), chaotic evil

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	25 (+7)	15 (+2)	20 (+5)	15 (+2)

Armor Class 18 (natural armor)
Hit Points 114 (10d8 + 70)
Speed 30 ft., fly 30 ft.

Saving Throws Dex +8, Con +12, Wis +10
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 15
Languages Abyssal, telepathy 120 ft.
Challenge 13 (10,000 XP)

Magic Resistance. The blade demon has advantage on saving throws against spells and other magical effects.
Magic Weapons. The blade demon's attacks are magical.

Actions

Multiattack. The blade demon makes two scythe hands attacks and then uses either its braid flail or wounding wings.
Braid Flail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.
Scythe Hands. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage, plus 13 (2d12) force damage (this damage type can be changed by sense weakness, see below).
Wounding Wings. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, plus the creature takes an additional 3 (1d6) damage at the end of each of its turns until it spends an action binding the wound or receives magical healing.
Sense Weakness. The blade demon spends its action studying a creature. It learns that creature's vulnerabilities, resistances and immunities, if any. It can then change the damage type for its scythe hands additional damage from force damage to another type.
Summon (1/day). Roll 1d6. On a 1-5, that many dretches appear at the end of the blade demon's turn. On a 6, a single hezrou appears instead.

A blade demon is a horror to behold. Its wings are made of human flesh stretched over a skeleton of bones and scythe blades. Its facial visor glows with the heat of freshly forged metal, perpetually searing itself to the flesh of the demon. Blackened stumps at both wrists close around curving blades of dark steel.

Often summoned by the herald of Vangal or the war god's most senior priests, blade demons are utterly focused on the task of combat. When not engaged in battle, they remain in Scarn only if directly ordered to do so. Even if they are tasked to linger outside of combat, blade demons are impatient, furtive beings prone to random acts of violence and bloodshed.

Tactics. Blade demons always, unless ordered to attack immediately, spend the first round of any conflict studying their opponent, judging their weakness and adapting their weaponry accordingly. Each scythe hand does an additional damage type that the demon can control and can even have two different types, one for each hand. Then, in the next round, they use their scythe hands to best take advantage of that weakness and attack their target.

Blade demons were created for battle and have no pity or fear or mercy. They always choose to attack once their scythe hands have been attuned to their opponent's vulnerabilities. They never retreat or relent in a pursuit unless ordered to do so by their commander or summoner. In a hard-pressed battle, they will summon lesser demons as disposable allies.



DERYTH

Deryth are a rare sight in the Scarred Lands. Although they are not prone to violence, they are nonetheless titanspawn, so they are not welcome in civilized lands even when they do appear. This suits the deryth fine anyway, for most of them prefer to wander the face of Scarn.

Deryths have powerful physiques, standing around 6 feet tall or taller and weighing 225 pounds on average. A deryth's skin varies from pale blue to deep violet, and small blue-grey spikes adorn most of their bodies. Their eyes range from ash grey to sea green. Large horns protrude from just behind a deryth's catlike ears, curving around the forehead until they almost touch in the middle; poised between the tips of its horns is a faintly pulsating blue stone.

Deryth

Medium fey (titanspawn), any neutral

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	13 (+1)	14 (+2)	15 (+2)

Armor Class 14 (natural armor)
Hit Points 59 (7d8 + 28)
Speed 30 ft.

Skills Deception +4, Persuasion +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities incapacitated, stunned
Senses darkvision 60 ft., passive Perception 12
Languages Titan Speech; telepathy 120 ft.
Challenge 4 (1,100 XP)

Body Spikes. At the start of each of its turns, the deryth deals 3 (1d6) piercing damage to any creature grappling it.
Innate Spellcasting (Psionics). The deryth's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:
At will: *disguise self, friendship*
3/day each: *calm emotions, sleep*
1/day each: *suggestion, tongues*
Magic Resistance. The deryth has advantage on saving throws against spells and other magical effects.
Magic Weapons. The deryth's weapon attacks are magical.

Actions

Multiattack. The deryth makes two slam attacks.
Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target must make a DC 13 Constitution saving throw or be incapacitated until the end of the target's next turn.

Collecting the Disjoined. A deryth primarily engages itself in collecting and reuniting more of its disjoined race. This goal often involves finding and collecting its disjoined brethren and then kidnapping creatures to become hosts to the fractured deryths — especially if the creature is already host to one or more disjoined deryths.

Peaceful Wanderers. Deryths are not violent or cruel by nature; they normally engage in combat only to protect themselves or their allies, or to further their goal of restoring more of their race. However, they are willing to fight in self-defense or to protect their kin.

Tactics. Deryth are hesitant warriors and will use their spells to defuse a situation or incapicitate those who attack them only out of fear or mistrust. If the deryth determines that its opponent is a true enemy, it will use its slam attacks to slay them.



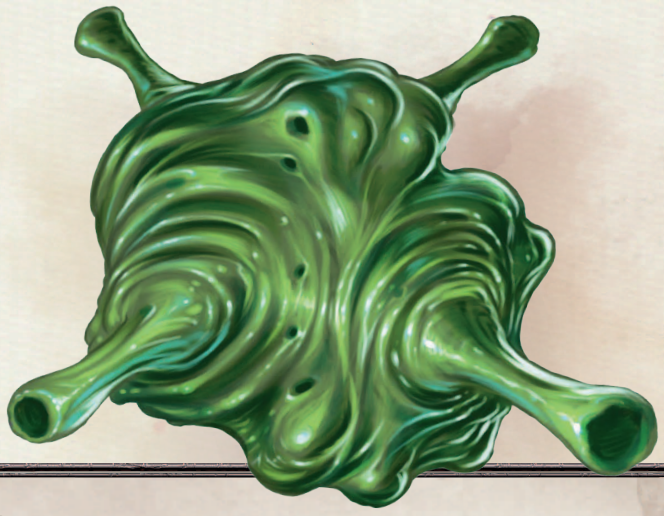
Disjoined Deryth

The deryth were the last creation of the titan Golthain before the other titans stripped him of his senses. As further punishment for his compassion to the lesser races, the titans gathered up the deryth and rent their bodies, separating them into their component parts (skin, bone, blood, muscle, and nerves) and flinging the separate pieces to the far ends of the world. Golthain, saddened and outraged, used his remaining power to transform the disjoined pieces of the deryth into separate living entities. From that point onward, these disjoined, yet still living fragments of the deryth have wandered the Scarred Lands, searching desperately for the unity that has been denied them.

The disjoined deryth can be reunited through their ability to meld with other living creatures, and naturally, they feel an overwhelming

need to be made whole. Unfortunately, they can accomplish union only by bonding with a sapient life form, and many a host has regretted his decision as more and more disjoined deryth bits meld with his body, until his own identity is lost and he becomes little more than a helpless host. The disjoined deryth appear as small amorphous blobs of varying colors. Each has four small sensory organs located equidistant around its body.

Tactics. A disjoined deryth will make an offer to any humanoid that it finds — 'allow me to join you, and you will become more powerful!' Those that take them up on the offer soon discover that not only is there a consequence to the joining, but it is also nearly impossible to undo it. If the creature attacks the disjoined deryth it might try to flee, but it is more likely to attach itself to the creature and try to forcibly meld with it.



Deryth, Disjoined

Tiny fey (titanspawn), any neutral

STR	DEX	CON	INT	WIS	CHA
5 (-3)	13 (+1)	11 (+1)	6 (-2)	12 (+1)	11 (+0)

Armor Class 13 (natural armor)
Hit Points 10 (3d4 + 3)
Speed 20 ft., fly 20 ft. (hover)

Skills Stealth +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, prone, stunned
Senses blindsight 60 ft., passive Perception 11
Languages Titan Speech; telepathy 30 ft.
Challenge 1/4 (50 XP)

Amorphous. The disjoined deryth can move through a space as narrow as 1 inch wide without squeezing.
Innate Spellcasting (Psionics). The disjoined deryth's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:
At will: *friendship*
1/day: *sleep*
Magic Resistance. The disjoined deryth has advantage on saving throws against spells and other magical effects.
Merge Form. Using its Meld attack, a disjoined deryth can merge with a Medium humanoid, disappearing entirely into the host creature's body. Once merged, the disjoined can be removed only by means of a *wish* spell or similar magic, or with a *dispel evil and good* or a *greater restoration* cast upon the host. Each successive disjoined that melds with the same host grants certain abilities, but also causes the creature to suffer a negative effect, as shown below.

Actions

Attach. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) psychic damage, and the disjoined deryth attaches to the target. While attached to the target, the disjoined deryth can attack no other creature except the target, but it has advantage on its attack rolls. The disjoined deryth's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target. A creature can detach the disjoined deryth by making a successful DC 13 Strength check as an action. On its turn, the disjoined deryth can detach itself from the target by using 5 feet of movement.
Meld. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one Medium humanoid to which the disjoined deryth is attached. *Hit:* 3 (1d4 + 1) psychic damage, and the target must make a DC 8 Intelligence saving throw.On a failed save the disjoined deryth merges completely with the target (see Merge Form). A creature can choose to fail this save intentionally.

Number of Disjoined Deryth Merged	Host Benefit	Host Drawback
1	+1 bonus to Armor Class	-2 penalty to Intelligence
2	Can't be incapacitated or stunned	-2 penalty to Wisdom
3	+2 bonus to Constitution, to a maximum of 18	-2 penalty to Charisma
4	Gain deryth's Body Spikes and Magic Resistance traits	25 percent chance each round of being incapacitated (ignores immunity to being incapacitated)

Any host who has merged with five separate disjoined deryth transforms completely into a deryth, most likely resulting in a player character becoming an NPC.

DESERT STALKER

Desert stalkers, found primarily in and around the Ukrudan Desert, were created by Hrinruuk to hunt and kill, and they seek out any prey that presents a significant challenge to their abilities. A stalker is hard to spot even while moving, for it blends in uncannily against the desert background. It is large, powerful, and vaguely humanoid, but notably missing eyes or other visible sensory organs on its flattened head, most of which is taken up by its enormous mouth.

Desert Stalker

Large monstrosity (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	21 (+5)	10 (+0)	12 (+1)	7 (-2)

Armor Class 15 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft., burrow 20 ft.

Skills Perception +7, Stealth +7
Condition Immunities exhaustion
Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 17
Languages Primordial, Titan Speech, Ukrudan
Challenge 5 (1,800 XP)

Blind Senses. The desert stalker can't use its blindsight while unable to smell.

Earth Glide. The desert stalker can burrow through nonmagical, unworked sand and earth, but not through solid stone. While doing so, the stalker doesn't disturb the material it moves through.

Innate Spellcasting. The desert stalker's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components:
3/day each: *commune with nature, locate creature*

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

Peerless Tracker. The desert stalker can use a bonus action to choose one creature it can see as its quarry. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The desert stalker can have only one creature designated as its quarry at a time.

Perfect Camouflage. While it is in desert terrain, a desert stalker is invisible.

Actions

Multiattack. The desert stalker makes three attacks: one bite and two slams.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Loathed by All. No other creatures are friendly with desert stalkers. If the fearsome stalkers have a significant enemy in the Ukrudan, though, it is another titanspawn race: If any sutak spot a stalker, their leaders challenge their warriors to slay the stalker and present its teeth to the tribal elders. A triumphant sutak warrior is given a necklace made from the stalker's black teeth, marking her as a master hunter among her people.

Tireless Pursuers. Desert stalkers enjoy the thrill of the chase and pursue their prey for leagues across the desert, closing in for the kill only when a target grows too exhausted to run any more. When confronted with multiple opponents, a stalker is cautious, waiting for an opportunity to ambush isolated individuals rather than tackling the entire group at once.

Tactics. Using their chameleon-like ability to blend with the sands and an innate capacity to observe signs and messages from their environment, desert stalkers track their victims patiently, savoring the battle of wits and strength. A stalker frequently torments its prey, closing in until escape seems impossible and then backing off to prolong the enjoyment of the chase. When the time comes to attack, a stalker attempts to take a victim unawares, using its stealth abilities to sneak up on a victim and attack from below, behind, or above. On rare occasions, a large, well-armed group of travelers may attract the attention of more than one stalker, so the creatures operate in pairs or even as a pack, coordinating their tactics to isolate and ambush solitary victims, but this behavior is highly unusual.



DESPAIR

Foul beings akin to devils or daemons, despairs were created in the tarnished image of Madriel's angelic hopes. Dirty, bedraggled, emaciated, and ugly, with greasy dark grey wings covered in scant, scraggly feathers, their expression mixes scorn and cruelty in one withering glance.

Despair

Medium fiend (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	17 (+3)	14 (+2)	19 (+4)

Armor Class 15 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft., fly 60 ft. (hover)

Saving Throws Dex +6, Wis +5
Skills Deception +7, Perception +5, Stealth +6
Damage Resistances acid, cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 90 ft., truesight 30 ft., passive Perception 15
Languages Infernal, Primordial, Titan Speech; telepathy 120 ft.
Challenge 7 (2,900 XP)

Disease Immunity. The despair is immune to disease.

Foul Pinions. As a bonus action, the despair plucks one of the foul, sickly feathers from its wings to be used as a Foul Dart attack. Its feathers grow back almost instantly, so the despair never runs out of darts.

Innate Spellcasting. The despair's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *bane, darkness, detect evil and good, ray of enfeeblement*

3/day: *bestow curse (as 5th-level spell; 8 hours) 1/day: blight*

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

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

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 31 (9d6) poison damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Foul Dart. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 24 (7d6) poison damage, and the target is afflicted by the *contagion* spell (save DC 14).

Spawn of Sickness. The titan Chern first introduced despairs during the Divine War, through them seeking to both mock and disparage their beneficent counterparts. The Great Scourge used them as instruments to discourage and destroy the morale of the gods' followers. Many despairs were slain during the war. However, a few escaped, and they continue to spread pain and hopelessness throughout the Scarred Lands.

Withdrawn and Cowardly. Despairs focus their attention on isolated settlements and distant locations, where the threat of organized resistance is minimal. Whole villages are often targeted by a despair, which spreads disease and doubt among the population, reveling in the darkness and sorrow that it creates. After a despair has visited a place — usually leaving behind a ghost town — it drops a single dirty gray feather as a calling card.

Tactics. Despairs are cowards, so they attack only isolated individuals or small groups they are certain that they can overcome. They most often attack from ambush, using darts and spells on their hapless victims and then fleeing immediately, allowing time for their foul diseases to do their work. If threatened, they prefer flight over resistance.



DEVIL, HEARTCLUTCH

"Imminent death makes negotiations so much easier."
— Vebrilux, heartclutch devil extraordinaire

A heartclutch devil is easily mistaken for a variety of imp with frail-looking wings and a sadistic sense of humor. Its body looks like wet clay with a smooth slime coating it. Its face is serpentine, long with finely shaped scales. Its eyes are typically black and glossy, but they glow with an eerie light when the heartclutch is excited or amused.

Heartclutch Devil

Tiny fiend (devil), lawful evil

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	13 (+1)	9 (-1)	11 (+0)	9 (-1)

Armor Class 15
Hit Points 14 (4d4 + 4)
Speed 20 ft., fly 30 ft.

Saving Throws Dex +7
Skills Deception +1, Insight +4, Stealth +7
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Ledean, Infernal
Challenge 2 (450 XP)

Innate Spellcasting. The heartclutch devil's innate spellcasting ability is Wisdom (spell save DC 10). It can innately cast the following spells, requiring no material components.
At will: *detect evil and good, detect magic, invisibility (self only), poison spray*

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target must make a DC 11 Constitution saving throw or become poisoned for one minute.
Sneezing Death (Recharge 5-6). The heartclutch devil forces a creature it can see within 30 feet to make a DC 11 Constitution saving throw. On a failure, at the end of its turn the creature involuntarily sneezes and loses one point of Constitution. If it reaches zero the creature dies. The effect can be removed with *lesser restoration, remove curse*, a Paladin's Lay on Hands, or more powerful magic, and a heartclutch devil can remove it at will. A former victim recovers Constitution naturally at the rate of 1 point every ten minutes. Creatures protected by *bless, hallow,* or *protection from evil and good* are immune, as are those who don't need to breathe or otherwise are incapable of sneezing.
Summon Devil (1/day). The heartclutch devil has a 30 percent chance of summoning another heartclutch devil.

Service with a Smile. Heartclutch are created by greater devils to send messages between their servants, to deliver warnings to those who displease them, and to serve their masters' favored minions as spies, watchdogs, or even familiars. Like most devils, heartclutch are fond of tormenting the weak, especially those they have subjected to their insidious sneezing death.

Pestilential. Priests and doctors of the Scarred Lands believe that if many people in an area die of sneezing fits, then likely Chardun has sent these devils to give notice that the community has done something to cause his displeasure. But it is equally possible that somebody with their own insidious plans has been loaned these creatures by a powerful devil.

Tactics. These devils tend to avoid combat by flying away, especially when faced by overzealous champions of good. If forced into combat, they invoke their sneezing death on one or more opponents and then again attempt to escape. They do love to extract one-sided bargains from those on the verge of succumbing to the Sneezing Death.



DRAGON, MOCK

The great reptilian beast is easily over a dozen feet of bulging muscle, not including its whip-like tail. Its emerald scales glitter like gems in the noonday sun as it stretches regally, ruffling its fanlike wings to shake away the dust, and slowly blinking its malignant yellow eyes.

All Part of the Plan. Mock dragons appeared and proliferated not long after the Titanswar ended, when allies of the losers — especially dragons — were hunted by the victors, and anything vaguely dragon-like would attract inconvenient mobs of aspiring dragon-slayers. Given the timing, as well as the cunning and resourcefulness of real dragons, it would be easy to conclude that mock dragons are a clever ruse, twisted through dark magic from naturally occurring giant lizards. If so, the scheme worked: as more and more "dragon" sightings turned out to be of these more mundane (and notably hoard-less) lizards, the fervor for dragon-hunting has faded. Some folks have even begun to believe that real dragons never existed in the first place, although the origin of that rumor is unknown.

Lesser Dragons. Despite its appearance, the mock dragon is a weak imitation of the real thing: its "wings" do little more than give feeble assistance to its great leaps, instead of breathing fire it merely coughs out a cloud of noxious miasma, and it seems unwilling or unable to answer even the simplest of riddles. That said, it is ever-alert, savage in combat, and has an arsenal of attacks and tricks.

Tactics. The reptilian-brained mock dragon attacks out of hunger, not malice, and will show a preference for more easily swallowed prey. In combat it first uses its venom breath, and then uses its flying leap to attack small targets. It will often use its tail-sweep against multiple (or particularly irksome) opponents, and then whirl around to bite a prone enemy.



Mock Dragon

Huge beast, unaligned

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	2 (-4)	11 (+0)	10 (+0)

Armor Class 16 (natural armor)
Hit Points 57 (6d12 + 18)
Speed 40 ft., swim 20 ft.

Saving Throws Str +7, Dex +3
Skills Athletics +7, Perception +2
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Flying Leap. As part of its movement, the mock dragon may leap up to 25 feet, passing through (or over) spaces occupied by Large or smaller creatures. This portion of its movement does not provoke opportunity attacks from Medium or smaller creatures.
Reptilian Reflexes. The mock dragon has advantage on initiative rolls, unless surprised.

Actions

Multiattack. The mock dragon makes one bite attack and two claw attacks, or one tail-sweep and one bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. A Tiny or Small target must succeed at a DC 14 Dexterity saving throw or become grappled (escape DC 14) and restrained. Until the target escapes subsequent bite attacks against that target hit automatically.
Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage. The mock dragon cannot make claw attacks if it is grappling a target.
Tail-sweep. The mock dragon sweeps its tail in a 10-foot cone. Each affected creature must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) damage and be knocked prone.
Venom Breath (Recharge 6). The mock dragon breathes out a toxic mist in a 15-foot cone. Those in the cloud take 7 (3d4) poison damage and are blinded for 1 minute. A successful DC 15 Constitution saving throw halves the damage and negates the blinded condition, and those who fail can continue to make saving throws at the end of each of their turns, ending the blindness on a success.

DRAGON, WRACK

Created as living siege weapons, wrack dragons were created to serve their masters, the titans, as officers and warriors in the Divine War. Few wrack dragons survived the war or the concerted cleansing operations the gods staged afterward. However, those that did survive are generally the craftiest, if not the mightiest, of their kind, and some still lead the remnants of the forces they once commanded (or their descendants).

Elemental Natures. Wrack dragons are clever and malicious, and some also have a natural aptitude for magic. All are formed from elemental wrack — natural elements exposed to harmful energies and imbued with a destructive spiritual resonance. The titans amplified and shaped this energy into great, lithe beasts of war. Thus wrack dragons are more than mere elementals; they are actually dragons, yet they share many elemental traits.

Immortal Machines of War. Each wrack dragon is unique. Some weaker and some more powerful specimens exist, and certain individuals may have spellcasting or other unique abilities to set them apart from others of their kind. Wrack dragons do not age like true dragons, nor are they mortal creatures at all. They do not need to eat, drink, or sleep. They seek only to unleash devastation into the world around them, fueling their existences with the very wrack with which they were created.

Wrack dragons are as much forces of nature as they are living creatures; they do not mate and cannot reproduce. Wrack dragons are thus an ever-diminishing breed, for they were never truly born, and barring the return of their creators, there will likely be no more of them. In a sense, then, wrack dragons are already dead.

Hidden Masters. Those wrack dragons that survived the Titanswar tend to live a quiet, isolated existence, keeping their heads down as it were, and instead working discreetly through servants and intermediaries. Those wrack dragons that remain are individuals of many minds. Some, particularly those created near the end of the Titanswar, are bitter, solitary, brooding things, angry at having been left to the mercy of hostile gods. They live a furtive existence in the dark places of the world. Still, most surviving wrack dragons remain loyal to their creators even now, working diligently with other loyal titanspawn to rescue and restore their titanic lords.

Wrack Types

There are numerous sorts of wrack dragons. The four best-known varieties are listed here.

Seawrack. The first wrack dragons made by the titans were formed from sea wrack, the debris of the ever-churning ocean imbued with a terrible primal hate. Caustic, hateful beasts, these creatures served as the aquatic scouts of the titans.

Firewrack. Next, dragons were formed from fire wrack: embers, ash, burnt bones, and the essence of flame and the destructive power of the unchecked forest fire. These mighty creatures were made the officers and elite champions of the titan armies.

Icewrack. Following the firewracks, the titans made wrack dragons from the bitter cold winds of the northern and southern regions, the crushing ice of ancient glaciers and icebergs. These dragons are monstrous conglomerations of ice, snow, biting winds, frozen blood, and the despair brought on by the relentless cold of the deepest winters. While they are not as magically gifted as the stormwracks, icewrack dragons have some skill with illusions and cold magic.

Stormwrack. The titans finally settled on the most potent wrack yet, storm wrack, the stuff of tempests and typhoons, the captured and polluted essence of tornadoes and thunder-storms breaking over the land. These dragons are made of bleached and storm-cracked tree limbs, of animals drowned in flash-floods and wind-bent trees split by lightning. These powerful creatures — often misleadingly called "woodwrack dragons" because of the cracked and splintered wood that makes up much of their physical form — were the magicians, assassins, and advisors to the commanders of the titans.



DRAGON, WRACK

Firewrack Dragon

Firewrack dragons were the commanders and champions of the titan armies. While not as magically adept as their stormwrack cousins, they are slightly larger and just as capable in melee combat. Fighters to the last, firewracks combine aggressive instincts with a keen intellect focused on finding the most direct way to the soft underbelly of a problem.

Mass of Embers. This massive dragon is made not of flesh and scales, but a great assemblage of red-hot coals, glowing embers, and charred, smoldering bones such as those of scorched animals killed in forest blazes, but others as well that do not seem like they came from simple beasts. Its entire form shimmers with heat and glows with a dull radiance, and it is wreathed in foul smoke. It has wings that shimmer and smoke as well, but it seems unlikely that a creature this enormous could ever fly.

A Firewrack Dragon's Lair

Most firewrack dragons perished in the Divine War, and those that did not were hunted down shortly thereafter. Those that did survive usually hide deep underground or in blasted volcanic wastelands where their smoldering hides do not betray them. (In how many places might a huge, animate mass of smoldering timbers, superheated rock, and scorched flesh hide?)

Lair Actions

On initiative count 20 (losing initiative ties), the firewrack dragon takes a lair action to cause one of the following effects:

- A burst of flame erupts from a point on the ground the firewrack can see within 120 feet of it, creating a 20-foot high, 5-foot radius column. Each creature in the column must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half that amount on a successful one.
- Blinding smoke and ash form a cloud in a 30-foot-radius sphere centered on a point the firewrack can see within 120 feet of it. The cloud spreads around corners, and its area is heavily obscured. It lasts until initiative count 20 on the next round. Each creature that enters or starts its turn in the cloud must succeed on a DC 15 Constitution saving throw or be blinded until initiative count 20 on the next round.
- Toxic volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the firewrack can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 15 Constitution saving throw or be poisoned until initiative count 20 on the next round. While poisoned in this way, a creature is incapacitated.

Regional Effects

The region surrounding a firewrack dragon's lair is warped by its magic in the following ways:

- Nonmagical fires within 6 miles of the lair burn hotter and brighter. Torches, lanterns, and other nonmagical sources of light derived from flame produce twice the usual distance of bright and dim light.
- Water sources within 1 mile of the lair are unnaturally warm, and they are fouled by sulfur and other toxic substances.
- Smoky fissures and magma pools within 1 mile of the lair form portals to the Great Inferno, allowing creatures of elemental fire into the world.

If the dragon is destroyed, these effects fade in 1d10 days.

Tactics. Firewrack dragons are the largest and physically strongest of the wrack dragons, so they have good cause to be quite fearless in combat. They almost always use their breath weapon before closing into melee combat if opponents are within range. They tend to smash into or roll over most enemies, searing them with their great heat. They typically single out and seek to neutralize the most dangerous combatant as quickly as possible, seeing enemy magicians as the greatest threat, even to the exclusion of similarly dangerous warriors.



Firewrack Dragon

Huge dragon (titanspawn), lawful evil

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	26 (+8)	14 (+2)	13 (+1)	19 (+4)

Armor Class 18 (natural armor)
Hit Points 232 (16d12 + 128)
Speed 50 ft., burrow 30 ft., climb 50 ft.

Saving Throws Dex +5, Con +13, Wis +6, Cha +9
Skills Nature +7, Insight +6, Perception +11
Damage Immunities fire, poison
Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Primordial, Titan Speech, plus any two other tongues
Challenge 16 (15,000 XP)

Fire Wrack. The firewrack dragon's weapon attacks are magical. When the firewrack hits with any weapon, the weapon deals an extra weapon die of fire damage (included in the attack). At the start of each of its turns, the firewrack deals 7 (2d6) fire damage to any creature grappling it.

Illumination. The firewrack dragon sheds dim light in a 15-foot radius.

Legendary Resistance (Recharge 4-6). If the firewrack dragon fails a saving throw, it can choose to succeed instead.

Water Susceptibility. For every 5 feet that the firewrack dragon moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The firewrack dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) fire damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 3 (1d6) fire damage target.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage plus 4 (1d8) fire damage target.

Frightful Presence. Each creature of the firewrack dragon's choice that is within 120 feet of the firewrack and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the firewrack's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 4-6). The firewrack exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The firewrack dragon can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The firewrack regains spent legendary actions at the start of its turn.

Detect. The firewrack makes a Wisdom (Perception) check.

Tail Attack. The firewrack makes a tail attack.

Crushing Charge (2 Actions). The firewrack moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the firewrack enters a creature's space, the creature must make a DC 20 Dexterity saving throw. On a successful save, the creature can choose to be pushed back or to the side, into a space of its choice within 5 feet of the firewrack. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the firewrack enters the creature's space. The creature takes 14 (2d6 + 7) bludgeoning damage and 7 (2d6) fire damage and is knocked prone. If the firewrack does not leave the prone creature's space, the creature is restrained and takes 14 (2d6 + 7) bludgeoning damage and 7 (2d6) fire damage at the start of each of the firewrack's turns. Once the firewrack moves out of the creature's space, the creature is no longer restrained. A restrained creature can try to escape by taking an action to make a DC 20 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the firewrack.

Dragon, Wrack

Icewrack Dragon

Icewrack dragons are monstrous conglomerations of ice, snow, and the bitter, unrelenting cold of winter. Their eyes glow pale blue with an evil cunning, their great wings ripple and crack like an ice floe, and their bodies glisten with the misty sheen of a deep frost. Wind and ice flakes swirl at the creature's approach. It resembles a huge dragon, but one sculpted from pale ice, including its tall, frost-rimed wings. The beast gives off a palpable aura of terrible, numbing cold.

Some of these creatures are rumored to have survived the Divine War by retreating deep into the Titanshome Mountains, and loremasters in Lokil have linked the ice-wrack dragons to the slow spread of glaciers down from the Stiffened Sea.

Malicious Schemers. Like winter in the mountains, ice-wrack dragons are cold and cruel. They are more likely to lure interlopers into a snow-covered crevasse or icy deadfall than to confront them directly. During the Titanswar, icewrack dragons descended upon isolated towns under the cover of night, hid nearby, and simply waited for the townsfolk to flee or die as temperatures dropped uncontrollably.

Arrogant and Aloof. Because of the power they wield, icewrack dragons tend to be extremely self-confident, if not downright arrogant and dismissive of other creatures' abilities. Once the tide of battle goes against them, however, they try to escape to somewhere cold and distant where they can nurse their rage and plot their revenge.

An Icewrack Dragon's Lair

Icewrack dragons lair high above the permafrost, in glittering caves carved from the ice, or in lairs deep beneath empty, snowbound cities. Along the northern coast of the Bleak Savannah lie several cities buried under the ice, testament to the cold that lingers where icewrack dragons pass.

Lair Actions

On initiative count 20 (losing initiative ties), the icewrack dragon takes a lair action to cause one of the following effects:

- A numbingly cold wind blows through the lair near the icewrack. Each creature within 60 feet of the dragon must succeed on a DC 16 Constitution saving throw or take 11 (2d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as those of a lantern, have a 50 percent chance of being blown out.

- Freezing fog fills a 20-foot-radius sphere centered on a point the icewrack can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. It lasts until initiative count 20 on the next round. Each creature in the fog when it appears must succeed on a DC 13 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half that amount on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the icewrack uses this lair action again or is destroyed.

- The icewrack creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 16 Dexterity saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall otherwise lasts until the icewrack uses this lair action again or is destroyed.



Regional Effects

The region surrounding an icewrack dragon's lair is warped by its magic in the following ways:

- Chilly fog lightly obscures the land within 6 miles of the icewrack's lair.
- Freezing precipitation falls within 6 miles of the icewrack's lair, forming blizzard conditions.
- Once per day, the icewrack can magically alter the weather in a 3-mile radius centered on its lair. It doesn't need to be outdoors; otherwise, the effect is identical to the *control weather* spell.

If the dragon is destroyed, the fog and precipitation fade within hours, and the altered weather returns to normal over the course of a day.

Tactics. Icewrack dragons almost always wait for their enemies to come to them, choosing locations where they have all the advantages. They thus ensure that any who would confront them have already been beaten down and weakened by the combination of sub-freezing temperatures, deadly traps, and other magic.

Once their foes have been thoroughly demoralized, any who have not yet succumbed to the intense cold are attacked by the dragon's breath weapon, and then swiftly slaughtered.

Icewrack Dragon

Huge dragon (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Armor Class 18 (natural armor)
Hit Points 189 (14d12 + 98)
Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

Saving Throws Dex +5, Con +12, Wis +7, Cha +9
Skills Nature +8, Perception +12, Stealth +5
Damage Vulnerabilities fire
Damage Resistances acid
Damage Immunities cold, poison
Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Primordial, Titan Speech, plus any three other tongues
Challenge 14 (11,500 XP)

Ice Walk. The icewrack dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Ice Wrack. The icewrack dragon's weapon attacks are magical. When the icewrack hits with any weapon, the weapon deals an additional 4 (1d8) cold damage (included in the attack). At the start of each of its turns, the icewrack deals 9 (2d8) cold damage to any creature grappling it.

Legendary Resistance (Recharge 4-6). If the icewrack dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The icewrack dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage plus 4 (1d8) cold damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) cold damage.

Frightful Presence. Each creature of the icewrack dragon's choice that is within 120 feet of the icewrack and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the icewrack's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The icewrack exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 49 (11d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The icewrack dragon can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The icewrack regains spent legendary actions at the start of its turn.

Detect. The icewrack makes a Wisdom (Perception) check.

Tail Attack. The icewrack makes a tail attack.

Wing Attack (2 Actions). The icewrack beats its wings, stirring up ice pellets, sleet, and driving snow. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and 4 (1d8) cold damage and be knocked prone. The icewrack can then fly up to half its flying speed.

DRAGON, WRACK

Seawrack Dragon

The first created, least powerful, and most common of the wrack dragon types, the seawrack is nonetheless a dangerous opponent, being highly resistant to magic like all of its kind and more than capable of vanquishing strong foes. A typical seawrack dragon has a large horn jutting from its snout and a dark frill down its neck and back. It smells of muck and rot and brine. Like other wrack dragons, it is not a creature of flesh and scales: It is composed of flotsam, driftwood, coral, dead fish and rotting crustaceans, of thick foam checked with rotting kelp and the deep, dark green brine of storm-tossed seas.

Social Creatures. Seawracks are the most social of the wrack dragons, and they are thus sometimes found in small groups, even still. In terms of percentages, few of these dragons survived the war — most died fighting the armies of the gods. Yet they greatly outnumbered their cousins during the war, so today they remain the most numerous sort of wrack dragon.

A Seawrack Dragon's Lair

Despite their name, seawrack dragons are not limited to life in the sea, being fully able to function on dry land. Some actually prefer to dwell in and around dank lakes, bayous, and other inland waters. Large barren areas surround many seawrack lairs, dead zones where plants are stunted and the water is made undrinkable by the dragon's acidic breath.

Lair Actions

On initiative count 20 (losing initiative ties), the seawrack dragon takes a lair action to cause one of the following effects:

- A pool of acid forms in a 20-foot-radius spread centered on a point the seawrack can see within 120 feet of it. It lasts until initiative count 20 on the next round. Each creature in the pool when it appears must succeed on a DC 13 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half that amount on a successful one. A creature that ends its turn in the pool takes 7 (2d6) cold damage. The pool otherwise lasts until the seawrack uses this lair action again or is destroyed.

- The seawrack creates fog as though it had cast *fog cloud*. The fog lasts until initiative count 20 on the next round.

- Thick magical fog billows around one creature the seawrack can see within 120 feet of it. The creature must succeed on a DC 15 Strength saving throw or be restrained until initiative count 20 on the next round.

Regional Effects

The region surrounding a seawrack dragon's lair is warped by its magic in the following ways:

- Constant fog lightly obscures the land within 6 miles of the seawrack's lair.

- Water sources within 1 mile of the lair are supernat-urally fouled. Enemies of the dragon that drink this water regurgitate it within minutes.

- Reptiles, fish, and birds within 1 mile of the seawrack's lair serve as its eyes and ears, informing it of intruders and their general activities.

If the seawrack dragon is destroyed, these effects fade over 1d6 days.

Tactics. Seawrack dragons are relatively uncomplicated creatures. They are not stupid, but neither are they subtle, at least by comparison with most other wrack dragons. They tend to have a severe, direct approach to most matters. Those that survive today are much more likely to do so at least in part because they have always dwelt in isolated areas than because of any particularly cunning stratagem. Seawracks use simple tactics — attack from ambush (usually from under water), weaken as many foes as possible with a breath attack, and then pick the remaining enemies off, starting with the most dangerous.



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Seawrack Dragon

Huge dragon (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	22 (+6)	13 (+1)	14 (+2)	16 (+3)

Armor Class 17 (natural armor)
Hit Points 162 (13d12 + 78)
Speed 40 ft., fly 60 ft., swim 60 ft.

Saving Throws Dex +5, Con +10, Wis +6, Cha +7
Skills Nature +5, Perception +10, Stealth +5
Damage Immunities acid, poison
Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses blindsight 60 ft., darkvision 120 ft., sea sight, passive Perception 20
Languages Primordial, Titan Speech, plus any one other tongue
Challenge 11 (7,200 XP)

Freeze. If the seawrack dragon takes cold damage, it partially freezes; its speeds are each reduced by 20 feet until the start of its next turn.
Legendary Resistance (Recharge 4-6). If the seawrack dragon fails a saving throw, it can choose to succeed instead.
Magic Weapons. The seawrack dragon's weapon attacks are magical.
Sea Sight. The seawrack dragon has blindsight out to 120 feet while under water.

Actions

Multiattack. The seawrack dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) acid damage.
Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.
Frightful Presence. Each creature of the seawrack dragon's choice that is within 120 feet of the seawrack and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the seawrack's Frightful Presence for the next 24 hours.
Acid Breath (Recharge 5-6). The seawrack exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The seawrack dragon can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The seawrack regains spent legendary actions at the start of its turn.
Detect. The seawrack makes a Wisdom (Perception) check.
Move. The seawrack moves (or flies or swims) up to its speed.
Wing Attack (2 Actions). The seawrack beats its wings, stirring up dirt, ocean spray, and debris. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The seawrack can then fly or swim up to half its speed.



DRAGON, WRACK

Stormwrack Dragon

Lightning fast and deadly, impossibly stealthy for creatures so huge, stormwrack dragons, also sometimes called "woodwracks," were often used during the Titanswar as elite assassins. They also sometimes acted as commanders of special detached or guerrilla forces, and as advisors and roaming sorcerers in support of their more combative, front-line firewrack cousins.

A stormwrack dragon's face typically has large, obsidian teeth, spiny brows, and fanlike frills on either side of the head. It smells of loam and the lingering scent of a lightning blast. Its body is composed of chunks of rock, smashed and scorched tree limbs, bits and pieces of tempest-tossed greenery and the bleached remnants of old buildings, all interwoven with layers of shed snake skins, storm-tangled fish nets, and dusty spider webs.

One with Nature. Stormwracks have a natural affinity for animals of all sorts and often use this to their advantage. When strangers enter their territory, they generally know of it almost immediately, and those hunting for the dragon's lair are likely to be ambushed long before they near their goal.

Fierce and Cunning. Stormwrack dragons prefer to attack from the air or from ambush, often aided by stealth magic. If they must engage an enemy directly, they usually burst down through the treetops or other cover (often carrying treetops or other debris down with them to clutter the battlefield). If for some reason they cannot fly, they find a good place to burrow or hide in the local terrain, waiting until their targets stand almost on top of them before acting.

A Stormwrack Dragon's Lair

Stormwrack dragons prefer to live in forests and marshes, particularly coastal or tropical ones where they are closest to the forces from which they were birthed. While there were never many stormwracks, they are generally the smartest and strongest of the wrack dragons, so a greater percentage of them have survived the years since the war than have other types. More flexible in their thinking and circumspect in their behavior, stormwracks tend to lurk quietly in forgotten places, hidden from observation, pursuing whatever long-term, far-reaching plans they have developed in the years since the titans' defeat.

Lair Actions

On initiative count 20 (losing initiative ties), the storm-wrack dragon takes a lair action to cause one of the following effects:

- Writhing roots and limbs erupt in a 20-foot radius centered on a point on the ground that the storm-wrack can see within 120 feet of it. The area becomes difficult terrain, and each creature there must succeed on a DC 17 Strength saving throw or be restrained by the grasping plants. Another creature can use an action to make a DC 15 Strength check, freeing the restrained creature on a success. The roots and limbs fade away or become inert when the stormwrack uses this action again or is destroyed.

- The stormwrack creates a barrier of spiky brush and brambles on a solid surface it can see within 120 feet of it. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a DC 15 Dexterity saving throw. It takes 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of the wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall otherwise lasts until the stormwrack uses this lair action again or is destroyed.

- A surge of lightning targets one creature the stormwrack can see within 120 feet of it. The creature must succeed on a DC 17 Dexterity saving throw or take 21 (6d6) lightning damage and be incapacitated until initiative count 20 on the next round. On a successful save, the creature takes half damage and is not incapacitated.



Regional Effects

The region surrounding a stormwrack dragon's lair is warped by its magic in the following ways:

- Thunderstorms and violent winds rage within 6 miles of the stormwrack's lair.
- Thickets and brambles within 1 mile of the lair are supernaturally thick and bear unnaturally long, sharp thorns. For every 1 foot a creature moves through this terrain, it must spend 4 feet of movement. A creature in these thickets must make a DC 13 Dexterity saving throw each round or take 3 (1d6) piercing damage.
- Small mammals and birds within 1 mile of the storm-wrack's lair serve as its eyes and ears, informing it of intruders and their general activities.

If the stormwrack dragon is destroyed, these effects fade over 1d6 days.

Tactics. Once in combat, stormwrack dragons use their great speed and mobility to strafe their foes. They do not use their magic sparingly, but launch their most powerful spells early and often: most use direct damage and compulsion spells as a matter of course. Stormwracks tend to use their breath weapons for indirect attacks as often as they do for direct damage — for example, knocking down trees with a blast of lightning to impede an enemy's movement, or starting tactically advantageous blazes.

Stormwrack Dragon

Huge dragon (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	23 (+6)	16 (+3)	16 (+3)	19 (+4)

Armor Class 19 (natural armor)
Hit Points 237 (19d12 + 114)
Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

Saving Throws Dex +7, Con +12, Wis +9, Cha +10
Skills Nature +9, Insight +9, Perception +15, Stealth +7
Damage Resistances cold, thunder
Damage Immunities lightning, poison
Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Primordial, Titan Speech, plus any three other tongues
Challenge 18 (20,000 XP)

Innate Spellcasting. The stormwrack dragon's innate spellcasting ability is Charisma (spell save DC 18). It can cast the following spells, requiring no material components.

At will: *alarm, mage hand, speak with animals*
3/day each: *blur, charm person, hallucinatory terrain*
2/day each: *arcane eye, invisibility, suggestion*
1/day each: *chain lightning, control weather*

Legendary Resistance (Recharge 4-6). If the stormwrack dragon fails a saving throw, it can choose to succeed instead.

Storm Wrack. The stormwrack dragon's weapon attacks are magical. When the stormwrack hits with any weapon, the weapon deals an additional 9 (2d8) lightning damage (included in the attack). At the start of each of its turns, the stormwrack deals 9 (2d8) lightning damage to any creature grappling it.

Actions

Multiattack. The stormwrack dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 9 (2d8) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 9 (2d8) lightning damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) lightning damage.

Frightful Presence. Each creature of the stormwrack dragon's choice that is within 120 feet of the stormwrack and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the stormwrack's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The stormwrack exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 67 (15d8) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The stormwrack dragon can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The stormwrack regains spent legendary actions at the start of its turn.

Detect. The stormwrack makes a Wisdom (Perception) check.

Tail Attack. The stormwrack makes a tail attack.

Wing Attack (2 Actions). The stormwrack beats its wings, stirring up dirt, dust, leaves, and other debris. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be pushed back 5 feet and knocked prone. The stormwrack can then fly up to half its flying speed.

DREAD

The dread look like thin filthy humans with grey skin and bat-like wings. They have dark, sunken eyes and its malicious smile reveals long, blackened fangs. They smile when others shriek in fear.

Dread

Medium fiend (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	17 (+3)	12 (+1)	18 (+4)

Armor Class 16 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft, fly 90 ft

Saving Throws Con +6, Int +8
Skills Deception +7, Insight +4, Intimidation +7, Stealth +7
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages all, telepathy 120 ft.
Challenge 7 (2,900 XP)

Induce Fear. As a bonus action, the dread can create utter hopelessness and wracking doubt in a target with whom it can make eye contact. The target must succeed at a DC 15 Wisdom saving throw or become frightened of the dread. Every 24 hours the target may attempt a new saving throw. The effect is instantly dispelled by the *Aura of Hope* ability created by the dread's nemesis, the hope.

Innate Spellcasting. The dread's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components.

At will: *alter self, bane, blindness/deafness, charm person*
3/day each: *fear, invisibility*
1/day each: *contagion, greater invisibility*

Actions

Multiattack. The despair makes two claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target must make a DC 15 Constitution saving throw or become infected with Titan's Pestilence (see opposite).

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

Destroyers of Hope. When Madriel released the creatures known as hopes (see page 105), her sister became jealous. She captured some of the new creatures and corrupted them into the dark twisted version known as the dread. It is said that for every hope left alive in the world, there is a dread who is tasked with destroying it.

Bringers of Fear. When not trying to destroy a hope, the dread concentrate on terrorizing mortals. They will find an isolated village or the poorest slum in a city and take all that they can from those who have nothing. They deal in cruelty and spreading fear; they will stay as long as there is someone to torment, leaving only if they catch the scent of a nearby hope.

Tactics. The dread are cowards. If threatened, they prefer flight over combat. They seek isolated targets, and will only attack if they are certain they will prevail. The dread most often attack from ambush, using their claws and infectious bites on hapless victims, then fleeing immediately, allowing their disease to do its work.

Titan's Pestilence

The symptoms of this disease manifest 1d4 days after infection, in the form of open sores and oozing pus. Another creature coming into physical contact with a victim at this stage must succeed at its own DC 13 Constitution saving throw or become similarly infected. Once the disease incubates, the victims health begins to deteriorate, spiraling downward as death nears. Every 24 hours the victim must make a DC 15 Constitution saving throw. On a failure, the creature's Constitution score is reduced by 1. The victim dies if this reduces its Constitution to zero. Titan's Pestilence can be cured only through magic, such as *lesser restoration* or *heal* spells, or a Paladin's Lay on Hands ability.



DREAD RAVEN

The dread raven could pass for a normal raven except for its three foot height, correspondingly large wingspan, and yellow-orange beak the size of a small dagger. Its nature is also revealed in the cold, malevolent intelligence in its unblinking stare.

Dread Raven

Small beast, neutral evil

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Armor Class 16 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 10 ft., fly 80 ft.

Saving Throws Dex +5
Skills Investigation +2, Perception +3
Senses darkvision 90 ft, passive Perception 13
Languages Ledean and other local languages
Challenge 2 (450 XP)

Keen Vision. The dread raven has advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight.

Metamagic. When casting a spell that requires a saving throw, the dread raven can cause one target to make its first saving throw against the spell with disadvantage. After it uses this ability it must take a long rest before using it again.

Spellcasting. The dread raven is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *minor illusion, message*
1st level (4 slots): *charm person, shield*
2nd level (2 slots): *invisibility, suggestion*

Actions

Peck. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. On a critical hit the target becomes blinded until it receives some form of magical healing or takes a long rest.

Sorcerous Origins. Twisted and corrupted by the battlemages of King Virduk, who is said to have become obsessed with bird-sentries after his defeat of the dwarves at Iron Tooth Pass, the creatures owe their nascent magical powers to their horrific origin. Most dread ravens end up knowing the same spells, but there are exceptions, and those with unique spells, especially powerful offensive spells, often become leaders of their kind.

Tactics. The dread raven is more spy and messenger than warrior, and it avoids direct combat. When it desires — or is ordered — to be more antagonistic it will seek to trick its enemies, using both its wiles and its magic to lead them to bad ends. If attacked it will try to escape, often cackling and laughing at frustrated would-be assailants.



Vile Scavengers. Particularly clever and nasty, dread ravens gather like plague in places already troubled by blight, warfare and devastation. Much larger and more intelligent than their more common kin, dread ravens pose a threat to travelers because of their appetite for flesh and because they are often trained to serve as spies for evil masters.

Dread ravens are scavengers more than hunters. They prey upon those who have already fallen, and the more tender the flesh the better: they show a preference for the remains of children, women and sheltered lords. If starving, they will seek to snatch small children from their parents and peck their victims apart in sheltered roosts.

DREAM SHADOW

"Is it still there?"
"Yep."
"Has it spat out our cleric yet?"
"Nope."
"Has it taken the bard yet?"
"Hey!"

A dream shadow seems like any other shadow in dim light but in bright light it is mottled and of fluid shape, fluttering in place.

Dream Shadow

Medium aberration, any chaotic alignment

STR	DEX	CON	INT	WIS	CHA
6 (-2)	24 (+7)	20 (+5)	12 (+1)	14 (+2)	16 (+3)

Armor Class 19 (natural armor)
Hit Points 237 (25d8 + 125)
Speed 60 ft., fly 80 ft. (hover)

Saving Throws Dex +12, Con +10, Wis +7, Cha +8
Skills Stealth +12
Damage Immunities poison
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons.
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages understands all but cannot speak, telepathy 120 ft.
Challenge 16 (15,000 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.
Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action. It has advantage on its Dexterity (Stealth) check.
Shadow Regeneration. The shadow regains 10 hit points if it starts its turn in dim light or darkness. A shadow dies only if it starts its turn with 0 hit points while in sunlight.
Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Absorb. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one Medium or smaller target. *Hit:* if the target is a creature it is absorbed by the dream shadow. While absorbed, the creature is unconscious and cannot be targeted by any effect outside the shadow. If at least 8 hours pass while a creature is in a shadow, that creature gains the benefits of a long rest, regaining hit points, Hit Dice, features, and spells slots as appropriate. Casters that need to prepare spells must do so as usual before casting spells. A dream shadow can absorb up to 4 medium or smaller creatures.
Release. As an action, a dream shadow can release an absorbed creature. They can, in theory, be convinced to release their captives, however only divine intervention or death can forcibly free creatures from a shadow. When a shadow is killed, all creatures within it are released immediately.

Unearthly but Not Unspeakable. Some scholars misidentify these enigmatic creatures as slarecian minions, given their eldritch nature and lack of undead traits, and their particular interest in those who hunt ancient artifacts. Dream shadows, however, demonstrate no other slarecian abilities. They are actually joint creations of Erias (the dream god) and Drendari (goddess of shadows). These deities are not known for their cooperation and the goal of dream shadows remains mysterious.

Tag-alongs. Each shadow usually pesters a single adventuring party, following them everywhere from dungeons to guild halls, randomly absorbing and releasing party members (often inconveniently close to battles or critical negotiations). Some adventurers consider it a mark of status, though, to be chosen by a dream shadow. Such shadows often tend towards the dominant alignment of the party, whether good or evil.

Sight Through Shadows and Dreams. Some believe that Erias and Drendari may observe a party through its shadow.

Tactics. Dream shadows aren't meant as enemies. They belong in the GM's tool belt, to help players who cannot make a session. The shadow offers an in-game opportunity to sideline a PC without splitting the party as they travel. When the player becomes available again, the shadow "releases" its captive. You may use the shadow as an inscrutable tool or integrate it into your plot. Does it have orders? Why now? Why this party?



DREAMWRACK

Dreamwracks come in three varieties — nightmare, erotic, and anxiety — depending on the nature of the dream from which they were formed. When they appear in the physical plane, their forms are a shadowy collection of shifting images taken from the dream from which the dreamwrack was born, calling in voices imitating the friends, foes, and loved ones of its target. Those who witness the dreamwrack's manifestations will be given glimpses of the subconscious of the dreamer.

Dreamwrack

Medium elemental (dream), chaotic neutral

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	6 (-2)	12 (+1)	20 (+5)

Armor Class 13
Hit Points 55 (10d8 + 10)
Speed 30 ft.

Senses passive Perception 11
Languages Any that the dreamer knows
Challenge 3 (700 XP)

Empathic link. The dreamwrack always knows the general direction of its dreamer and can track them faultlessly.

Intimate knowledge. The dreamer suffers disadvantage on any Wisdom saves caused by the dreamwrack. The dreamwrack has advantage on any Wisdom (Insight) checks it makes concerning the dreamer.

Actions

Emotion. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* no damage, but the target must succeed at a DC 15 Wisdom save or suffer the effects below, depending on the type of dreamwrack:

Anxiety: The dreamer is overcome with fear and despair, suffering disadvantage on all ability checks, saves, and attack rolls for 1d4 hours.

Erotic: The dreamer gains the charmed condition for 2d6 days with the first creature it is romantically attracted to that it sees serving as the charmer.

Nightmare: The dreamer gains the frightened condition towards every creature it encounters for the next 1d4 hours.

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

Delving too deep into Dreams. Amid the blue lotus-addled ramblings of the priest of Erias, the demigod of dreams, lie stories of the demigod's displeasure with those mortals who touch too deeply into his realm. Mortals who would seek to upset the stuff of dreams may find their dreams coming back to them in the waking world. Dreamwracks are spirits created when the realm of dreams is disturbed by arcane magic. The half-formed fabric of disturbed dreams does not dissolve. Instead, it coalesces into an amalgam of dream imagery that is linked to the dreamer from whose dream the wrack was formed. Certainly, the oneiromancers of the Phylacteric Vault in Darakeene can attest to being haunted by dreamwracks as they delve deep into Erias' realm.

Misguided hunger. Once formed, a dreamwrack empathically seeks its connected dreamer in the physical world, drawn by its need and the dreamer's subconscious need to resolve the dream from which the dreamwrack sprang. The dreamwrack is driven to actions that haunt and disturb the dreamer. A dreamwrack's only goal is to make manifest the feelings and mind state in their dreamer that they had during the dreamwrack's creation dream, thereby completing the dream. Sometimes doing so involves 'haunting' the dreamer for weeks on end; sometimes it is solved in a single visitation.

Tactics. The dreamwrack does not engage in combat per se, although they can certainly be destroyed by it. If injured they will instinctively turn ethereal and flee. The dreamwrack haunts its dreamer until they enter a situation similar to the nature of the dream that created it, then manifesting and using its emotion attack. The dreamwrack will leave after it recreates the dream that originally spawned it or it is slain.



DREAMWRAITH

Dreamwraiths are the second most powerful group of elementals that serve Erias, the demigod of dreams. Whenever Erias decides mortals have tread too deeply upon the sanctity of his realm of dreams and the dreamwracks caused by such an incursion are not sufficient penalty, the god dispatches dreamwraiths to hold slumbering mortals accountable for their deeds. Dreamwraiths may also bring mortals to Erias for an audience. Usually, such mortals are Erias' own priests or illusionists who have courted favor with the god. Erias grants them prescient advice or tasks them with a mission on his behalf.



Creatures of Dreams. Like most other elementals that serve Erias, dreamwraiths are not formed from the souls of deceased mortals, but rather from the stuff of dreams itself. They are the embodiment of dreams and nightmares, given form and sentience by the demigod. When called to the physical plane, dreamwraiths take on a ghostly, slowly shifting form like a roiling fog. The ancient wizards of Scarn were first to discover, call and bind dreamwraiths to their will, and illusionists still call upon these creatures to enhance their illusions.

Tactics. Dreamwraiths shun direct attack, preferring to merge with targets via dreamslip and feed on their emotions. If pressed into combat, a dreamwraith uses its psychic drain.

Dreamwraith

Medium elemental (dream), chaotic neutral

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

Armor Class 13
Hit Points 130 (20d8 + 40)
Speed fly 90 ft. (hover)

Saving Throws Dex +5, Wis +6
Skills Deception +6, Insight +6, Perception +6, Stealth +5
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses dreamsight 120 ft., passive Perception 18
Languages dream telepathy 120 ft.
Challenge 7 (2900 XP)

Dream Telepathy. Dreamwraiths can only speak to creatures capable of dreaming. These communications manifest as vivid dream or daydream images and sounds.
Dreamsight. Dreamwraiths can sense the presence of any creature capable of dreaming, even if undetectable by sight.
Dreamslip. With a touch, the dreamwraith may attempt to settle into a creature's dreams, feeding upon its psyche and secret emotions. If the target fails a DC 17 Wisdom saving throw, then the dreamwraith merges with it. The target immediately falls into a deep sleep that is full of vivid dreams. This sleep brings improved natural healing; the affected creature gains the benefit of a long rest after only 4 hours of sleep. Any attempts to awaken the affected creature have disadvantage. Elves and other creatures that do not sleep are immune to this effect.
Incorporeal Movement. The dreamwraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Merge with Illusion. A dreamwraith can merge with an illusion spell to increase its believability; anyone trying to disbelieve the illusion has disadvantage on their saving throws. For spells with extended durations, the dreamwraith will only affect it for a maximum of one day.

Actions

Psychic Drain. If the dreamwraith touches a creature then that creature must make a DC 17 Charisma saving through or take 36 (8d8) psychic damage. The target's hit point maximum is reduced by this amount until the target finishes a short or long rest. The target also has disadvantage on Charisma ability checks and saving throws until the hit point reduction is removed. If the target succeeds, then it takes half damage and no additional effects.

DUNEFISH SWARM

Though they are called fish, these creatures are actually smooth-scaled reptiles with long sinuous tails and short, webbed feet. They 'swim' near the surface of the sand, seeking prey. When they find it, they leap from the surface, attacking with their tiny teeth.

Dunefish Swarm

Large swarm of tiny beasts, unaligned

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	3 (-4)	10 (+0)	1 (-5)

Armor Class 13
Hit Points 38 (7d10)
Speed 0 ft., burrow 40 ft.

Senses passive Perception 10
Languages —
Challenge 2 (450 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Sand Swimmers. Dunefish can swim through sand as fish swim through the water, but they cannot move through solid rock or compacted dirt. They are able to breathe while sand swimming. They can use a bonus action to Dash as long as they move in a straight line.

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 reptile. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Desert Schools. It is uncertain what attracts these tiny reptiles, other than wounded creatures. Some say it is the scent of living beings, others the vibrations that people make as they travel the sand dunes, a few believe it is the fear and desperation of those lost in the desert that draws them. Some nomads follow the schools of dunefish, either hunting them for food (as dangerous as that may be) or to recover the treasures left behind when the dunefish attack a caravan or other group.

Tactics. Dunefish swim just below the surface of the sand, causing characteristic ripples that might warn of their approach with a successful DC 18 Wisdom (Survival) check. Once they find prey, they surround it and attack relentlessly until they are done feeding. They ignore any treasure and move on quickly to seek another meal.



DWARF HOUND

My dearest Margeaux: my business with the dwarves is nearly concluded, and I shall soon be returning to the sunshine and your arms. I have seen many wonders of which I am eager to tell you, but for now let me just say that never again will I complain to the neighbors about their barking hounds…

The dwarf hound is named for its breeders, not its stature. Its powerful body is broad and stocky, with a short black coat of fur speckled with reddish-gold patches at the snout, chest and belly. Its large golden eyes gleam in the shadows of a tunnel or cavern.

Dwarf Hound

Medium beast, unaligned

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	17 (+3)	3 (-4)	13 (+1)	8 (-1)

Armor Class 12 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 35 ft.

Saving Throws Con +5
Skills Perception +3, Survival +3
Senses darkvision 90 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Fearless Loyalty. When a dwarf hound sees another creature make a hostile action toward its master it gains advantage on attack rolls, ability checks, and saving throws against that creature or its special abilities for as long as the perceived threat lasts.

Ore Nose. The dwarf hound can smell ore or metal as a bloodhound smells living creatures, and it has advantage on Wisdom (Perception) checks that rely on this ability.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Deafening Bark. All creatures in a 45-foot cone must make a DC 12 Constitution saving throw. On a failure a creature takes 5 (2d4) thunder damage, or half damage on a success, and is deafened until the end of its next turn. A creature that fails its saving throw by 5 or more is also stunned until the end of its next turn.

Marvel of Dwarven Engineering. Legends say that the human King of Darakeene presented a dozen prize mastiffs to King Thorvann as a gesture of gratitude for the dwarves' aid during the goblin invasions. The gift was largely symbolic, as dwarves are not known to be keepers of hounds, but Thorvann was greatly impressed with the dogs, and set about trying to improve the breed. The result, many generations later, is an improbable mixture of canine loyalty and strength combined with the dwarven passion for deep, dark places and veins of glittering ore.

Awaken the Dead. Dwarf hounds are bred for wits and courage, and typically have enormous strength and stamina. They are not swift runners, but can wriggle through very narrow passages and lope along with their masters at a tireless trot. Their most notable physical trait, though, is their ear-splitting bark, which is truly worse than their bite: it has been known to crack stone, and can echo for miles through subterranean passages.

A Nose for Gold. Their other remarkable feature, less apparent to outsiders and largely kept secret, is their ability to smell metals, both precious and mundane. Miners often use a dwarf hound to sniff out veins of ore deep within the mountains, or to track fugitives and enemies by the items they carry.

Tactics. A dwarf hound is utterly fearless in defense of its master and won't back down from any attacker, no matter how large or dangerous. Most have been trained to bark incessantly at spellcasters, and they will likewise bark in the direction of suspected invisible opponents, especially those who are carry the scent of metal.



EMPEROR STAG

Devrie was old — she had spent nearly eight decades defending the forest and a cold night like this made her bones ache and reminded her that soon a spring would come that she would not see. But for now, the recruits looked at her expectantly, their faces lit by the low-burning fire.

"A story?" she repeated. There, in the darkness, a large shape caught her eye. None of the young folk had seen it. "Aye, I'll tell you about the Emperor Stag who lives in these here woods…"

The majestic emperor stag has large, intelligent eyes and a rich pelt that glows in the twilight beneath the ancient trees. Its antlers spread the like the branches of venerable oak, and gleam like polished iron.

Emperor Stag

Large fey, lawful neutral

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	23 (+6)	17 (+3)	20 (+5)	16 (+3)

Armor Class 17 (natural armor)
Hit Points 126 (11d10 + 66)
Speed 60 ft.

Skills Athletics +9, Insight +9, Perception +9, Survival +9
Senses darkvision 120 ft., blindsight 30 ft., passive Perception 19
Languages can speak with any beast of its domain, and understands but is unable to speak elven and human languages
Challenge 9 (5,000 XP)

Blur of Speed. Opportunity attacks against the stag or its rider are made with disadvantage.

Run Like the Wind. At night the stag can quickly cover great distances. To a rider, or to any observer passed along the way, the stag seems to be galloping merely as fast as a swift horse, but Denev's magic allows it to cover a hundred leagues per hour.

Trampling Charge. While the emperor stag moves in a straight line, after moving at least 20 feet it can then move through spaces occupied by Medium or smaller creatures. Each creature in its path may use its reaction to attempt a DC 20 Strength (Athletics) test; if successful the stag's movement is stopped. If the stag is not stopped, the creature must succeed at a DC 18 Dexterity saving throw or be knocked prone and take 14 (4d6) bludgeoning damage.

Actions

Multiattack. The emperor stag makes two hoof attacks and one antler attack.

Antler Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Hoof. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Reactions

Antler Parry. When attacked by a melee weapon attack, as a reaction the stag adds 4 to its AC against that attack, potentially causing it to miss.

Envoy of the Earth Goddess. This spirit rules over the deep forests and maintains the Laws of the Wood at the command of Denev, the Earth Mother, criss-crossing its domain with the speed of the wind to serve her will. The stag is able to speak the languages of all the animals that live in the forest, many of whom act as his eyes and ears, passing word back to him of what occurs in his realm. The emperor stag watches travelers and repays their deeds in kind: acts of mercy are rewarded, and acts of violence are paid in full.

Reluctant Steed. Legend has it that a hero who catches an emperor stag unaware, leaps onto its back, and whispers a destination will be taken there in the span of a single night, no matter how great the distance. Whether this deed is truly so simple is questionable, and in any event the servant of the goddess is a begrudging mount at best: it may dutifully carry the hero as directed, but will make no promises about the safety of the journey.

Tactics. The stag fights boldly but with patience and intelligence. It will use its trampling charge in multiple passes against groups when appropriate, but against a powerful single foe it will first use its charge to knock its target prone, then attack with antlers and hooves. If clearly outmatched, the stag might gather a pack of forest animals, or even a stand of **willow tree warriors**, to assist it.



FATLING

During the Divine War, the gods imprisoned Gaurak the Gorger beneath the earth, but that does not mean his vile influence cannot still be felt in the Scarred Lands. The most favored of Gaurak's servants are blessed by their buried lord. Gaurak's favor is clear for those who know what to seek: A patch of jaundiced, greasy fruit, vegetables, or edible fungi grows suddenly somewhere near the follower's shrine. Eating these repulsive things transforms a druidic worshiper into a reflection of the Ravenous One himself.

Scions of Gaurak. The servant becomes a fatling, a grotesquely obese monstrosity around whom other adherents to the titan gather to perform their disgusting rituals in hopes of currying the buried titan's favor. Repugnant as a fatling might be, followers of Gaurak who honor the creature would give their very lives to protect the titan's chosen.

Foul Though and Through. Fatlings are inhumanly repulsive, with literally rolls upon rolls of greasy, unwholesome, sallow skin. They constantly sweat a foul-smelling, slippery oil that allows them to slide their bulk around, when they choose to move at all — for they are so obese that they can barely move their own legs. Fatlings receive the further gift of lard worms (see sidebar), creatures that inhabit the priests' folds and eat whatever might be trapped therein, including the decaying bits of flesh that the fatling routinely sloughs off.

Lard Worm Infestation

Just as some fish have a symbiotic relationship with larger predator fish, so do lard worms have a symbiotic relationship with fatlings. Around 8 to 10 inches long and half an inch thick, lard worms live deep in the folds and recesses of fatlings' mounds of flesh, cleaning away the various unwholesome substances (including smothered victims' bodies) that accumulate there. One active fatling can host several hundred worms. Lard worms almost always attack creatures enveloped by a fatling, since their bite makes it more likely that the creature dies there and thus becomes food for the entire colony. Individually, lard worms are Tiny vermin with 1 hit point each.

Fatling Template

Any neutral or evil humanoid can become a fatling, provided it is able to cast druid or sorcerer spells. A creature that becomes a fatling retains all its statistics except as noted below.

Size. The fatling's size increases by one category, to a minimum of Large.

Alignment. The fatling's alignment is always neutral evil.

Speed. The fatling's speed is reduced to 10 feet. Its speed cannot be reduced further (such as by difficult terrain), nor can it benefit from any bonus to its speed.

Damage Resistances. The fatling has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Disease Immunity. The fatling is immune to disease.

Poison Immunity. The fatling is immune to poison damage and to being poisoned.

Senses. A fatling gains darkvision out to 60 feet, or the range of its darkvision increases by 30 feet if it already had darkvision.

Immutable Form. The fatling is immune to any spell or effect that would alter its form.

Lard Worms. Fatlings are infested with colonies of lard worms, horrific creatures that feed off the rotting flesh that collects in the corpulent folds of the fatling. A creature grappled by a fatling also takes 4d6 acid damage from lard worms at the start of the fatling's turn each round.



New Action: Slam. The fatling gains a Slam attack, a melee weapon attack that deals 2d6 bludgeoning damage + the fatling's Strength modifier. For each size category the fatling is above Large, increase this slam damage by 1d6. On a successful hit, the fatling's target is also grappled (escape DC 8 + the fatling's proficiency bonus + the fatling's Strength modifier). If the target is at least one size smaller than the fatling, it is also restrained until this grapple ends. While grappling this target, the fatling has advantage on attack rolls against it and can't use this attack against other creatures. When the fatling moves, any smaller creature it is grappling moves with it.

Sample Fatling

This example of a fatling uses a dwarf druid, increased to a 10th-level spellcaster. Its ability scores have been modified as well.

Lore. Fulthis Maruk was a dwarven druid of Denev, revering the Earth Mother. Part of an adventuring company, he accompanied his comrades into the deeps of the Perforated Plains in search of glory. Unfortunately, tragedy struck and his compatriots died, leaving him distraught and alone in the wilderness. Delirious from disease and hunger, Fulthis found his way into the Gluttonous Caves north of the Plains.

Ravenous, he found a subterranean patch of mushrooms and fell on them, staving off starvation. A short time after, a voice awakened him — it was the voice of his own hunger, but it spoke to him in the words of Gaurak, saying only, "Feed." He has come to be known only as the "Bloat Beneath the Caves," ruling a small tribe of titanspawn from his lair within a tiny section of the Gluttonous Caves.

Tactics. Although fatlings may seem defenseless, they're actually quite dangerous. Many weapons cannot harm them, thanks to the creatures' excessive tissue. They are also highly resistant to magic, and anyone who gets too close can be pinned and suffocated under layers of blubber. Finally, Fulthis Maruk draws power from Gaurak, and has a varity of spells at his disposal, which he will use to attack any enemies.

Fatling (Fulthis Maruk)

Large humanoid (dwarf, titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	10 (+0)	18 (+4)	7 (-2)

Armor Class 12 (hide armor)
Hit Points 93 (11d10 + 33)
Speed 10 ft.

Skills Nature +3, Survival +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 14
Languages Druidic, Dwarvish, Ledean, Titan Speech
Challenge 6 (2,300 XP)

Disease Immunity. The fatling is immune to disease.
Immutable Form. The fatling is immune to any spell or effect that would alter its form.
Lard Worms. A creature grappled by the fatling takes 14 (4d6) acid damage from lard worms at the start of the fatling's turn.

Spellcasting. The fatling is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, or +7 to hit with spell attacks). It has the following druid spells prepared:
Cantrips (at will): *druidcraft, guidance, mending, poison spray*
1st level (4/day): *awareness ward*, cure wounds, goodberry, speak with animals, thunderwave*
2nd level (3/day): *barkskin, corrode metal*, spike growth*
3rd level (3/day): *animal spy*, dispel magic*
4th level (3/day): *blight, stone shape*
5th level (2/day): *commune with nature, wall of stone*

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 14). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling this target, the fatling has advantage on attack rolls against it and can't use this attack against other creatures. When the fatling moves, a Medium or smaller creature it is grappling moves with it.

FERAL (DEMON)

"Another wretch falls to my sword! Who else wants some of that?"
"Hmm, tough little beggar."
"This one…doesn't want…to die."
"Warrior needs healing! Badly..."
(Crunching sounds)

With horrible tusks and cloven hooves, the hulking man-beast strides forward, its wickedly jagged spear at the ready. A nearby howl signals the arrival of the rest of its pack.

Feral

Medium fiend (demon), chaotic evil

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	9 (-1)	8 (-1)	5 (-3)

Armor Class 13 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

Skills Athletics +3, Perception +1, Survival +1
Senses passive Perception 11
Languages Infernal
Challenge 1/2 (100 XP)

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

Packmind. When a feral succeeds at a Perception check, all pack mates within 1 mile are considered to have succeeded at the same check.

Packsoul. When a feral dies, remaining members of the pack gain 4 temporary hit points, and these points are cumulative with any previous temporary hit points. For every three ferals that die, the survivors gain a +1 bonus to all attack rolls, damage, saving throws, ability checks, and saving throw DCs.

Thrill of the Hunt. When the feral takes the Dash action, scores a critical hit, or reduces an enemy to 0 hit points it can howl as a bonus action.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Howl. Each creature within 60 ft. of the feral who can hear, and isn't already frightened of the pack, must make a DC 10 Wisdom saving throw or become frightened of the pack until the end of its next turn. On a result of 20 or higher the creature is immune to this effect for the next 24 hours.

Vangal's Vengeance. When seen in the Scarred Lands, ferals seldom have a purpose other than the utter destruction of anything in their path. They are dispatched at the whim of the demon god Vangal to please him with wanton murder and destruction. A pack of ferals that falls upon a village leaves naught but a crudely designed temple of gore and rubble to their god.

Sundered Soul. Chosen from the most brutish souls that make their way into the Abyssal Caldera that is Vangal's kingdom, a single soul is splintered into as many as sixteen parts, and from those a pack of ferals is formed. Forever bound to each other, if any of its members are destroyed, their vital energy simply flows back into the remaining pack members to make them stronger.

Collective Consciousness. A pack of ferals operates with one mind. All ferals of a pack who are within a mile of each other remain in constant telepathic and sensory communication: if one is aware of something, they all are.

Tactics. Feral 'tactics' aren't recognizable as such: they mostly just swarm over anything in their path and attack the nearest creature that isn't a pack mate. If out of combat range they will often howl while closing.



FLAILING DREADNAUGHT

Flailing dreadnoughts are huge metallic creatures with some bio-organic material mixed into their composition. They resemble huge floating eggs covered in segmented metal plates, with massive, fanged maws that can be extended like a shark's when biting. Dreadnoughts attack virtually anything that comes near them, particularly if it has metal on or about its person. They are thought to ingest some amount of metal ore or metallic goods occasionally, but it is unknown whether they do this out of necessity, habit, or for some other reason.

Flailing Dreadnaught

Huge construct (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	4 (-3)	10 (+0)	1 (-5)

Armor Class 18 (natural armor)
Hit Points 142 (15d12 + 45)
Speed 0 ft., fly 40 ft. (hover)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60 ft., passive Perception 10
Languages Titan Speech (can't speak)
Challenge 13 (10,000 XP)

Immutable Form. The flailing dreadnought is immune to any spell or effect that would alter its form.
Magic Weapons. The flailing dreadnought's weapon attacks are magical.

Actions

Multiattack. The flailing dreadnought makes four attacks: one with its bite and three with its tentacles.
Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.
Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.
Flailing Burst (Recharge 4-6). The flailing dreadnought makes one tentacle attack against each creature it chooses within 15 feet of it. Attack rolls against the dreadnought have advantage until the start of its next turn.

Spawn of Golthagga. The flailing dreadnoughts were the twisted creation of the Shaper. In the latter days of the Divine War, the titan created dozens of these creatures and threw them into battle to shred through the ranks of the divine armies. Now with their creator gone, those few flailing dreadnoughts that remain dwell in remote areas, especially underground near large concentrations of metal ore such as abandoned mines or ruined wasteland cities.

Tactics. Created to be a weapon of war, the flailing dreadnought is a fierce, but not very bright opponent. It almost always rushes into combat, roaring and biting, and if it has several opponents near it unleashes its flailing burst as often as possible. Against fewer enemies, or those who try to maintain their distance, the dreadnought drags foes about the battlefield to place them wherever is most advantageous for itself.



FLAY BEAST

A flay beast resembles a man-sized praying mantis with the strong back legs and wings of a grasshopper. Despite their size, they possess only animal-level intelligence. Flay beats are relentless and vicious predators, willing to attack anything that they might have a chance of killing.

Flay Beast

Medium beast, unaligned

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	20 (+5)	3 (-4)	13 (+1)	1 (-5)

Armor Class 14 (natural armor)
Hit Points 57 (6d8 + 30)
Speed 20 ft., climb 20 ft., fly 60 ft.

Skills Athletics +2, Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Foliage Camouflage. The flay beast has advantage on Dexterity (Stealth) checks made to hide among plants or other greenery.

Actions

Pounce (Recharge 5-6). The flay beast moves its entire distance and then makes both a bite attack and a claw attack with advantage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and the target must make a DC 14 Constitution saving throw or become Poisoned. The target can repeat the saving throw at the end of its turn, ending the effect on a success.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage.

Spawn of Hrinruuk. Flay beasts are the spawn of Hrinruuk, conceived by the evil titan to attack and devour indiscriminately as he sometimes did. They provide no benefit to nature, other than to cull the weak, but their tenacity is such that they will kill an entire pack of animals, leaving no survivors and therefore no food for later. They readily turn on one another, attacking a wounded flay beast as soon as they deal with any other prey.

Lonely Hunters. Flay beasts almost always hunt alone and remain alone for most of their lives. They are hermaphroditic and lay clutches of eggs beneath the ground. The eggs hatch within 2d4 weeks — a flay beast's first meal is often their slightly slower sibling. Those that survive are fully grown after a year. Grown flay beasts will sometimes organize into flights of 4 to 8 creatures in order to hunt something that they could not individually take down. They are found in wild areas of Termana and Asherak. There have never been any confirmed sightings on Ghelspad, despite occasional tales of of corpses bearing the marks of their attacks.

Tactics. The flay beast is usually a solitary hunter and ambushes its prey, either from the sky above or by hiding in foliage until the creature is close enough for an effective pounce attack. Once it reveals itself, it is relentless in its attacks and will use its pounce attack indiscriminately, even if provokes other attacks. They fight to the death, because a wounded flay beast is simply another meal to a healthy one.



FLESH CORRUPTOR

A flesh corruptor is a pitiful creature, a vaguely humanoid walking mass of decay. Oozing sores and seeping wounds run rampant across its exposed flesh, and great, yellowish blisters cover its hands and feet. Its hunched posture and cowl hide its face, and much of its body is concealed by a leper's rags and tattered robes.

Flesh Corruptor

Medium aberration (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Armor Class 13 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

Skills Deception +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Titan Speech
Challenge 1 (200 XP)

Deadly Fervor. A creature slain by the Flesh Corruption feature decomposes at an unnaturally accelerated rate, reduced to a pool of putrefied muck after 2d6 minutes. A remove curse cast upon the body negates this effect. A *gentle repose* spell halts decomposition as well, but its duration is reduced to 24 hours when cast on a body slain by Flesh Corruption.

Disease Immunity. The flesh corruptor is immune to disease.

Septic Aura. Creatures within 10 feet of the flesh corruptor suffer a weakened resistance to necrotic damage. Creatures within the aura that are normally immune to necrotic damage instead have only resistance to necrotic, and those that normally have resistance to necrotic lose that resistance.

Actions

Flesh Corruption. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target must succeed a DC 13 Constitution saving throw against disease or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Children of Chern. Flesh corruptors were created by Chern, and they are referred to in some old texts as "Chern's children." The titan crafted his children to destroy whatever they touched by putrefying it. He also made sure that none of those killed would be raised to plague him again by giving the flesh corruptors an appetite for putrefied remains.

Hidden in Plain Sight. Some flesh corruptors can still be found wandering the Mourning Marshes, especially along the borders of Vesh, although they have been discovered in many other regions as well. Cunning, the flesh corruptors hide by joining roving leper bands or other groups of poor, sick, and disenfranchised folk, following them from city to city. If any of the unfortunate wanderers ever notice their numbers shrinking, most assume they have simply lost another fellow to their ailments (or perhaps to predators, or simply to the elements).

Tactics. Flesh corrupters cover themselves in the robes of beggars and penitents in order to hide their sores and diseased flesh. They slowly prey on the poor and diseased. If exposed, they lash out, trying to slay their foes quickly so that nothing will remain of them.



FLESH STRIPPERS

Flesh strippers are horrid pack rodents which are a bane to wild animal herds and domesticated livestock across the Scarred Lands. Packs of the hungry beasts have even been known to prey on other predators and humanoid travelers. They resemble small, sleek rats with short, coarse fur that varies from ran to dark brown to black. They have powerful rear legs which propel them into amazing jumps, thus earning them the nickname "flying wraths" when a swarm of them are seen bounding through the tall grass toward their prey.



Insidious swarm. Flesh strippers usually send a single rat to anesthetize a creature. Once the creature no longer feels pain, the rest of the pack swarms it and feeds without the creature realizing that the flesh is being picked from its bones.

Prized venom. Flesh strippers drool profusely as their venom is carried in their saliva. Herbalists and doctors pay a much as five gold for a vial of flesh stripper saliva, as it makes an excellent topical anesthetic.

Tactics. A flesh stripper swarm typically has a single pack member bite potential prey. The swarm then waits for the anesthetic to work and for the prey to forget about the initial attack before feasting on the unaware creature.

Swarm of Flesh Strippers

Medium swarm of tiny beasts, unaligned

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	8 (-1)	2 (-4)	10 (+0)	2 (-4)

Armor Class 12
Hit Points 24 (7d8 - 7)
Speed 40 ft.

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks and rely on smell.

Scout. Flesh strippers often send one of their own from the swarm to perform the initial bite on a victim. Treat this individual as a Tiny creature with 1 (1d4 - 1) hit points and a bite (+2 to hit, reach 5 ft., one target. *Hit* 1 piercing damage + poison). This individual flesh stripper bites and injects poison into a creature for the swarm to feast upon later.

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 flesh stripper. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and the target must make a DC 10 Constitution saving throw or become poisoned. While poisoned, the creature becomes completely numb to pain, pressure, and even temperature. It suffers disadvantage on Dexterity checks, Dexterity-based attack rolls, and Dexterity saving throws. It is immune to the Incapacitated, Stunned, and Unconscious conditions and, if reduced to 0 hit points, is automatically stable.

The poison effect lasts for 2d4 hours. Numbed creatures do not notice being injured unless they visually witness the injury, hear it, or observe some other phenomenon (such as their bodies moving from the concussion of a bludgeoning blow). GMs are advised to track hit point loss for numbed creatures and keep such totals a secret.

FLESHCRAWLER

This creature is a humanoid with black veins showing through unwholesomely dead-white flesh. Its skin is wrapped tightly over its musculature and when it grins it shows a mouth-full of teeth and a curiously coiled tongue. It wears black leather armor and sports an array of ritualistic scars, brands and piercings.

Fleshcrawler

Medium undead, chaotic evil

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	17 (+3)	10 (+0)	13 (+1)	8 (-1)

Armor Class 17 (studded leather)
Hit Points 52 (7d8 + 21)
Speed 40 ft., climb 40 ft.

Saving Throws Dex +8, Wis +4
Skills Acrobatics +11, Perception +4, Stealth +8
Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities exhaustion, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Spider Climb. The fleshcrawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. It uses its hand and feet tethers (see next entry) in order to climb.

Tethers of Sinew. The fleshcrawler has chitinous sheaths in its hands and feet that hold grisly lengths of flesh tipped with barbed spikes. Its tongue also functions as a tether. It can shoot these tethers out at a target as action (see below) and if it chooses to detach a tether it can serve as a very strong rope (50 ft. in length). The fleshcrawler can produce an unlimited amount of tethers.

Actions

Multiattack. The fleshcrawler attacks with two of its limb tethers (any combination of hands or feet) and then attacks with either its mouth tether or its bite.

Limb Tether. *Ranged Weapon Attack:* +8 to hit, range 25/50 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage. and the target must make a DC 11 Strength saving throw or be moved 25 feet closer to the fleshcrawler. The target is grappled by the limb tether (escape DC 11 and the target takes 1 piercing damage from removing the barbs). Each limb tether can grapple a separate target.

Mouth Tether. *Ranged Weapon Attack:* +8 to hit, range 25/50 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, and the target must make a DC 13 Constitution saving throw or become paralyzed. A paralyzed creature can repeat the saving throw at the end of its turn, ending the effect on a success.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, and the target must make a DC 13 Constitution saving throw or become paralyzed. A paralyzed creature can repeat the saving throw at the end of its turn, ending the effect on a success.

Demon-born. Fleshcrawlers were once wicked humans who made dark bargains and ultimately were taken to the Abyssal Caldera, where demon lords made them undead and gave them dark gifts. They are sent back to the Scarred Lands as snatchers, bounty hunters, or retrievers for the demons.

Tactics. Fleshcrawlers use their tethers of sinews much as spiders use strands of silk, and they strategize well in three dimensions. They may hang from their foot tethers above doorways and attack their prey from above, or they may use them to climb walls, pull down a wall on opponents, or disarm an opponent. Fleshcrawlers like to prepare ambushes for their chosen prey. When hunting in a group, fleshcrawlers use pack tactics and work together like a well-oiled machine. Some have even been known to carry others on their backs, allowing the carried fleshcrawler to make five tether attacks.



FORGE WIGHT

Forge wights (a misnomer, for they are not undead spirits) are elemental creatures trapped in cold forges abandoned by the ages, eager to lash out at any unwary soul that passes too close. They appear as an eerily flickering tongue of pale, ghostly flame dancing in the otherwise cold forge.

The forge wight uses heat to torment and kill its victims. It vents its anger on any mortal that stays within range, but can be placated momentarily if Thulkas is propitiated and hot coals or the like are tossed into the forge. As soon as the coals die out, however, the spirit resumes its attacks, likely angrier than before.

Spawn of Thulkas. In ancient times, master smiths across the land kept their forges hot through sacrifice to Thulkas, titan of iron and fire. In return, he would send a forge wight to inhabit the smith's forge and keep it burning. Unfortunately, the world changed; titans fell and the old smiths died. A few of these inhabited forges remain, though, in the depths of shattered fortresses or in towns long deserted, and the fire spirits trapped within are bitter from their long, cold imprisonment. An individual versed in the rites of Thulkas might perform the ceremony to free a forge wight from its prison, but there are likely very few still alive who know such lore.

Tactics. The forge wight strikes out by using heat metal liberally on the gear of any who approach without making the proper obeisance. It can never leave its forge, but if a target gets close enough, the wight attacks.



Forge Wight

Tiny elemental (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	6 (-2)

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft. (40 ft.; forge bound)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Primordial (Ignan), Titan Speech
Challenge 1/4 (50 XP)

Fire Form. The forge wight can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the forge wight or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.
Forge Bound. The forge wight is bound to its forge and cannot leave that location. If the forge is very large, then the wight can move its normal speed of 40 feet within the confines of the forge, but it cannot leave the forge itself.
Illumination. The forge wight sheds bright light in a 10-foot radius and dim light out in an additional 10 feet.
Water Susceptibility. For every gallon of water splashed on the forge wight, it takes 1d4 cold damage.

Actions

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.
Heat Metal. The forge wight chooses a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that it can see within 60 feet. The object glows red-hot. Any creature in physical contact with the object takes 9 (2d8) fire damage. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a DC 12 Constitution saving throw or drop the object if it can. If it doesn't drop the object, the creature has disadvantage on attack rolls and ability checks until the start of the forge wight's next turn.

GARABRUD, THE OBSIDIAN HOUND

The wizard Dolomar, by Hound pursued, hid himself in Burok Tom.
Twelve months burrowed Garabrud, at the roots of bedrock town.
'Til nightmares broke the wizard's will, and madness bore him down.

— Adrometus, the "Lay of Garabrud"

The gigantic mastiff is clearly nothing of natural origin. Standing taller than a man at its shoulder, this dreaded beast has a pelt of inky blackness and eyes that shine with ancient knowledge.

GARABRUD

Huge beast, lawful evil

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	21 (+5)	7 (-2)	12 (+1)	10 (+0)

Armor Class 20 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 45 ft.

Saving Throws Con +11
Skills Perception +7, Stealth +10, Survival +7
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 17
Languages —
Challenge 19 (22,000 XP)

Legendary Resistance (3/day). If Garabrud fails a Wisdom saving throw while hunting prey, he can choose to succeed instead.
Persistent. Garabrud is always aware of the location of his prey, as long as they are on the same plane, and he is unaffected by magical attempts to block scrying.

Actions

Multiattack. Garabrud makes one bite attack and two claw attacks.
Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage.
Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Legendary Actions

Garabrud can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn, and he can only use legendary actions when hunting prey. Garabrud regains spent legendary actions at the start of his turn.
Bite. Garabrud makes a single bite attack.
Unchained. Garabrud frees himself from one condition, magical or mundane, that restricts his movement.
Lick Wounds (Costs 2 Actions). Garabrud heals himself for 28 (8d6) hit points.

Titan's Best Friend. Garabrud is the only known survivor out of the three dread mastiffs that once served Gaurak. The legend of the Obsidian Hound is chronicled by the bard Adrometus, whose ballads tell of the Hound tirelessly pursuing his prey, across continents, seas, and time. The bard proposed no explanation for how or why Garabrud decides to pursue his quarry, although it has been noted that his victims are often those who have angered or disappointed the god Chardun.

Ill Omens. No normal or magical means can hide the Hound's prey, though he might be outrun...for a while. His coming is presaged, only to his prey, by nightmares of being run down by a howling beast, with the intensity of these dreams increasing as the Hound nears.

Tactics. When Garabrud is on the hunt nothing can distract him from his path, although he may pause to deal with genuine threats. In combat he is single-minded, focusing only his target. Once his quarry is dead he will often linger in the area for a while, if food is to be had, hunting and sleeping as a normal beast.



GAUNTLING

Although Gaurak remains buried, his cruel will remains. The wretched creatures known as gauntlings are what remains of fatlings who reached too far and attempted to partake too heavily of their titanic master's essence. Gauntlings are doomed to a life of endless hunger, devouring everything in their path, desperately attempting to regain Gaurak's favor.

Emaciated, virtually skeletal, gauntlings are disgusting creatures half again as tall as a human, yet gaunt and crooked, with nearly transparent skin. Their mouths are abnormally large, filled with mismatched teeth of different shapes and sizes.

Gauntling

Large humanoid (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	7 (-2)	13 (+1)	7 (-2)

Armor Class 14 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Titan Speech
Challenge 4 (1,100 XP)

Disease Immunity. The gauntling is immune to disease.
Immutable Form. The gauntling is immune to any spell or effect that would alter its form.

Actions

Multiattack. The gauntling makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Failed Spawn. Gauntlings are driven by hunger and the desire to redeem themselves in Gaurak's and other titanspawns' eyes. All they eat is a tribute to the titan, but their ravenous hunger can never be satiated; no matter how much a gauntling consumes, no flesh is ever added to its wasted frame. Other servants of Gaurak feel contempt, or at best pity for gauntlings. The thought of one so honored falling so low is generally repulsive to them.

Tactics. Although they have lost most of their creator's blessings, including access to spells and spell-like abilities, gauntlings remain formidable opponents. Any living creature is considered food for the gauntling, who attacks with blind ferocity.



GHOUL, POISONBEARER

The poisonbearer ghoul is yet another undead creation of the Ghoul King, lord of the Isle of the Dead. This ghoulish being is even more disgusting than its typical cousins, for it is covered in broken, oozing pustules.

Ghoul, Poisonbearer

Medium undead, chaotic evil

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	7 (-2)	10 (+0)	8 (-1)

Armor Class 15 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages One common language of choice (see SL PG pg 43)
Challenge 3 (700 XP)

Death Spray. The instant a poisonbearer is killed or destroyed, the pustules on its skin all burst simultaneously, so that all creatures within 5 feet of it take 33 (6d10) poison damage, or half if they make a DC 10 Dexterity saving throw. Each creature affected must succeed on a DC 14 Constitution saving throw or be poisoned until it takes a long rest. Should the target die while poisoned, then it rises the next midnight as a poisonbearer ghoul.

Actions

Multiattack. The poisonbearer ghoul makes three attacks: two with its claws and one with its bite.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and 6 (2d10) poison damage. The target must succeed on a DC 12 Constitution saving throw or be poisoned until it takes a long rest. Should the target die while poisoned, then it rises the next midnight as a poisonbearer ghoul.
Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed 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.
Spit (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 11 (4d10) poison damage. The target must succeed on a DC 12 Constitution saving throw or be poisoned until it takes a long rest. Should the target die while poisoned, then it rises the next midnight as a poisonbearer ghoul.

Feverish Bite. The substance exuded by the creature's diseased kin can transfer its horrible form of ghoul fever. It also has a magical poison it produces in its mouth, which it can spit at foe or transfer with a bite and which resists magical attempts to cure it.

Tactics. A poisonbearer often begins by spitting its poison at one or more targets and then charging in to attack with tooth and claw. Poisonbearer ghouls are fearless in combat, fighting to the last - they are fanatical in their devotion to their dark master, and willingly allow themselves to be destroyed in order to spread their horrid disease.



GIANT, CELESTIAN

In the eyes of the gods, the giants were all titanspawn, and they were justly punished after the defeat of their titan masters. The storm god Enkili passed down a most ironic punishment to the Hundred-Hand Ones, a cadre of the most magically gifted and most arrogant cloud-dwelling giants, for the role they played in the Divine War. The Trickster tore their physical forms asunder, making them as hollow as the wind. Thus, these giants, who had formerly crushed dwarves with one blow of their mighty fists, were reduced to cloudy, ephemeral beings, doomed to an eternity as strange creatures of the clouds and mists.

A celestian appears as giant, translucent, vaguely humanoid form, its cloudlike, amorphous body wavering and shifting as it moves. Huge crystal blue eyes stare down with a cold, startlingly fierce intelligence.

Celestian

Gargantuan giant (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	10 (+0)	16 (+3)	17 (+3)	17 (+3)

Armor Class 12
Hit Points 136 (13d20)
Speed 0 ft., fly 40 ft. (hover)

Saving Throws Con +4, Wis +7, Cha +7
Skills Insight +7, Perception +7
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 17
Languages Giantish, Primordial, Titan Speech
Challenge 9 (5,000 XP)

Cloud Form. The celestian can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The celestian's innate spellcasting ability is Charisma (spell save DC 15). It can cast the following spells, requiring no material components.

At will: *fog cloud* (as 3rd-level spell; 60-ft. radius), *gust of wind*
3/day each: *call lightning, ice storm*
1/day each: *control weather, wind walk* (self only)

Actions

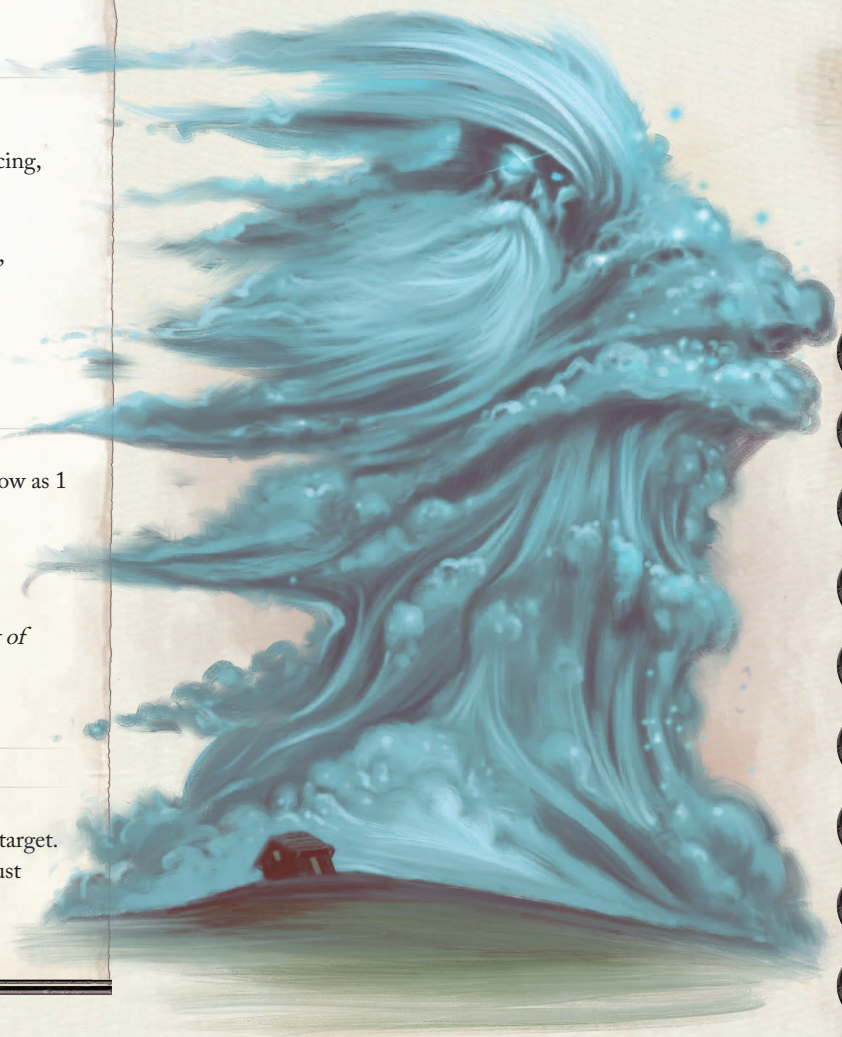
Multiattack. The celestian makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage, and the target must succeed on a DC 17 Strength saving throw or be pushed 5 feet away from the celestian and knocked prone.

Accursed Ones. The celestians, as they are now known, are not as dim-witted as some of their gigantic brethren. Since the Divine War, they have adapted to their new cloudlike state and learned to use their magical gifts in ways appropriate to their forms. Their transformation has only increased their fury, so the celestians spread destruction wherever they go.

Vengeful and Bitter. The celestians' curse has created a great deal of tension between them and the rest of giant-kind, who usually consider them weak and pathetic. On those rare occasions when they cross paths, clashes between giants and celestians are common, and marvelous to behold. The true focus of celestians' ire, however, remains directed toward the gods and their servants. They are as bitter as the titans themselves, and they abhor any priests, paladins, or other divine spellcasters they encounter, targeting such opponents before all others.

Tactics. Celestian giants will use their spells and their slam attacks against a foe. They prefer high places with narrow paths, where knocking someone down and pushing them 5 feet away can be the difference between being safely on the path and falling for hundreds of feet.



GIANT, FLAYED

A flayed giant's skin is reddish, the color of fresh blood, yet semi-transparent and scaly. It has gills like those of a fish on its neck and shoulders, and fins protrude at odd angles from its extremities. It wields a massive trident nearly twice the length of a human



Spawn of Kadum. Once favored warriors of Kadum, giants roamed the hills and mountains of Ghelspad as they wished, crushing the diminutive soldiers of the gods much as a child would squash an ant. Then the Day of Bleeding came, when the insolent gods opened Kadum's chest and bound the Mountainshaker to the bottom of the deepest ocean chasm. The puny races then rose up against the giants, driving many of them from their steadings and caverns.

Without the power of Kadum to support them, these newly homeless giants became easy prey. A great number were forced to take refuge in the bloody sea that had become their master's resting place, and thanks to their patron's potent blood, they mutated quickly to adapt to their new home.

Tactics. While not known for their intelligence, flayed giants are relatively cunning. Most often they wait below the water for a ship to pass overhead. At the right moment, they swim upward and pierce the hull of the ship with their huge tridents. While the ship's crew tends to the damage, the flayed giants then attempt latch onto the vessel, using their body weight to capsize it.

Giant, Flayed

Huge giant (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	20 (+5)	6 (-2)	13 (+1)	8 (-1)

Armor Class 15 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 30 ft., swim 40 ft.

Skills Perception +4
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 14
Languages Giantish, Titan Speech
Challenge 6 (2,300 XP)

Hold Breath. While out of water, the flayed giant can hold its breath for 10 minutes.
Water Breathing. The flayed giant can breathe only underwater.

Actions

Multiattack. The flayed giant makes two trident attacks.
Trident. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, or 18 (3d8 + 5) piercing damage if used with two hands.
Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

GOBLIN, SPIDER-EYE

Goblinoids were among the titans' first attempts at creating humanoids. They fell somewhat short of being a desirable servitor race and were soon forgotten. Over time, many tribes soaked up aspects of the primordial Scarn, evolving into the numerous varieties of goblinoid races that exist in present times.

A typical spider-eye goblin has four long, slender arms ending in wicked claws, along with a bizarre array of eight eyes above its fanged maw. It wears scraps of cloth and bits of polished stone, and it scampers about easily on one of its pairs of arms and its legs.

Spider-Eye Goblin

Small monstrosity (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	8 (-1)	11 (+0)	6 (-2)

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., climb 30 ft.

Skills Perception +4, Stealth +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Spider-Eye Goblin (Goblin dialect), Titan Speech
Challenge 1/2 (100 XP)

Keen Sight. The spider-eye goblin has advantage on Wisdom (Perception) checks that rely on sight.
Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The spider-eye goblin makes two claw attacks. If both claws hit, the goblin can then make one bite attack against that target.
Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one. If this poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.
Dart. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spider-eye goblins speak their own language, a debased dialect of Goblin blended with a smattering of Titan Speech and some crude words from the Ledean tongue. Their speech is also punctuated with odd clicks and hisses. In combat, they have evolved a clicking and chittering battle language, but also enjoy taunting their opponents in their nasty version of Ledean phrases and insults, of which most spider-eye goblins know at least a few.

Twisted Spiderkin. Spider-eye goblins make their lairs in deep, dark places far enough from divine races that they can't easily be routed, but close enough that they can still send long-range raiding parties from time to time. Their typical ruling structure is a matriarchy, with a female witch most often ruling the group. Any sizable spider-eye goblin tribe keeps giant spiders as guardian beasts if not as trained mounts.

Tactics. Spider-eye tactics rely on ambush, making use of their natural climbing ability to hide in the tree canopy or on cavern ceilings, where they rain javelins and darts upon their prey. They are hostile and ferocious, but not particularly courageous; in an extended fight, or in a battle against foes more numerous than themselves, a leader-less gang demonstrates typical goblin cowardice. In defense of their lair, however, they are fearless. Though not bright, they are cunning with traps.



GOLEM, HIVE

This creature is only vaguely humanoid in shape, with a rough skin formed of several materials. Its thick, malformed limbs end in heavy hands and feet. From a distance it seems to be surrounded by a cloud of wispy vapor or smoke, but closer this can be seen for what it is: a flying swarm of busy, angry insects.

Hive Golem

Large construct, unaligned

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

Armor Class 16 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.
Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.
Magic Weapons. The hive golem's weapon attacks are magical.
Berserk. When a hive golem is reduced to 51 or fewer hit points, is immersed in water, or receives a critical hit, it goes permanently berserk, breaking free of its creator's control. While berserk it attacks random targets, its slam attacks do additional damage (see below), and its Swarm ability affects all creatures.
Self-Repair. The hive golem regenerates 10 hit points at the start of its turn. If the golem is immersed in water this trait doesn't function at the start of next turn. The golem is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.
Swarm. The golem is surrounded by an angry, stinging swarm. Any creature that attacks it and ends its turn within 10 feet of the golem must make a DC 15 Dexterity saving throw. On a failure, the creature takes 5 (2d4) piercing damage and until the end of its next turn can't take reactions and has disadvantage on attack rolls. A strong wind will prevent this ability from functioning on the golem's next turn.

Actions

Multiattack. The hive golem makes two slam attacks.
Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage or 17 (3d8 + 4) bludgeoning damage if the golem is berserk.

Home on the Move. Hive golems are a nasty surprise for anyone who intrudes into gnoll territories in the jungles and plains of Termana. They are insect hives formed into large humanoid shapes and animated by an elemental spirit. Each one carries within it swarms of insects that defend the golem and repair damage to the hive. Gnoll druids create these golems to defend their sacred sites and villages and as engines of destruction when they make war on neighboring tribes. Hive golems differ depending on the species of insect that inhabits the golem.

Fear of Water. Immersion in water suppresses the hive golem's ability to repair itself, and the golems are consequently wary of going anywhere near bodies of water. They will not willingly cross any water deeper than a few inches.

Tactics. Unless directed otherwise by their creator, hive golems lumber into combat and use their slam attacks against any foes that come within reach. They will often head into the largest concentration of opponents, where their swarm of stinging insects can do the most damage. Hive golems are usually used to support and protect gnolls, and are rarely encountered alone.

Variant: Beehive Golem

Beehive golems are a composite of beeswax honeycombs and wood.
Cold Hating. If the beehive golem takes cold damage its Self-Repair and Swarm abilities do not function until the end of its next turn.
Sticky. When the beehive golem is struck with a melee weapon the attacker must make a DC 15 Dexterity saving throw; on a failure the weapon sticks to the golem. The attacker may use an action to attempt to pull the weapon free, requiring a successful DC 15 Strength ability check.

Variant: Termite Mound Golem

Termite mound golems are large constructs of hardened brown clay. They are bulky figures without necks, faces, or fingers, having the least humanoid shape. The gnolls that inhabit the Centaur Plains are particularly noted for sending termite mound golems against their Ulante neighbors.
Packed Earth. The termite mound golem has an Armor Class of 18.
Earthen. Any spell that affects earth or stone will suppress the golem's Self-Repair until the end of its next turn.

Variant: Wasp Nest Golem

Wasp nest golems are paper and mud constructs. The constant drone of wasps surrounds them, making them easy to notice at a distance.
Poison. A creature that fails it saving throw against the golem's Swarm ability must also make a DC 14 Constitution saving throw. On a failure the creature is poisoned for one minute; on a success the creature is immune to this effect for 24 hours.
Vulnerable to Fire. The wasp nest golem is vulnerable to fire damage, and fire damage prevents its Self-Repair from functioning until the end of its next turn.

GOLEM, HIVE



GOLEM, LEAD

The footsteps of this massive automaton shake the ground. Its dull gray and armored surface has been forged into the shape of a giant human, more than twice as tall as any man. Its mouth is sculpted into a fearsome visage, as if roaring a battle cry, but no sound escapes from this lifeless metal colossus.

Lead Golem

Huge construct, unaligned

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Armor Class 19 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 30 ft.

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 15 (13,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.
Impenetrable. The lead golem and any objects or creatures it carries are immune to divination spells.
Inertia. The lead golem has advantage on any ability checks or saving throws to resist being moved against its will.
Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.
Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks or one slam and one stomp attack.
Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage and the creature must succeed at a DC 16 Strength saving throw or be knocked prone.
Stomp. The lead golem steps on a Medium or smaller creature, or a Large prone creature, within 5 feet of it. The creature takes 36 (8d8) damage, or half damage on a successful DC 16 Dexterity saving throw.

Reactions

Pest Control. When a creature falls prone within 5 feet of the golem it may stomp the target.

Tireless Laborers. The dark elves of Dier Drendal are especially fond of creating lead golems, often fashioning them with massive clawed hands useful for digging tunnels, and using them in attacks on the dwarves of Burok Torn. They follow only the commands of their creators, and although they can understand only the most basic commands, with time and effort they can be trained to mindlessly carry out more complex tasks.

Unstoppable Force, Immovable Object. Lead Golems are created from at least 15,000 pounds of lead. This crushing weight can inflict horrendous damage to structures or opponents. The golem will sink at least part way into anything softer than densely packed earth, and even in soft stone will leave discernible footprints.

Tactics. The dense lead golem will usually attack whoever is close at hand and did the most damage to it since its last turn. If their first slam misses they will slam a second time; otherwise they will use stomp as their second attack. Two or more golems will position themselves so that when one knocks an enemy prone they can all stomp on it.



GOLEM, MITHRIL

An awesome figure towers overhead, dwarfing nearby buildings. Its gleaming metallic surface is marred only by furrows dug by the flailing of a titan. The colossal figure is forged in the human heroic ideal and its presence conveys the splendor of the gods who forged it.

Mithril Golem

Gargantuan construct, unaligned

STR	DEX	CON	INT	WIS	CHA
30 (+10)	9 (-1)	28 (+9)	3 (-4)	11 (+0)	1 (-5)

Armor Class 22 (natural armor)
Hit Points 468 (24d20 + 216)
Speed 60 ft.

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 25 (75,000 XP)

Defender of the Meek. A friendly creature who touches the mithril golem, in either its active or dormant state, gains the benefit of *sanctuary* (spell save DC 20).
Immutable Form. The golem is immune to any spell or effect that would alter its form.
Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.
Legendary Resistance (3/Day). If the mithril golem fails a saving throw, it can choose to succeed instead.
Magic Weapons. The mithril golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.
Slam. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 43 (6d10 + 10) bludgeoning damage. If the golem hits a creature with two slam attacks in one turn the target is grappled (escape DC 25). Until this grapple ends, the target is restrained. A creature that is being grappled by the golem at the end of its turn takes 44 (8d10) bludgeoning damage, or half as much damage on a successful DC 20 Constitution saving throw.
Stomp. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 54 (8d10 + 10) bludgeoning damage. The golem can only stomp creatures that are Large or smaller.

Legendary Actions

The mithril golem can take 3 legendary actions, using the Stomp Attack option below. It can take only one legendary action at a time and only at the end of another creature's turn. The golem regains spent legendary actions at the start of its turn.
Stomp Attack. The golem makes a stomp attack.

Kadum's Bane. Priests of Corean hold that the mithril golem was forged by their god to use against the titan Kadum in the Divine War, and that the golem was able to hold Kadum by his tail just long enough for the bestial titan to be gutted and chained by the gods. Its purpose fulfilled, the golem was abandoned on a cliff overlooking the Blood Sea. The priests built a temple around the towering figure, the city of Mithril grew around the temple, and for 150 years the golem has not moved. But the faithful have no doubt their god will rouse the golem to life again one day to defend their city.

Great Strides Towards Victory. The colossal mithril golem towers over not only friend and foe, but also over most buildings and trees. Should it move, its massive stride would allow it to walk as fast as a man can sprint, and to step over obstacles with ease.

Swords from Appendages. Legend has it that the priests of Corean prayed for weapons to aid them in their attempts to cleanse the Blood Sea coast of titanspawn, and soon thereafter a single finger fell from the golem in their temple. From this finger the swords of the paladins of Mithril were forged.

Tactics. The mithril golem will usually attack the most threatening enemy close at hand and pummel it into dust, then find another target. Once it gets a grapple on an enemy it will try to hold on, causing damage each round.



GOLEM, SPONTANEOUS

Most golems are created with powerful magics and intense rituals. But spontaneous golems arise by other means — great passion and intense feelings invest a spontaneous golem with an animus, a driving force, instead of the arcane weavings that provide the same for traditional golems.

Gallows Golem

This golem (also called a Wooden Hangman by those few who know of its existence) exists to kill. But it is fueled by the overwhelming hatred that mobs feel when seeking a scapegoat. It cares nothing for justice, only to fulfill the mob's need to see someone die in punishment for some outrage, real or imagined.

The gallows golem is humanoid only in the roughest sense. Constructed of wooden planks, rusted nails, and old rope, it appears almost like some great marionette. It stands roughly 12 feet high and weighs well over 500 pounds. Its arms are far longer than its legs, nearly reaching the ground even when it stands upright, and it often moves on all fours when traveling great distances. Its most hideous feature, though, is what passes as its head. A thick wooden beam the length of a man's arm juts forth from atop the golem. At the end of that bar hangs an old, frayed noose, which swings like a pendulum when it turns its "neck" side to side. It almost appears as though the golem is looking about through the eyes of the last person to die in that noose, though the rope is empty.

Endless Hunter. Although most of its movements are abrupt and somewhat rough, the gallows golem walks with a smooth gait, and is capable of running tirelessly when seeking its next victim. It smells of old, musty wood, tainted faintly with the coppery tang of spilled blood.

Tactics. Unless it is attempting to kill the specific victim to whom it's been drawn, the gallows golem fights only to defend itself, or to destroy anyone who attempts to keep it from its chosen victim. It uses its noose attack only against its intended victim.



Gallows Golem

Large construct, neutral evil

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	21 (+5)	2 (-4)	10 (+0)	1 (-5)

Armor Class 9
Hit Points 210 (20d10 + 100)
Speed 30 ft.

Saving Throws Con +9
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., passive Perception 10
Languages understands all languages but does not speak
Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.
Magic Weapons. The golem's attacks are magical.
Persistent. The gallows golem is always aware of the location of its prey, as long as they are on the same plane, and it is unaffected by magical attempts to block scrying.

Actions

Multiattack. The gallows golem makes two slam attacks and then one attack with its noose.
Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.
Noose. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* the target is grappled (escape DC 16), unable to speak and suffocating. On subsequent rounds the golem can use its action to deal 12 (1d12 + 6) bludgeoning damage to a creature caught in the noose. It regains the same amount of hit points.

GOLEM, SPONTANEOUS

Serpent Golem

The druids of Mormo use the magic granted to them by their hideous mother to create these terrifying monsters. Serpent golems are writhing, man-shaped piles of venomous snakes, even more potent than the lesser venom golems also manufactured by Mormo's druids. Serpent golems defend the hidden shrines to Mormo that dot the Hornsaw Forest and the wastelands of Ghelspad.

Born in Fear. A serpent golem is created through the use of dark rituals in which a victim (perhaps alive, perhaps not) is submerged in a pit of vipers, cobras and asps. These serpents provide the bulk of the golem's form, writhing around the humanoid underneath.

Tactics. Being non-intelligent constructs, serpent golems pursue their opponents with frightening determination. They use their hypnotize ability to winnow opponents down and then attack those that are still moving, lashing out with a fist made of poisonous fangs.

Serpent Golem

Medium construct, neutral evil

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	2 (-4)	10 (+0)	1 (-5)

Armor Class 12
Hit Points 78 (12d8 + 24)
Speed 30 ft.

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft., passive Perception 10
Languages understands all languages but does not speak
Challenge 6 (2,300 XP)

Hypnotize. The swaying motion of the serpent golem can put other creatures into a trance. Each creature viewing the serpent golem for the first time must make a DC 15 Wisdom saving throw. On a failure, the creature is stunned. On a success, the creature is immune to this effect for 24 hours. A creature can spend its action shaking a creature stunned by this effect, the affected creature can then repeat its saving throw at the end of its turn, ending the effect and becoming immune for 24 hours on a success.
Immutable Form. The golem is immune to any spell or effect that would alter its form.
Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.
Magic Weapons. The golem's attacks are magical.

Actions

Multiattack. The serpent golem makes two biting fists attacks.
Biting Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, 4 (1d4 + 2) poison damage and if the target is a creature it must make a DC 15 Constitution saving throw or become poisoned for 1 minute.



GORGON, SCARN

One of the most twisted legacies the titans left behind are the gorgons. There are actually two varieties of gorgons in the Scarred Lands: the bestial low gorgon, and the humanoid high gorgon. Although they seem as different as humans are from lions, both varieties of gorgon are actually aberrations, and repulsively, they are also completely interfertile — the males of either species can fertilize females of either kind. In either case, they lay clutches of up half a dozen eggs, one in five of which typically hatches into a high gorgon, while the rest become low gorgons.

Spawn of Mormo. The Serpent Mother birthed these wretched creatures shortly before the Titanswar began, and they served their mother obediently throughout the war. They were arguably her most successful and terrifying creation, and today the gorgons work ceaselessly to restore their witch mother.

High Gorgon

A high gorgon looks like a hairless human with faintly elfin features, yet there is something indeterminably cold about its behavior. Within the smooth flesh of its abdomen lies a twisting mass of proboscises or tentacles shaped like fanged serpents. The gorgon can reveal these appendages via a bizarre muscled orifice, a barely discernible vertical slash like a tight-lipped mouth. When revealed, these serpentine appendages lash out through the wet crimson gap, their fangs dripping with venom. High gorgons have their own unique tongue, derived from Titan Speech, which they keep secret from all others except their low gorgon brethren.

Talented Deceivers. High gorgons don't have a proper culture of their own, really; they imitate human society as best they can. Within human society, high gorgons often pose as members of obscure human cults, which seek to convince adherents to grant a little more indulgence to their sect's unusual customs. They have no real allies among the other races, but they have been known to hire or cooperate with various goblins, werewolves, and even Unredeemed asaatthi.

Secretive Arcanists. High gorgons gather in small cabals to exchange information and magic, and they particularly prize any rumors that might lead to another piece of Mormo's dissevered remains. The Hornsaw Forest is a place of pilgrimage to high gorgons, who visit an underground temple there dedicated to the Witch Queen's spilled blood.

Tactics. High gorgons rarely fight directly, preferring to use their servants and low gorgons instead. However, they are capable warriors, using their spells and scimitar to great effect. Once the gorgon has the upper hand, it will not be afraid to reveal the serpents within, as it is certain that no one will survive the fight to report that they are more than what they seem.

Low Gorgon

It seems impossible that the bestial low gorgons are related to their humanoid-seeming cousins, but that's exactly the case. Where the high gorgons are intelligent and subtle, low gorgons are relentless and savage. Still, the blood of Mormo binds them, and the two races are often found in one another's company. A low gorgon looks like a reptilian version of a lion, with a mass of writhing tentacles or snaky tendrils where a lion's mane would be. Its dark-green scales are thick, almost metallic, and its long, flexible tail ends in a bony knob, much like a great mace.

Dull, Yet Trainable. Low gorgons are rather more common than high gorgons, but they still tend to avoid civilization unless their kin imported them. A few people have managed to train low gorgons as watch-beasts by raising them from the egg, but the vicious, cunning creatures have to be monitored carefully at all times lest they turn on their masters at the first opportunity.

Tactics. Low gorgons will vigorously defend high gorgons, attacking any enemies relentlessly. They have no particular strategy other than to kill all threats. At least their presence is a warning to others: if you see low gorgons patrolling an area, you can be sure that a high gorgon is near.



Hexing Eye

1st-level enchantment

Casting Time: 1 bonus action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 minute

You curse a creature that you can see in range. While the creature is cursed, you have advantage on attack rolls against it and do an additional 1d4 force damage. You can use your bonus action on subsequent turns to move the curse to a new target.

At Higher Levels. If you use a spell slot of 2nd level, the spell does 1d6 force damage for each successful attack roll, at 3rd level this becomes a d8, at 4th level it is a d10 and if you use a 5th level slot or higher the spell does 1d12 force damage for each successful attack.

High Gorgon

Medium aberration (titanspawn), lawful evil

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	20 (+5)	15 (+2)	14 (+2)	19 (+4)

Armor Class 16 (with *mage armor*)
Hit Points 123 (13d8 + 65)
Speed 30 ft.

Skills Arcana +6, Deception +8, Perception +6
Damage Resistances cold, necrotic, psychic
Damage Immunities poison
Condition Immunities paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Gorgon, Titan Speech, plus any two other tongues
Challenge 9 (5,000 XP)

Magic Resistance. The high gorgon has advantage on saving throws against spells and other magical effects.
Serpentine Ancestry. Magic can't put the high gorgon to sleep.
Spellcasting. The high gorgon is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, or +8 to hit with spell attacks). The gorgon knows the following sorcerer and warlock spells:

Cantrips (at will): *acid splash, mage hand, minor illusion, prestidigitation*
1st level (4/day): *charm person, hexing eye**, mage armor, magic missile*
2nd level (3/day): *alter self, enthrall, rend the sovereign soul**
3rd level (3/day): *clairvoyance, fear, fly*
4th level (3/day): *binding aura*, dominate beast*
5th level (2/day): *dominate person*
6th level (1/day): *mass suggestion*

Actions

Multiattack. The high gorgon makes two scimitar attacks and one Serpents attack.
Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) poison damage.
Serpents. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 21 (6d6) poison damage.



Low Gorgon

Large aberration (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	22 (+6)	6 (-2)	13 (+1)	11 (+0)

Armor Class 15 (natural armor)
Hit Points 126 (11d10 + 66)
Speed 40 ft., swim 30 ft.

Skills Perception +4
Damage Resistances acid, cold, psychic
Damage Immunities poison
Condition Immunities paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Gorgon, Titan Speech (can't speak)
Challenge 8 (3,900 XP)

Keen Smell. The low gorgon has advantage on Wisdom (Perception) checks that rely on smell.
Magic Resistance. The low gorgon has advantage on saving throws against spells and other magical effects.
Serpentine Ancestry. Magic can't put the low gorgon to sleep.

Actions

Multiattack. The low gorgon makes four attacks: a bite, two claws, and a tail slam.
Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 13 (3d8) acid damage.
Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.
Tail Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

GRAY LANCER

The size of a small dog, this beetle is a shiny gray with an intricate black swirls on its carapace, each a unique pattern. Above its head is a single spiky growth of its exoskeleton, a horn facing forward like a knight's lance. It is found in forested regions throughout the continent of Termana, but it is most common in the southeastern jungles.

Gray Lancer

Small beast, unaligned

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	18 (+4)	1 (-5)	12 (+1)	3 (-4)

Armor Class 14 (natural armor)
Hit Points 30 (4d6 + 16)
Speed 20 ft., climb 15 ft., fly 30 ft.

Senses passive Perception 11
Languages —
Challenge 1 (200 XP)

Distraction. The gray lancer can use a bonus action to lift up its carapace. The intricate patterns have a hypnotic effect on animals and humanoids. Each creature that can see its carapace must make a DC 11 Wisdom saving throw or have disadvantage on any attacks against the gray lancer until the end of their next turn.

Poisonous Mandibles. When it makes a successful bite attack, the gray lancer can use a bonus action to inject poison into the wound. An affected creature must make a DC 12 Constitution saving throw or be poisoned for 1 minute.

Actions

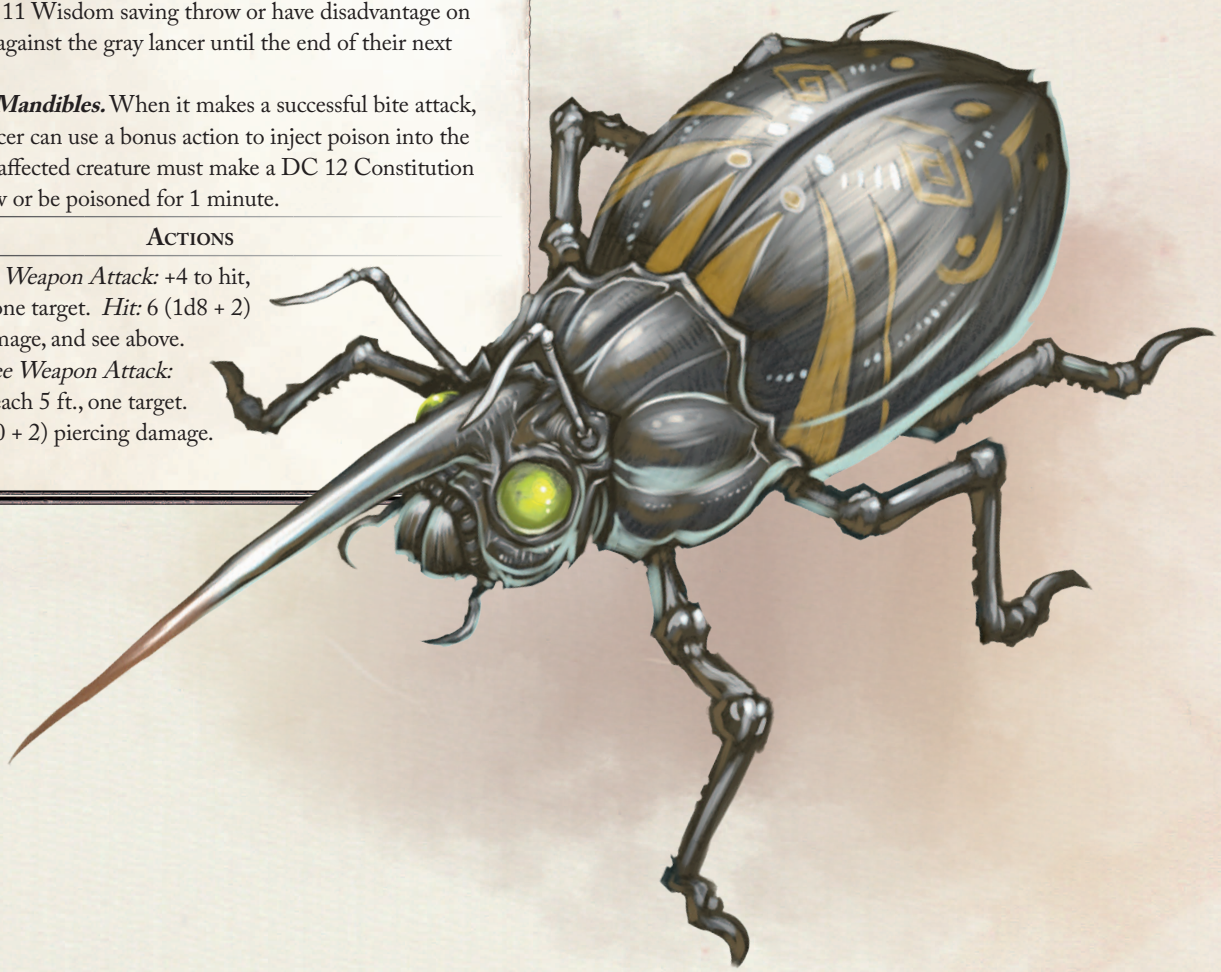
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and see above.

Horn. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Fighting Bugs. Lancers are very aggressive, a trait that causes some folk in southern Termana to have them battle while onlookers bet on the outcome. Such individuals are normally kept in cages, often with their wings clipped or even plucked to prevent them from flying away.

Keepers of the Past. The Terali view these insects differently from halfling and human tribes. Terali druids teach the tribes to respect and honor grey lancers, believing them to be mirrors to the past, their beautiful back patterns telling fantastic stories from long ago. Many terali druids claim to know the secrets of interpreting a grey lancer's carapace pattern, and these individuals are always in demand as sages and storytellers. Among the terali, harming a grey lancer is sinful — somewhat akin to hurting one's own past and the valuable lessons it holds.

Tactics. A gray lancer is a ferocious fighter, never giving up until either it or its opponent is dead. The insect usually charges into combat attempting to gore its opponent with its massive horn. If the enemy still stands after the initial attack, then it falls back to its secondary tactic, trying to poison the opponent with its bite. In desperation, it will lift its carapace in an attempt to distract the opponent and then either flee or attack with its horn again.



GREAT HARRIER

An enormous hunting bird of striking appearance floats on a thermal high above. Though some distance away, it is clear that the creature is huge, for as it passes overhead its wings momentarily obscure the sun.

Allies of the Elves. Revered by Urian elves as almost holy, the great harrier is a magnificent sight to behold in the skies of the Scarred Lands. They are famed for their role as the vanguard of the Coreanic cavalries in the Titanswar, when they helped scour the Scarred Lands of dragons and other titanspawn. Today, though, the great harriers are mainly used to scout, patrol, and defend Uria.

Elite Steeds. Difficult to train but staunchly loyal, the harriers are sometimes used for travel on important secret or diplomatic missions, as they can protect their riders from harm as well as take a battle to an enemy.

Precious Eggs. Great harriers are closely associated with Urian elves, but that doesn't rule out the possibility that they may still exist in the wild. Adventurers who capture a wild harrier or its eggs, and are willing to risk the wrath of the Urian elves, would find many wealthy nobles willing to pay a king's ransom.

Tactics. If carrying a passenger, the harrier will use its speed and Ward feature to quickly escape danger. In combat, the harrier will often try to grapple an enemy and then fly off to dispose of its victim in a creatively fatal way.



Great Harrier

Huge beast, neutral good

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	15 (+2)	7 (-2)	9 (-1)	21 (+5)

Armor Class 18 (natural armor)
Hit Points 170 (20d12 + 40)
Speed 30 ft, fly 120 ft

Saving Throws Dex +9, Cha + 10
Skills Perception +4
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 14
Languages Elvish, Ledean
Challenge 13 (10,000 XP)

Frightful Presence. Any creature (except for other harriers and Urian elves) within 60 feet of a great harrier and aware of it must make a DC 17 Wisdom saving throw. On a failed save, the creature is frightened of the harrier for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the harrier is flying, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for the next 24 hours.
Keen Vision. The great harrier has advantage on Perception checks that depend on vision. They can make out Tiny creatures from a mile away.

Grasp. If the harrier succeeds with two claw attacks in one turn against a single target that is Medium or smaller, it may use a bonus action to grapple the target (escape DC 20). Until the grapple ends, the target is restrained, and the harrier can't use its claw attacks.

Actions

Multiattack. The harrier can make one bite attack and two claw attacks.
Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.
Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Reactions

Ward. If the harrier or a rider it carries is attacked by a weapon or targeted with a spell, as a reaction the harrier surrounds itself with a magical globe of protection, imposing disadvantage on attack rolls against itself or its rider, and granting both harrier and rider advantage on saving throws versus magic. The ward lasts for 1 minute, then the harrier must take a short rest before using this ability again.

HAG, SCARN

More than simply witches, hags are a different breed of creature entirely — foul, cruel monsters, corrupted by the influence of the fallen titan of witchcraft, Mormo, whose dark blessings infuse them. The hags have strange magical and elemental powers, allowing them to align themselves with the forces of the night and with darker aspects of nature. The pact they swear to Mother Mormo keeps them from aging, so that the passage of time does naught but make them more powerful.

Hags are typically either disgustingly gaunt or hideously rotund, with sharp noses, pointy chins, warts, and hairy moles. They typically live only to acquire power, which they do happily at the cost of their humanity. Hags on Scarn are invariably larger than normal humans, often standing 10 feet or more in height as a result of the Hag Queen's influence and the strange magical procedure that produces them.

On the whole, hags are hateful, despising most mortals and preying on them whenever the opportunity arises. Hags frequently adorn themselves with the remains of their victims, making horrific trophies of the bones, scalps, or skins of those who have crossed their paths.

Hags in the Scarred Lands can form covens, as described in the core monster rulebook.

Hag Queen's Metamorphosis. Traditionally, a female of any mortal race who has been driven from her home, especially for unjust reasons or by profound acts of chauvinism or misogyny, could become a hag by offering herself to Mormo. The Hag Queen's children sometimes use divinatory powers to determine where they might next find a future sister. They spirit away likely candidates to their secluded wilderness lairs, there teaching the mortal women — as often as not unwilling prisoners of their malicious, cruel mentors — the dark ways of witchcraft bequeathed to them by their colossal queen.

Even today, hags still gather recruits in the old way. They select women who have suffered exile, although some will also choose young women from happy homes, plotting to ruin their young charges' lives, and those of their families, out of spite. Female spellcasters who demonstrate a strong natural talent, particularly when combined with intense ambition, are prized targets.

Willing or otherwise, a hag feeds her new "granddaughter" a diet of strange fruits and herbs, raw fish, poisonous berries, gulls' heads, fungal tea, or whatever bilious concoction is appropriate to begin the evolution. Step by step, the woman is stripped of her humanity; by the time she reaches late middle age, she has mastered the elemental ways of the hags, and soon her transformation is complete. As she becomes a hag, her teeth and claws lengthen and become sharper; her skin hardens; she becomes wiry and tough; and she develops an unnatural understanding of the forces of nature so that she is able to manipulate it in accordance with her will.

Unmentored Hags. Not all hags are brought into being deliberately by other hags. There are some women who feel such deep hatred, anguish, or rage that it sustains them through circumstances that would normally kill a mortal. No one is quite sure how such creatures occur spontaneously, although there is always some kind of extraordinary supernatural circumstance involved.

Creating a Hag

No two hags on Scarn are the same, although they share certain traits — most notably the ability to cast spells. Ideally, hags in the Scarred Lands should be built from scratch using the monster creation rules in the core manuals.

To save time, a GM can use a standard hag from the core rules, with only the following changes:

- Increase the hag's size to Large.
- Add the titanspawn tag.
- Add the Spellcasting feature, with a spellcaster level of somewhere between half and equal to the hag's HD and spells from the druid, sorcerer, or warlock spell lists. The hag uses Intelligence, Wisdom, or Charisma as her spellcasting ability (whichever is highest); in some cases, the GM should increase one of these ability scores to reflect the hag's spellcasting acumen.
- It may also be necessary to increase the hag's Challenge rating as dictated by her Spellcasting ability. (See "Creating a Monster Stat Block" in the core manuals.)
- If the hag casts spells as a druid, it gains proficiency in the Nature skill. If the hag casts spells as a sorcerer or warlock, it gains proficiency in the Arcana skill.

Alternatively, the GM can create a hag from a normal humanoid spellcaster using the following template.

Hag Template

Any female humanoid can become a hag, provided it is able to cast druid, sorcerer, or warlock spells. A creature that becomes a hag retains all its statistics except as noted below.

Size. The hag's size increases by one category, to a minimum of Large.

Type. The hag's type changes to fey, and it gains the titanspawn tag.

Alignment. The hag's alignment is always evil.

Senses. The hag gains darkvision out to 60 feet if she does not already have darkvision.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a Wisdom saving throw against the hag's spell save DC. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

HAG, SCARN

New Action: Claws. The hag gains a Claws attack, a melee weapon attack that deals 2d6 slashing damage + the hag's Strength or Dexterity modifier. For each size category the hag is above Large, increase this damage by 2d6.

New Action: Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of Medium or Large size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on an Intelligence (Investigation) check against the hag's spell save DC to discern that the hag is disguised.

Sample Hag

The following unique hag is based on an NPC druid, raised to 12th level, with the hag template added. Her Strength, Constitution, and Wisdom scores have been increased, and she has been given a flying speed of 60 feet, damage resistances and immunities to match her role, the Lightning Shroud feature, and a Lightning Blast attack.

Hielaa, Hag of the Dar al Annot

One of the foremost operatives of the sinister Dar al Annot in the Hornsaw Forest, Hielaa is a horrible crone, cunning and utterly ruthless. This huge crone's skin is a dusky gray, like that of a storm cloud, and her yellow eyes flash like lightning. Her face is dominated by an inhumanly long, tapered nose; long white hair balloons out around her head like a lion's mane, swirling as if constantly ruffled by a chaotic wind.

Hielaa

Large fey (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	12 (+1)	18 (+4)	11 (+0)

Armor Class 14 (natural armor) (16 with *barkskin*)
Hit Points 136 (13d10 + 65)
Speed 30 ft., fly 60 ft. (hover)

Skills Medicine +7, Nature +4, Perception +7
Damage Resistances cold, thunder
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 17
Languages Ancient Ledean, Druidic, Ledean, Giantish, Sylvan, Titan Speech
Challenge 8 (3,900 XP)

Horrific Appearance. Any humanoid that starts its turn within 30 feet of Hielaa and can see her true form must make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Hielaa is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Hielaa's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Hielaa.

Lightning Shroud. When Hielaa hits with any weapon, the weapon deals an additional 9 (2d8) lightning damage (included in the attack). At the start of each of her turns, Hielaa deals 9 (2d8) lightning damage to any creature grappling her.

Spellcasting. Hielaa is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, or +7 to hit with spell attacks). Hielaa has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, poison spray, resistance*
1st level (4/day): *charm person, cure wounds, fog cloud, speak with animals*
2nd level (3/day): *animal messenger, barkskin, enhance ability, gust of wind*
3rd level (3/day): *call lightning, chill wind*, protection from energy, wind wall*
4th level (3/day): *blight, ice storm, stoneskin*
5th level (2/day): *conjure elemental*
6th level (1/day): *conjure fey*

Actions

Multiattack. Hielaa makes two claw attacks or uses Lightning Blast twice.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) lightning damage.

Lightning Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 25 (6d6 + 4) lightning damage, and the target cannot take reactions until the start of its next turn.

Illusory Appearance. Hielaa covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if Hielaa takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, Hielaa could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 14 intelligence (Investigation) check to discern that Hielaa is disguised.

In the recent past, Hielaa was responsible for losing an artifact sacred to the Dar al Annot and now works furiously to get it back.

Tactics. Hielaa refuses to engage her enemies in melee when her abilities can prevent them from ever touching her, remaining in flight, with gusting winds around her to disrupt missile attacks. In fact, she dislikes touching the ground entirely, doing so only out of necessity.

Sample Hag

Here a sea hag has been modified using the "Creating a Hag" guidelines above. Her Charisma score has been increased to 17 to augment her sorcerer spellcasting.

Imishakaia, the Crone of Bleached Bay

Imishakaia is a creature of the oceans, with an undersea lair of sharp stones, whale bones, and sea shells. The sea floor near her lair is littered with the wreckage of ships as well as anything else interesting she can find to mark her territory. She sometimes keeps sharks as pets and guards for her demesnes.

Sullen and Reclusive. Imishakaia rarely comes to the surface, preferring to remain in the depths, far from the hated mortal races. From time to time, she may swim up to the surface, climb the side of a passing ship, and drag a victim down to her lair as a means of adding some variety to her diet. Other times, she has been known to ride the violence of a particularly fierce storm on the surface of the sea.

Tactics. Imishakaia tends to use her spells to gird herself before combat or to escape, if needed; she prefers to taste blood on her claws after combat and does not like fighting from a distance. Imishakaia may begin an encounter by hurling armored opponents into the water to drown, then attacking less heavily armored foes with her terrible claws.

Sample Hag

The following unique hag is built using the monster creation rules.

Yshalla, Hag of the Icy Winds

The people of Albadia all know of Yshalla. Her name is invoked to make children behave on winter nights when the winds howl outside, for it is well known that the hag loves to steal children away and turn them into her servants — or food. The wise know that Yshalla was once one of the Helliann, back when that sisterhood worshipped a triune of titans. In the conflict following the Titanswar, while Denev's worship remained acceptable, those who worshipped Mormo or Lethene were

Imishakaia

Large fey (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	17 (+3)

Armor Class 14 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft., swim 40 ft.

Skills Arcana +3
Senses darkvision 60 ft., passive Perception 11
Languages Darakeene, Giantish, Kraken, Titan Speech
Challenge 3 (700 XP)

Amphibious. Imishakaia can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of Imishakaia and can see her true form must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Imishakaia is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Imishakaia's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Imishakaia.

Spellcasting. Imishakaia is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, or +5 to hit with spell attacks). Imishakaia knows the following sorcerer spells:

Cantrips (at will): *dancing lights, enumerate*, mage hand, minor illusion, ray of frost*
1st level (4/day): *fog cloud, shield, thunderwave*
2nd level (3/day): *hold person, invisibility*
3rd level (2/day): *gaseous form*

Actions

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

Death Glare. Imishakaia targets one frightened creature she can see within 30 feet of her. If the target can see Imishakaia, it must succeed on a DC 13 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. Imishakaia covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if Imishakaia takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, Imishakaia could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 15 Intelligence (Investigation) check to discern that Imishakaia is disguised.

HAG, SCARN

cast out or slain; Yshalla, a rage-filled apprentice witch and a staunch worshipper of the titans, was one of the first to be driven out. Yshalla is a giant woman with deep blue-black skin covered in an icy rime. Her heavy black staff, nearly as tall as she, is adorned with a carven skull. Pale bluish-white hair hangs thin and stiff, as if frozen, from beneath a crude leather cap or bonnet, and she exudes an aura of bitter cold.

Champion of the Titans. Wrapped in tattered, dirty collections of the hides of her prey, the hag now haunts the northern lands, feeling it her sacred duty to protect the northern wastes from incursions by non-titan-worshiping humanoids. She often haunts the wilderness outside human settlements, avenging herself on the god-fearing mortals who once drove her out to die of exposure.

Mistress of Arctic Monsters. Yshalla has also been known to use various charmed animals or monsters to do her bidding; she has also been known to strike pacts with creatures such as sleet devils to share prey. At one time, she even positioned herself as the chieftain of a tribe of ice ghouls, who brought her meat in exchange for her guidance and strength. Unless her victim is a lone wanderer or obviously easy prey, Yshalla orders her menagerie of arctic allies to soften interlopers up.

Tactics. Once her targets have been weakened (and she has evaluated their tactical capabilities and preferences), Yshalla either attacks directly, using her breath weapon and spells against the most dangerous spellcasters, or else she stalks the party, picking them off one at a time as she separates them from one another or as they sleep.



11

Yshalla

Large fey (shapechanger, titanspawn), lawful evil

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	22 (+6)	20 (+5)	17 (+3)	18 (+4)

Armor Class 17 (natural armor)
Hit Points 184 (16d10 + 96)
Speed 30 ft.

Saving Throws Dex +5, Int +9, Cha +8
Skills Arcana +9, History +9, Intimidation +8, Perception +7
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 17
Languages Albadian, Ancient Ledean, Giantish, Primordial, Titan Speech
Challenge 11 (7,200 XP)

Horrific Appearance. Any humanoid that starts its turn within 30 feet of Yshalla and can see her true form must make a DC 17 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Yshalla is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Yshalla's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Yshalla.

Icy Form. Yshalla's weapon attacks are magical. When Yshalla hits with any weapon, the weapon deals an additional 9 (2d8) cold damage (included in the attack). At the start of each of her turns, Yshalla deals 9 (2d8) cold damage to any creature grappling her.

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

Otherworldly Perception. Yshalla can sense the presence of any creature within 30 feet of her that is invisible or on the Ethereal Plane. She can pinpoint such a creature that is moving.

Spellcasting. Yshalla is a 15th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, or +9 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *chill touch, dancing lights, minor illusion, fire bolt, ray of frost*
1st level (4/day): *charm person, fog cloud, hideous laughter, longstrider*
2nd level (3/day): *blindness/deafness, hold person, misty step, shatter*
3rd level (3/day): *bestow curse, chill wind*, gaseous form, tongues*
4th level (3/day): *darkstaff*, ice storm, resilient sphere*
5th level (2/day): *cone of cold, scrying*
6th level (1/day): *eyebite*
7th level (1/day): *etherealness*
8th level (1/day): *control weather*

Winter Witch. Yshalla can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra moment. In arctic terrain, Yshalla leaves behind no tracks or other traces of her passage unless she wishes to; if she does not, she can't be tracked except by magical means.

Actions

Multiattack. Yshalla makes two Icy Staff attacks.

Claws (Hag Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 9 (2d8) cold damage.

Icy Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 13 (2d8 + 4) bludgeoning damage if used in two hands, plus 27 (6d8) cold damage. The target's speed is reduced by 20 feet until the start of Yshalla's next turn.

Change Shape. Yshalla magically polymorphs into a Medium or Large female humanoid, or back into her hag form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her hag form if she dies.

HAMADRYAD

When I was a child, my father took a position that had us living on the outskirts of the Hornsaw Forest. That's where I met her. She was so wild and free, and I played with her any chance I could. As I grew, my feelings for her became stronger, until it was impossible for my father to ignore. He put his foot down. He didn't mind me flirting with the village girls, but he couldn't let his daughter love a tree.

That winter, we moved back to the capital. I still think about her sometimes, even though I know my father probably saved me from a broken heart, and certainly a few splinters.

A hamadryad resembles a slender young woman, with a complexion a shade of rich wooden brown and impressive 'hair' that is actually a mass of long, flexible, willow-like branches. Their toes are long and can lengthen into roots when the hamadryad is thirsty. Their skin might look normal but it is as hard as any wood and once you touch it, it is impossible to confuse the hamadryad for a being of flesh and blood.

Hamadryad

Medium plant, any neutral

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	13 (+1)	10 (+0)	14 (+2)	17 (+3)

Armor Class 16 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 40 ft., climb 30 ft.

Skills Deception +5, Insight +4, Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Hamadryad, Ledean, Sylvan
Challenge 2 (450 XP)

Forest-goer. The hamadryad has advantage on all Dexterity (Stealth) checks made within a forest.

Innate Spellcasting. The hamadryad's innate spellcasting ability is Wisdom (spell save DC 12). She can innately cast the following spells, requiring no material components.

At will: *druidcraft, guidance, resistance*
3/day each: *entangle*
1/day each: *spike growth*

Sneak Attack. Once per turn, the hamadryad deals an extra 7 (2d6) damage when she hits a target with a melee attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hamadryad that isn't incapacitated and the hamadryad doesn't have disadvantage on the attack roll.

Sylvan Allies (Recharge 5-6). If the hamadryad is in a forest, she can summon a woodland animal (a Medium or smaller beast of CR 1/2 or less) which arrives at the end of her next turn. The beast will fight to protect the hamadryad at any cost.

Actions

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

Protectors of the Grove. Within each hamadryad's forest is a secret glade where the wood nymphs gather. They keep any treasure they've found here. If their forest is endangered, the hamadryads will use their treasure to bribe others into helping them defend their lands.

Friends of Denev. Hamadryads sometimes cooperate with druids, unicorns (even hornsaws) or any of Denev's servitors. While they can speak Ledean and Sylvan haltingly, they communicate among themselves with a whispering language like the wind among the trees.

Tactics. Hamadryads do not relish combat, but they fight to defend their woods if they judge an intruder to be too great a threat. They use their superior mobility and camouflage to attack those on the fringe of a group, often using *spike growth* or *entangle*. They will then disappear back into the forest until another opportunity presents itself.

Swamp Hamadryads

Certain secluded swamps or bayous enjoy the protection of a swamp-dwelling version of the hamadryad. These "swamp maidens," as they're sometimes called, are much like their forest cousins in most ways. However, these hamadryads of the swamps tend to be slightly more inclined toward maliciousness where interlopers are concerned, and they can call on darker allies to protect their homes.



HELLFIRE BLOODSHARK

"This boat is plenty big enough." — *The famous big game hunter Bron Godlev, last seen on the quays of Hedrad.*

These rare but terrifying predators cruise the Blood Sea between Ghelspad and Termana. They are massive creatures, some growing to be almost 40 feet in length. They resemble gigantic sharks covered in razor-sharp spines, the tips of which glow red with the fury of the imprisoned titan that created them.

Kadum's Anger. The bloodshark burns with hatred, quite literally. When its massive fin breaks the water you can see bubbles of boiling water surrounding its sleek body and left within its wake. While its spines are the most dangerous, its entire body is hot to the touch and the water surrounding it boils with its anger.

Tactics. Hellfire bloodsharks are voracious feeders, viciously attacking any creature that comes near. Against foes that show an ability to defend themselves, they try repeated passes raking with their spines and using their Swim by feature to leave the target behind. If truly threatened, they rage and concentrate their attacks on the greatest threats, swallowing them to remove them from the battlefield. They are also known for attacking small ships, crushing hulls with their powerful bite or piercing them with their scalding spines.



Hellfire Bloodshark

Gargantuan monstrosity, neutral evil

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	19 (+4)	2 (-4)	12 (+1)	2 (-4)

Armor Class 18
Hit Points 261 (18d20 + 72)
Speed 0 ft., 80 ft. swim

Skills Athletics +11, Perception +6
Senses passive Perception 16
Languages —
Challenge 13 (10,000 XP)

Blood Frenzy. The bloodshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Burning Presence. The water that surrounds a bloodshark boils with its heat. Any creature that moves within 10 feet of the bloodshark must make a DC 16 Constitution saving throw or take 10 (3d6) fire damage. If the bloodshark is raging, creatures have disadvantage on the saving throw.

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

Rage (3/day). The bloodshark can use its bonus action to enter a rage. While raging, the bloodshark has resistance to all bludgeoning, piercing and slashing damage, has advantage on Strength checks and saving throws, and adds +3 damage to all melee attacks. The rage lasts 1 minute and ends early if the bloodshark is knocked unconscious or if its turn ends without having attacked a hostile creature or having taken damage since its last turn.

Swim by. The bloodshark doesn't provoke opportunity attacks when it swims out of an enemy's reach.

Actions

Multiattack. The bloodshark makes a bite attack and can make up to three spine attacks, each against a different creature within range.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 34 (8d6 + 6) slashing damage. If the target is a creature, it is grappled (escape DC 21, or 26 if raging). Until the grapple ends, the target is restrained, and the bloodshark can't bite another target.

Spines. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) fire damage.

Swallow. The bloodshark makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the bloodshark, and it takes 21 (6d6) fire damage at the start of each of the bloodshark's turns.

If the bloodshark takes 30 damage or more on a single turn from a creature inside it, the bloodshark must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which exit prone in a space within 10 feet of the bloodshark. If the bloodshark dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 20 feet of movement, exiting prone.

HIVESKIN

The creature appears somewhat like a rhinoceros, heavy bodied, with numerous short horns sprouting from its head. It is surrounded by a swarm of small flying insects that dart in and out of the creature's skin, seeking shelter in the hollows of the beast's hide.

Swarm home. Hiveskins are large pachyderms, massively built and sporting many large horns on their heads. Their skin is extremely thick and gray-green in color. Cavities and patchy hair on the creature's hide and the many bony protrusions on its back are home to a species of large insect known as the hive-fly. These insects can be deadly in a swarm and vigorously defend their host. The hiveskin inhabits plains and grasslands all over Scarn, but is most prevalent in the savannahs of Termana. It gets along well with all kinds of flying vermin, and is sometimes found with swarms of other types of insects than the hive-fly.

Rare mount. Hiveskins are well-tempered, vigilant and steadfast and can serve as a loyal mount once domesticated. However, their tendency to attract swarms of insects remains a challenge for any who would ride one.

Tactics. Hiveskins are normally peaceful herbivores and do not behave aggressively, but can be fierce combatants if provoked or if their herd or their young are threatened. In the face of common threats, they will allow their insect swarms to attack the threat and then move away until the creature decides that there are easier meals. Under determined attack, the hiveskin will charge the creature, knocking it down and pummeling it on the ground.

Hiveskin

Large beast, unaligned

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	2 (-4)	14 (+2)	5 (-3)

Armor Class 16 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft.

Saving Throws Con +6
Senses passive Perception 12
Languages —
Challenge 5 (1,800 XP)

Swarms. The hiveskin is home to three **insect swarms**. If the hiveskin is attacked the swarms fly out to defend their host.
Trampling Charge. If the hiveskin moves at least 20 feet straight toward a creature and then hits it with a stomp attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the hiveskin can make another stomp attack against it as a bonus action.

Actions

Multiattack. The hiveskin makes a stomp and a gore attack.
Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.
Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.



HOLLOW KNIGHT

A proud knight stands in gleaming armor, its shield and longsword at the ready, the only hint that they are not a normal warrior is the empty blackness visible behind its open face-guard.

Hollow Knight

Medium construct, lawful neutral

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	10 (+0)	12 (+1)	8 (-1)

Armor Class 20 (plate, shield)
Hit Points 57 (6d8 + 30)
Speed 30 ft.

Saving Throws Str +8, Con +8
Skills Insight +4, Intimidation +5, Perception +4, Religion +3
Damage Immunities acid, cold, fire, force, necrotic, poison, psychic, radiant, thunder; bludgeoning, piercing, and slashing from magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Ledean, those it spoke in life
Challenge 6 (2, 300 XP)

Immutable Form. The hollow knight is immune to any spell or effect that would alter its form.
Limited Magical Immunity. The hollow knight cannot be affected by spells of 6th level or lower, unless the spell does lightning damage. The hollow knight has advantage on saving throws against all other spells and magical effects and is immune to damage from magical weapons.
Magic Weapons. The hollow knight's weapon attacks are magical.
Military Precision. The hollow knight has advantage on its attack rolls if another hollow knight is within 10 feet of its target.

Actions

Multiattack. The hollow knight makes two attacks with its lance if mounted, otherwise it makes two attacks with its longsword.
Lance. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.
Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage or 10 (1d10 + 5) slashing damage if used with two hands.

The Gleaming Legion. During the Divine War, Corean created the Hollow Knights by fusing the spirits of the faithful with molded armor of his design. The ghosts inhabited the armor and strode forth to war against the celestial tyrants. As reward for their service and loyalty, Corean decreed that, after the war, the Gleaming Legion would be allowed to return to the world that they had helped secure.

Betrayed by Vangal. The Ravager, jealous of Corean's army and their victories, defiled the mortal remains of the knights. This betrayal denied the knights a return to life, damning them to linger on as spirits inhabiting hollow armor. Despite Vangal's betrayal, the hollow knights have prospered since the Divine War, establishing a kingdom in the Gleaming Valley on the northwestern edge of the Hornsaw Forest. With no further need of his Gleaming Legion, Corean stopped creating the knights. To carry on their legacy and to ensure the Gleaming Valley would never fall, the hollow knights have turned to powerful magic to create new generations of heroes: the hollow legionnaires. The hollow knights see the legionnaires as the children they can no longer have. Standing together, the knights and legionnaires defend the Gleaming Valley, ensuring the future of their prosperous and peaceful kingdom.

Identical in Appearance. Hollow knights are identical in appearance, cast as they are from the same mold. All appear as knights in full plate armor, although their open face masks reveal a disturbing darkness within — and nothing more. The only variance among hollow knights denotes rank: common knights are burnished bronze, barons are shining silver, and earls are glittering gold. Despite the fact that they appear to have no mouths, hollow knights speak Common in haunting, tinny, reverberating voices.

Tactics. When mounted, a hollow knight usually charges with its lance. If possible, the knight attacks other mounted soldiers, but lacking such targets it deigns to attack infantry. On foot, the construct attacks with its longsword, again choosing to attack those it feels to be the worthiest opponents, typically an enemy warrior with the best equipment. When Hollow knights fight together, they are able to synchronize their movements in ways no living army can match, allowing them to more easily capitalize on enemy weaknesses and mistakes. Although their reputation on the battlefield defines them as fearless, many hollow knights dread dying again and losing their lease on the world.



HOPE

Although usually in an adopted guise as a humanoid of some kind, in its natural form the hope appears to be a beautiful human, potentially of any race or gender, with angelic wings.

Hope

Medium celestial, neutral good

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	14 (+2)	17 (+3)	20 (+5)

Armor Class 16 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft., fly 90 ft. (natural form only)

Saving Throws Dex +8, Wis +7
Skills Insight +6, Medicine +5, Perception +6, Persuasion +8
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 7 (2,900 XP)

Aura of Hope. Allies within 60 feet of a hope in its true form receive inspiration at the beginning of each of their turns, if they can see it. They are additionally immune to the Induce Fear feature of the hope's opposite numbers, the dread.

Innate Spellcasting. The hope's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components.

At will: *alter self, bless, detect evil and good, faerie fire, sanctuary*
3/day each: *beacon of hope, lesser restoration, remove curse*
1/day each: *hallow, dispel evil and good*

Actions

Multiattack. The hope makes two longbow attacks.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Hope is a Strategy. The angelic beings called hopes were among the divine hosts created by the goddess Madriel. Intended to grant comfort, healing, and inspiration to her followers, hopes served in many battles against the titans, improving the morale of Madriel's troops, and many were slain by the titans and their minions. In this effort, they are opposed by the remaining dread, twisted versions of hopes made by Madriel's evil sister Belsameth.

The Mission Goes On. A few hopes linger on today, still serving their creator and providing aid to the good races, helping to restore hope and confidence in the future of the Scarred Lands, and most especially hunting and exposing their hated enemies, the dread. Using their magic to hide their true nature, they often pose as wandering bards, and serve as diplomats and mediators. After a hope has visited a place, it leaves behind a single pure white feather.

Tactics. Hopes avoid combat, seeing bloodshed as a failure and option of absolute last resort. When forced to fight, a hope will use its magical abilities first, and then avoid physically damaging attacks unless absolutely necessary. Hopes can only fly in their natural form.



HORNSAW

Unicorns in the Scarred Lands were once benevolent, yet ferociously territorial magical beasts that guarded the heart of Scarn's forests; the hornsaw (or hornsaw unicorn) is less magical, yet far more ferocious than a traditional unicorn. One of these beasts, sighted not long after the Titanswar, first gave the Hornsaw Forest its new name, for nothing summed up the changes to the land better than the unruly beasts its unicorns had become.

A hornsaw looks much like a great, shaggy warhorse with sharply cloven hooves and a predator's teeth. Most striking of all, however, is the metallic, slightly curved, saw-edged horn that grows from its forehead.

Hornsaw

Large beast (titanspawn), chaotic neutral

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	21 (+5)	9 (-1)	17 (+3)	12 (+1)

Armor Class 15 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 50 ft.

Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan, Titan Speech (can't speak)
Challenge 7 (2,900 XP)

Charge. If the hornsaw moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.
Magic Resistance. The hornsaw has advantage on saving throws against spells and other magical effects.
Magic Weapons. The hornsaw's weapon attacks are magical.
Wounded Fury. When it has 35 hit points or fewer, the hornsaw has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

Actions

Multiattack. The hornsaw makes three attacks: one with its hooves, one with its bite, and one with its horn.
Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.
Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.
Horn. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Inheritors of the Forests. The hornsaw is now the "default" breed of unicorn throughout the Scarred Lands. According to sages, this change is probably due to breeding between hornsaw unicorns that migrated outward and the more "common" breed of yore. If so, it would stand to reason that what is now commonly called the hornsaw is merely a halfbreed — implying that there might be "true" hornsaw unicorns in the depths of the Hornsaw Forest that are even larger and more vicious than these brutes.

Tactics. The hornsaw is omnivorous, and while it is usually content to graze, it gladly eats intruders who enter its domain. It rarely hunts for food or sport, but it can be remarkably aggressive when defending its territory. The hornsaw charges headlong into its opponents, ripping and goring, though it is canny enough not to do so against any group of foes that possess spears or other weapons that might be set to receive its charge.



HORROR BEAST

Brought forth from the deepest nightmares of humanoids and monsters alike, these beasts are shaped like huge, black-furred hunting cats but their bodies are twisted, as if something from a tale of horror. Their mere presence is enough to send the weak-hearted into a panic of terror.



New to Civilized Lands. Horror beasts did not stalk Ghelspad and other areas of civilization until recent days. But it also seems certain that they were made by the titans for the Divine War. So did the beasts simply lurk at the edge of the lands, not attacking for some unknown reason? Or were they a last moment effort, forgotten in some titan's vault that has only recently escaped? Or is it possible that some trapped titan retains some power and has brought something new to the Scarred Lands? In any case, tales of the horror beast are beginning to spread.

Tactics. Horror beasts stalk their chosen prey, preferring to attack from ambush and use their Horrific Wail as an opening tactic. They then do not hesitate to close in and attack anyone they can reach, relying on their Quick Reflexes and Aura of Terror to protect them. Once they select a target, they usually remain with that target until it goes down, unless there's a strong need to attack something else.

Horror Beast

Large monstrosity (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	25 (+7)	11 (+0)	14 (+2)	10 (+0)

Armor Class 15
Hit Points 150 (12d10 + 84)
Speed 40 ft.

Saving Throws Dex +10, Con +12, Wis +7
Skills Athletics + 10, Intimidation +5, Perception +7, Stealth +10
Damage Immunities *special, see below*
Damage Resistances *special, see below*
Senses darkvision 60 ft., passive Perception 17
Languages —
Challenge 14 (11,500 XP)

Aura of Terror. The horror beast uses its bonus action to cause all creatures that it can see and can see it to take 1d4 psychic damage. The horror beast regains hit points equal to the damage dealt.
Quick Reflexes. When the horror beast uses its reaction, roll 1d6. On a 4, 5 or 6 it recovers its reaction and can use it again.

Actions

Multiattack. The horror beast makes two claw attacks and a bite attack.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 +5) slashing damage.
Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.
Horrific Wail (Recharge 6). As an action, a dream horror lets out an ear-shattering wail that causes each creature of its choice within 60 feet of it to make a DC 18 Wisdom saving throw. On a failure the creature becomes paralyzed and prone. On a success the creature becomes frightened of the horror beast. The creature can repeat the saving throw at the end of its turn to remove the current effect.

Reactions

Combat Adaptability. When hit, the horror beast increases its armor class by 1. The horror beast cannot increase its armor class above 20 using this reaction.
Mage's Bane. When hit by a magical attack the horror beast can become immune to that attack's damage type. The horror beast must take a short or long rest before using this reaction again.
Warrior's Bane. When hit by a weapon attack the horror beast can become resistant to that attack's damage type. The horror beast must take a short or long rest before using this reaction again.

HOWLING ABOMINATION

Thought to be fearsome creations of the titan Golthagga or Gormoth, or perhaps Mesos, howling abominations derive their name from the wild screeches and ululations that emerge from the churning mass when it grows agitated. The abomination itself is unstable and incapable of existing on the material plane for more than brief moments at a time, constantly shifting in and out of phase.

Howling Abomination

Huge fiend (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	24 (+7)	12 (+1)	11 (+0)	11 (+0)

Armor Class 17 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 0 ft., fly 50 ft. (hover)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained
Senses blindsense 60 ft., darkvision 60 ft., passive Perception 10
Languages Infernal, Primordial, Titan Speech (can't speak)
Challenge 11 (7,200 XP)

Blink. The howling abomination shifts constantly in and out of phase, as if under the effects of a permanent *blink* spell.

Death Warp. When the howling abomination is slain, the spatial distortion that surrounds it collapses violently, creating a concussive burst. Creatures within 30 feet of the abomination must make a DC 19 Dexterity saving throw or be hurled 10 feet away from the howling abomination and take 35 (10d6) points of thunder damage, or half that amount on a successful save.

Magic Weapons. The howling abomination's weapon attacks are magical.

Actions

Multiattack. The howling abomination can use its Frightful Screeching. It then makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 9 (2d8) necrotic damage.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Frightful Screeching. Each creature of the howling abomination's choice that is within 90 feet of the abomination and can hear it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the howling abomination's Frightful Screeching for the next 24 hours.

Aggressive Hive Mind. Collectively, howling abominations seem to operate under the control of a single malevolent intelligence that guides them all equally. While they are intelligent, they show no desire to communicate with other beings. They have been observed to react with gleeful savagery toward servants of the gods, and with particular hatred for worshipers of both Corean and Vangal.

Indeterminate Origin. The true size and shape of this creature cannot be determined (if it is indeed a singular creature), but the distortion that marks its presence is quite large, sitting roughly 5 to 10 feet above the ground. There, a roiling distortion in space sprouts tentacles and the jaws and mandibles of numerous large, predatory creatures.

Tactics. The howling abomination prefers to attack by surprise, targeting clerics and other spellcasters first if able. If outmatched, the abomination tries to flee, but if the encounter was nearly even, it may shadow its prey for some time to see if another opportunity presents itself.



HUNTER'S HOUND

A "Hunter's hound" is a large, wolf-like creature that stands about 9 feet long and 5 feet high. Its fur is the color of rust, with occasional patches of black and brown. It has two heads set on thick necks, each sporting sharp teeth; four crimson eyes glare balefully around it, betraying too much intelligence for a common beast.

Spawn of the Hunter. Legends suggest that the titan Hrinruuk took offense to a barbed remark from Mesos, implying that Hrinruuk's daughter Tanil was a superior hunter to her father. Enraged, Hrinruuk created these magic-impervious hounds — sometimes called Hrinruuk's hounds — to hunt the arcane races of Scarn that Mesos had created. The hounds can sense the presence of magic, and if they discover a creature that can cast spells, they hunt that creature to the exclusion of other prey.

Tactics. Hunter's hounds usually attack in packs, focusing their attacks on arcane spellcasters or creatures with spell-like abilities. Once they've selected a target they attack with both heads, only retreating when they have taken significant damage.

HUNTER'S HOUND

Large monstrosity (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	5 (-3)	13 (+1)	8 (-1)

Armor Class 15 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 50 ft.

Skills Perception +5, Stealth +3
Senses darkvision 120 ft., passive Perception 15
Languages Titan Speech (can't speak)
Challenge 2 (450 XP)

Keen Noses. The Hunter's hound has advantage on Wisdom (Perception) checks that rely on smell. It can detect the smell of blood at ranges of up to a mile. In addition, it can notice and locate magic effects, spells, or items within 60 feet by smell, as if it were constantly under the effect of a *detect magic* spell.

Two Heads. The Hunter's hound has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The Hunter's hound makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.



HUROR

A huror is a rare, cunning, powerful creature that plays a large role in many tales among the Albadian tribesfolk. Stories tell of hurors aiding lost worshipers of Denev, but just as often the huror is said to be a force of vengeance, punishing foolhardy folk who would despoil nature or profane the Great Mother's sacred places.

A huror resembles a huge polar bear nearly the size of an elephant. Snow and harsh winds swirl about it, stony ice crystals cake its pelt, and its blue eyes reveal the unmistakable glimmer of intelligence.

Legendary Guardian. Other legends claim that an ancient huror, nearing the end of its lifespan, may seek out a worthy hero to face in mortal combat. If the hero loses, she is spared, but shamed; if she wins, though, the huror shares some useful bit of ancient knowledge and offers up its hide as a rare magical cloak before it fades away. Then, when that hero later dies, she becomes a huror upon her death and guards the north in her new form.

Tactics. The huror uses its quick speed and its attacks on its turn to deal with as many threats as possible. It will then attempt to bear hug whomever it believes is the greatest threat and focus its attacks on them if at all possible. It may use its cold breath on its first turn if enough targets are in range. If so, it will wait for another efficient opportunity, no matter when the breath weapon recharges.

A Huror's Lair

Hurors guard the mountains and tundra of the frozen north on behalf of Denev the Earth Mother. They typically lair in frozen caverns deep beneath the ground.

Lair Actions

On initiative count 20 (losing initiative ties), the huror takes a lair action to cause one of the following effects:

- The huror creates fog as though it had cast *fog cloud* as a 3rd-level spell (60-foot radius). The fog lasts until initiative count 20 on the next round.
- A bone-chillingly cold wind blows through the lair near the huror. Each creature within 60 feet of the huror must succeed on a DC 20 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as those of a lantern, have a 50 percent chance of being blown out.

Regional Effects

The region surrounding a huror's lair is warped by its magic in the following ways:

- Chilly fog and constant snowfall lightly obscure the land within 6 miles of the huror's lair.
- A severe blizzard normally surrounds the huror's lair out to a radius of 3 miles. Creatures not protected from exposure or adapted to cold climes are subject to hazards such as hypothermia and frostbite.
- Once per day, the huror can magically alter the weather in a 3-mile radius centered on its lair. The huror doesn't need to be outdoors; otherwise, the effect is identical to the *control weather* spell.

If the huror is slain, the altered weather returns to normal over the course of a day, and the fog and precipitation fade in 1d3 days.



Huror

Huge fey (titanspawn), neutral

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	18 (+4)	23 (+6)	18 (+4)

Armor Class 19 (natural armor)
Hit Points 237 (19d12 + 114)
Speed 50 ft., swim 40 ft.

Saving Throws Dex +6, Con +12, Wis +12
Skills Nature +10, Perception +12, Stealth +6, Survival +12
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold
Condition Immunities charmed, exhaustion, paralyzed, petrified, unconscious
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Druidic, Primordial, Titan Speech
Challenge 17 (18,000 XP)

Arctic Paragon. The huror has advantage on Dexterity (Stealth) checks made to hide in arctic terrain. It can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Icy Aura. The huror's weapon attacks are magical. At the start of each of its turns, the huror deals 9 (2d8) cold damage to any creature grappling or grappled by it.

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

Legendary Resistance (3/Day). If the huror fails a saving throw, it can choose to succeed instead.

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage.

Cold Breath (Recharge 5-6). The huror exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The huror can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The huror regains spent legendary actions at the start of its turn.

Detect. The huror makes a Wisdom (Perception) check.

Attack. The huror makes one bite attack.

Bear Hug (2 Actions). The huror makes two claw attacks. If it hits a creature of Huge or smaller size, the target is grappled (escape DC 17). The target also restrained until this grapple ends. While grappling this target, the huror has advantage on bite attack rolls against it and can't use its claw attacks against other creatures. When the huror moves, any smaller creature it is grappling moves with it.



ICE BASILISK

The serpentine creature is nearly 12 feet long, although it is difficult to tell how it coils upon itself over and over. Vestigial wings, arms and legs can be seen along its sinuous length and a sharp fin extends along its spine. Its body is almost entirely whitish-blue, with its underbelly having a yellowish cast to it.

Arctic Hunters. The ice basilisk is descended from the common basilisk, with perhaps additional ancestry from some breed of flying serpent. But the ice basilisk does not fly. Instead, it slithers across the tundra or dives into the frigid waters to hunt fish. The basilisk uses its sharp fin to break through thin ice on its hunting expeditions.

Tactics. Ice basilisks are aggressive hunters, willing to attack anything of their size or smaller when they encounter it. They will use their ability to hide in order to ambush prey, and then try to use their chilling gaze or simply bite at the target. If severely wounded, the basilisk might use its fin to break through any available ice patches to swim away.

Ice Basilisk

Large monstrosity, unaligned

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	6 (-2)	15 (+2)	6 (-2)

Armor Class 17 (natural armor)
Hit Points 65 (10d10 + 10)
Speed 40 ft., swim 30 ft.

Saving Throws Dex +6, Con +4
Skills Perception +5, Stealth +6
Damage Immunities cold
Senses darkvision 60ft., passive Perception 15
Languages —
Challenge 7 (2,900 XP)

Chilling Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 15 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to freeze and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is paralyzed until freed by the *greater restoration* spell, other magic, or 2d4 hours pass. If the creature is left to thaw without the aid of magic, it takes 2d10 cold damage when the paralysis ends. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of itself in bright light, it mistakes itself for a rival and targets itself with its gaze.

Snow Camouflage. The basilisk has advantage on Dexterity (Stealth) checks made to hide in snowy or icy terrain.

Actions

Wounded Frenzy. If the basilisk has 32 or fewer hit points it makes two bite attacks.

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



ICE GHOUL

The human-like creature hunches down in the snow. Its skin is whitish-blue and covered with patches of frost. Dark lanky hair hangs over its tattered and dirty hide clothing. Its eyes gleam with an unnatural light as the frigid wind blows and it gathers itself for an attack.

Ice Ghoul

Medium undead, chaotic evil

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	18 (+4)	8 (-1)	12 (+1)	6 (-2)

Armor Class 13 (hide armor)
Hit Points 17 (2d8 + 8)
Speed 30 ft.

Skills Perception +3, Stealth +3, Survival +3
Damage Resistances cold, psychic
Damage Immunities necrotic, poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages a primitive dialect of Titan Speech
Challenge 1/4 (50 XP)

Famished. An ice ghoul that reduces a target to 0 hit points must make a DC 10 Wisdom saving throw. On a failure, the ghoul throws itself prone and will spend the next minute making bite attacks against the creature as it feeds.

Inhuman Rage. The ice ghoul can use a bonus action to gain advantage on attack rolls, and resistance to nonmagical bludgeoning, piercing, and slashing damage until the start of its next turn. Attacks against a raging ghoul have advantage.

Actions

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft, one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

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

The Power of Flesh. Sages say that ice ghouls were once humans that made a terrible bargain with Gaurak: to survive a terrible winter, they became cannibals. They are ceaselessly hungry, but able to survive for long periods of time without eating and are able to endure biting cold without harm. Their exact nature is a favorite subject of debate in certain circles: they are not truly alive for they need to feed only once or twice a year but they are not true undead since they are not risen corpses but shambling half-dead things instead.

Clanfolk. Ice ghouls organize themselves in family clans, usually on the outskirts of human territories. They sometimes war with each other, but do not crave the flesh of their own kind, eating it only when absolutely necessary. They scavenge from the homesteads they ravage and will attack with any weapon they find.

Tactics. Ice ghouls attack in larger groups, preferring to outnumber their prey by at least two-to-one. They will use their javelins if they can, but their endless hunger prevents them from having much patience and they will close quickly with foes. A group that has not fought ice ghouls before might be surprised by them beginning to feed on a downed character, this can be both a moment of revulsion but also a strategic opportunity as the feeding ghouls ignore everything else.



INN-WIGHT

These ghosts appear as shimmering, insubstantial forms of children, with sad, lonely faces and hollow spaces where their eyes should be.

Inn-Wight

Small undead, any neutral

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	9 (-1)	11 (+0)

Armor Class 11
Hit Points 21 (6d6)
Speed 0 ft., fly 20 ft.

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 30 ft., passive Perception 9
Languages understands but does not speak any languages it knew in life
Challenge 3 (700 XP)

Incorporeal Movement. The inn-wight can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, or if it passes over an unbroken line of salt, it takes 5 (1d10) force damage.

Energy Drain. When an inn-wight makes contact with a sleeping humanoid, it must make a DC 15 Wisdom saving throw each hour, for up to 8 hours. On a failure the creature is drained of one Hit Die's worth of hit points, and its maximum hit points are reduced accordingly. On a success the creature wakes up and the inn-wight flees. A creature reduced to zero hit points makes death saving throws, as normal. Each long rest recovers one Hit Die's worth of hit points, or a *greater restoration* will restore all hit points.

Actions

Multiattack. The inn-wight can make 1d6 tantrum attacks.

Tantrum. *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage. Requires the presence of small, loose objects.

Lonely Souls. Inn-wights are the ghosts of children who do not realize that they are dead, and they wander a city in search of warmth and comfort. Inns are considered welcoming, and these ghosts crawl into bed with someone who resembles a lost parent or who at least appears to offer some inkling of kindness or security. The ghost's presence plagues a victim with nightmares full of loneliness and despair, draining the warmth —and life — from a person's body. If an inn-wight remains with a mortal until dawn, the victim awakens, shivering and weakened, with a sense of having aged years in one night.

Childish Superstition. Respectable inns in very old cities often follow the tradition of adding a "salt surcharge" to the cost of a room, enough to obtain a small bag of salt each night to spread in a protective circle around the bed to keep any wandering inn-wights at bay.

Tactics. Inn-wights are not intentionally malicious; they are unaware of the effects of their suffering. But if angered or trapped, it will hurl the objects in a room at its attacker in a typically childish fit.



IRON TUSKER

The enormous boar has a black-bristled hide covered in hundreds of old scars. Its eyes are wild and bloodshot, and a pair of wicked tusks just up from its lower jaw. Each one is more than a foot long, gleams like polished ivory, and is sharper than a sword.

Iron Tusker

Large beast, unaligned

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	25 (+7)	3 (-4)	15 (+2)	8 (-1)

Armor Class 17 (natural armor)
Hit Points 125 (10d10 + 70)
Speed 40 ft.

Saving Throws Con +11, Wis +6
Skills Perception +6, Survival +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 11 (7,200 XP)

Keen Smell. The iron tusker has advantage on Wisdom (Perception) rolls that rely on smell.

Nimble. The iron tusker can use a bonus action to take the Disengage action.

Relentless (Recharges after a Short or Long Rest). If the iron tusker takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Trampling Charge. If the iron tusker moves at least 20 feet straight toward a creature and then hits it with a vorpal tusks attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the iron tusker can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage.

Vorpal Tusks. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage. On a natural 20, one of the target's heads is removed, if it has a head. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 26 (4d12) slashing damage from the hit.

Defender of the Wilderness. Legends claim that the iron tusker is not a living creature at all, but a physical manifestation of nature that dares vainglorious nobles to hunt it. The iron tusker appears in the forests surrounding a lord's castle, terrorizing locals and travellers alike until the lord sends out hunters. But those that enter the forest soon find the tables turned on them, as the huge and deadly beast hunts them from the shadowy thickets.

Badge of Honor. Defeating an iron tusker in combat is considered a mark of immense renown in certain kingdoms: the King's Guard of Darakeene wear the boar's head sigil on their shield to commemorate their slaying of an iron tusker that threatened their monarch centuries ago. Stories claim that a warrior who eats a piece of an iron tusker's heart never feels the touch of fear again.

Tactics. The iron tusker is a relentless opponent, attacking any intruders into its territory without provocation or warning. It charges each opponent in turn, trying to trample them underfoot and swiftly moves from target to target, never staying focused for too long on any one opponent. They are known to recover from almost any lethal blow, so slaying an iron tusker is a worthy achievement.



JUNGLE SQUID

A giant cephalopod related to the kraken, this creature looks like a gigantic squid with a soft, mottled dark green body, a chitinous beak capable of swallowing a human whole, and six barbed tentacles. Each tentacle has 10 to 14 leafy protrusions that give it a vine-like appearance.

Dual-Natured. Although created by Gaurak, who imbued them with both ravenous malice and innate psychic powers, in a surprise twist the jungle squid honor Denev, from whom they gained druidic powers. The bizarre result is sadistic hostility to most creatures, tempered by respect bordering on reverence for the Earthmother's children, including her druids, who the squid might still enslave but will not harm without cause.

Slavemaster. Although terrifying combatants, jungle squid are feared most for their mental powers. They will often charm a creature and toy with it, as a cat playing with a mouse, before consuming it. But more horrifying still is their ability to permanently enthrall humanoids and beasts, which they use to accumulate small armies of bodyguards, minions, and spies. A jungle squid will typically have as thralls one or two druids, a number of large beasts, and countless tiny forest denizens. They do occasionally derive twisted delight — humor, even — from enslaving odd or surprising creatures. That is, until they tire of the novelty and devour their erstwhile servant.

Invasive Species. Once confined to the Gamulganjus, jungle squid can now be found throughout Termana's jungles and swamps, including the dark reaches of Blood Bayou. These massive, tentacled horrors are notoriously territorial, and harbor an especially strong dislike of others of their kind: fights are almost guaranteed to break out between them when they cross paths, and that is especially true on those rare occasions when males and females come together to mate.

Jungle Squid

Huge monstrosity, neutral evil

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	17 (+3)	19 (+4)	22 (+6)

Armor Class 19 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 20 ft., climb 20 ft., swim 40 ft.

Saving Throws Wis +9, Cha +11
Skills Athletics +11, Insight +9, Perception +9, Stealth +8
Damage Resistances fire, lightning; bludgeoning from non-magical weapons.
Damage Immunities poison
Condition Immunities poisoned, prone
Senses darkvision 60 ft., passive Perception 21
Languages Aquan, Druidic, Kraken, Titan Speech, and any one major local tongue
Challenge 16 (15,000 XP)

Camouflage. While the jungle squid remains motionless in natural vegetation it has advantage on Dexterity (Stealth) checks.

Domination. When the jungle squid casts *dominate monster* and maintains concentration for the full duration of the spell, the effect becomes permanent, with no further concentration required, until dispelled or either the victim or the squid falls unconscious or dies.

Innate Spellcasting. The jungle squid's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components.

At will: *detect thoughts*
3/day each: *charm person*
1/day each: *dominate monster, dream*

Spellcasting. The jungle squid is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It requires no material components to cast its spells. The jungle squid has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, poison spray*
1st level (4 slots): *animal friendship, entangle, faerie fire, speak with animals*
2nd level (3 slots): *gust of wind, hold person, pass without trace*
3rd level (3 slots): *meld into stone, speak with plants*
4th level (3 slots): *confusion, freedom of movement*
5th level (1 slots): *awaken, tree stride*

Tentacle Crush. When the squid starts its turn with creatures grappled by its tentacles, as a bonus action it can automatically do tentacle damage to those creatures. Tentacles so used cannot make additional attacks in the same turn.

Actions

Multiattack. The jungle squid makes one bite attack and up to six tentacle attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 6) piercing damage. If the target is a Medium or smaller creature grappled by the squid, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the squid, and it takes 21 (6d6) acid damage at the start of each of the squid's turns.

If the squid takes 30 damage or more on a single turn from a creature inside it, the squid must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the squid. If the squid dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and the target is grappled (escape DC 21).

JUNGLE SQUID

Tactics. A jungle squid usually drapes its camouflaged tentacles across foliage, appearing quite like thick vines, and simply waits for prey to approach. It is very difficult to surprise, as its charmed minions will report any unusual activity. It will often send one or two of its more powerful and aggressive minions to probe intruders' strengths and weaknesses, and then use that knowledge in its own attack. Against groups it might attempt to charm one or more opponents, but the savvy squid will only use its Domination ability against solitary targets. If it takes a fancy to a particular victim it might use its magic and minions to isolate that target, and then try to enslave it. Like the blood krakens of Termana's oceans, jungle squid are fond of using magic items and wearing the trinkets of fallen foes, and will certainly employ such things in combat, or for amusement.



KEEL CRUSHER

Some compare these beasts to massive blue-black tortoises due to their immense shells and four gigantic flippers, but the keel crusher's bony head contains row upon row of jagged, shark-like teeth, which it employs against sea creatures and ships alike. While they usually hunt in shallow waters, it is said that they can dive into the coldest depths to pursue prey.

Keel Crusher

Gargantuan beast, unaligned

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	24 (+7)	2 (-4)	10 (+0)	4 (-3)

Armor Class 19 (natural armor)
Hit Points 192 (11d20 + 77)
Speed 10 ft., swim 60 ft.

Saving Throws Con +11, Wis +4
Damage Vulnerabilities cold
Senses passive Perception 10
Languages —
Challenge 9 (5,000 XP)

Armored shell. At the start of its turn, the keel crusher can retract itself in to its armored shell, gaining resistance to bludgeoning, piercing, and slashing damage from non-magical weapons until the start of its next turn. If it does so it cannot make any attacks or move until the start of its next turn.

Ship breaker. The keel crusher inflicts double damage against objects and vessels.

Actions

Multiattack. The keel crusher makes two bite attacks.

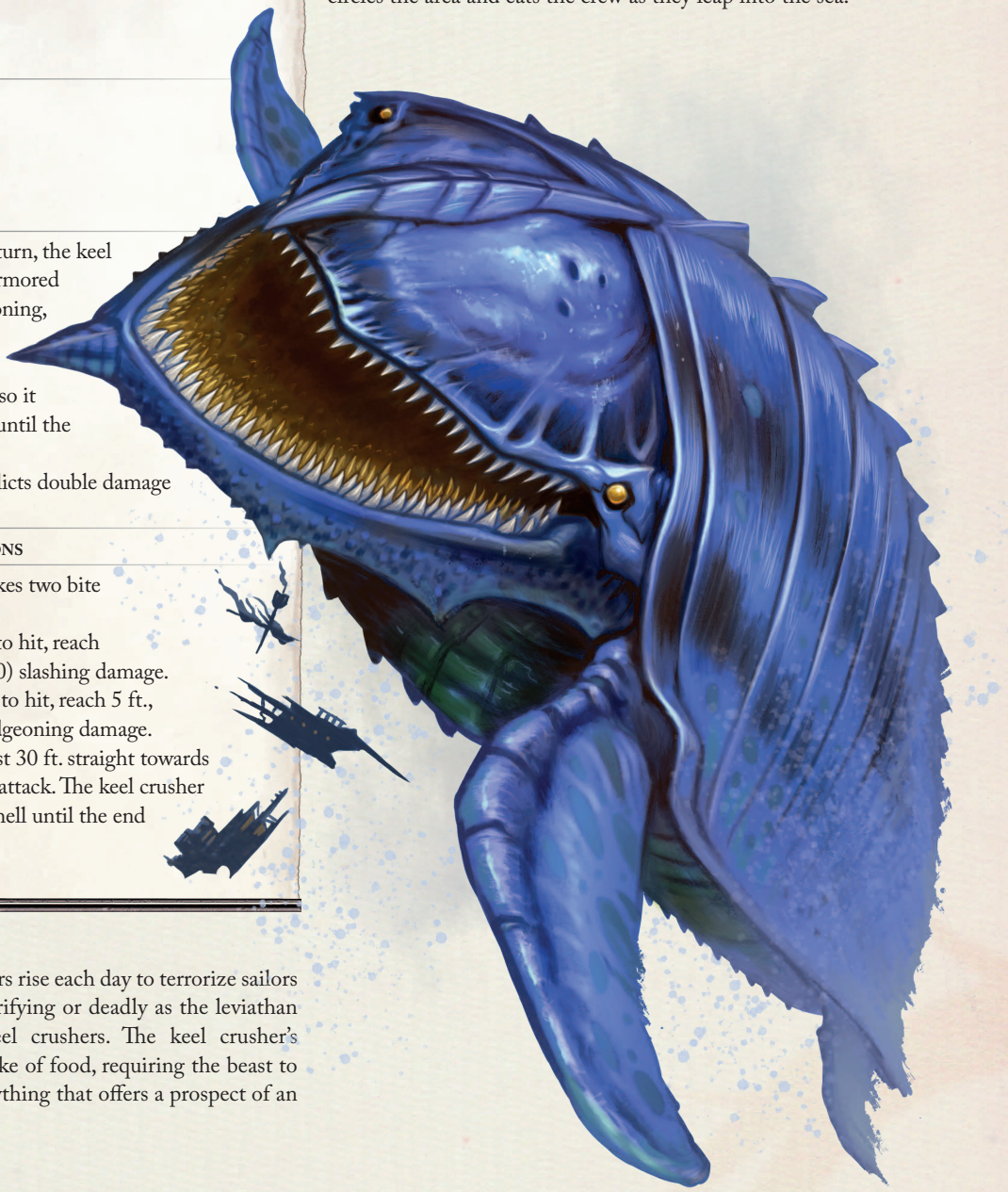
Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Ram. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 46 (8d8 + 10) bludgeoning damage. The keel crusher must move at least 30 ft. straight towards its target moving making the ram attack. The keel crusher then withdraws into its armored shell until the end of its next turn.

Always hungry. Dozens of new horrors rise each day to terrorize sailors on the Blood Sea, but few are as horrifying or deadly as the leviathan that sailor's legends simply call keel crushers. The keel crusher's immense size requires a constant intake of food, requiring the beast to hunt almost constantly and attack anything that offers a prospect of an easy meal.

Lurking beneath the surface. Keel crushers skim just under the surface of the waves, their bodies propelled at surprising speed by their powerful clawed flippers. Often their shells will emerge above water, making them appear to be tiny, fast moving islands. They hunt the shallow crimson waters near the coast, searching for creatures large enough to sate their constant appetite or the shadows of ships foolish enough to enter their domain.

Tactics. Regardless of whether their prey is above or below the water, keel crushers attack with the same brutally effective style. In case of a sailing ship, the keel crusher will rush headlong at the vessel, retracting its head and forelegs into its armored shell just before impact and driving a huge hole deep into the ship's hull. The keel crusher then pulls itself out of the cavity and lets the water rush into the ship while it circles the area and eats the crew as they leap into the sea.



LIVING BOG

A number of small glowing lights begin to bob and weave through the air over the vast swampy pool. As much as 50 feet across, a living bog is normally indistinguishable from the ordinary pools found in any swamp or marsh. When roused, though, it forms appendages that resemble elementals of some kind, rising from the murk as a fetid, shapeless masses of water, muck, and decomposing plants.

Living Bog

Gargantuan ooze, unaligned

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	26 (+8)	2 (-4)	6 (-2)	1 (-5)

Armor Class 17
Hit Points 185 (10d20 + 80)
Speed 20 ft., swim 20 ft.

Saving Throws Con +12
Damage Resistances acid, cold, fire
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses passive Perception 8
Languages —
Challenge 11 (7,200 XP)

Boglike. A motionless living bog so closely resembles a stretch of boggy ground that a creature needs to succeed at a DC 20 Wisdom (Survival) check to spot one. The roll is made with disadvantage if the creature is not specifically searching for danger.

Enveloping Muck. The living bog can occupy another creature's space and vice versa, and the living bog's space is difficult terrain.

Combustive Burst. As a bonus action, the living bog can cause one of its swamplights to explode. Each creature within 25 feet of an exploding light must make a DC 18 Dexterity saving throw, taking 21 (6d6) fire damage on a failed saving throw, or half as much damage on a successful one.

Actions

Multiattack. The living bog makes one slam attack against each creature in its space.

Slam. *Melee Weapon Attack:* +14 to hit, reach 0 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage and the target must make a DC 18 Constitution saving throw or become poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Swampgas (3/day). The living bog expels a 20-foot-radius spherical cloud of choking, noxious gas within 30 feet of itself. These clouds are non-magical, don't require concentration, and disperse naturally after one minute, but are otherwise identical to stinking cloud, with a saving throw DC of 18. The living bog itself is immune.

Swamplights. The living bog casts *dancing lights.*

Sedentary Slime. A living bog is an enormous, amorphous creature, or thing, that inhabits marshes and wetlands across the continent of Termana, existing only to feed and grow. It doesn't like to move, and will find a comfortable spot, near where creatures are likely to pass, and remain in place for as long as prey is plentiful. Some remain stationary for years, the corrosion-resistant bits of their victims' possessions slowly accumulating beneath their putrid mass.

Tactics. The living bog will often lie in place for days or weeks at a time, using its Swamplights to lure prey. It is not intelligent enough to distinguish easy prey from difficult, nor to flee if in danger, but it instinctively uses its various abilities to great effect. It will typically use only its slam attack until it loses a quarter of its hit points, and then let loose with everything it has.



LOVE-SCORNED SOUL

These sad creatures are the undead remains of particularly strong-willed people who died tragically because of their love for another. A woman slain en route to the altar, a man who fell from his bedroom window after finding his lover in the arms of another, victims of the Unhallowed monster known as the False Lover (see page 186) — any of these might return as a love-scorned soul. Embittered and warped by their deaths, love-scorned souls appear as spectral versions of their former lives, their once happy features twisted by sorrow, anger, despair, and hatred. Denied love as mortals, they now exist only to crush and hurt the living.

Love-scorned Soul

Medium undead, chaotic evil

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	10 (+0)	15 (+2)	20 (+5)

Armor Class 13
Hit Points 65 (10d8 + 20)
Speed 30 ft., fly 40 ft. (hover)

Saving Throws Dex +6, Wis +5, Cha +8
Skills Insight +8, Perception +8, Stealth +6
Senses darkvision 60 ft., passive Perception 18
Languages those it knew in life
Challenge 5 (1,800 XP)

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

Magic Resistance. The love-scorned soul has advantage on saving throws against spells and other magical effects.

Nimble Escape. The love-scorned soul can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Draining Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) psychic damage and the target must make a DC 16 Charisma saving throw or become stunned until the end of its next turn.

Hateful Gaze. The love-scorned soul targets one creature that it can see and that can see it. The creature must make a DC 16 saving throw or become charmed by the love-scorned soul for the next 24 hours. While the effect lasts, it believes that its loved ones are hated enemies and will attempt to harm them by whatever means it has at its disposal. After the effect ends, the creature realizes that it has been charmed by the love-scorned soul. A creature that succeeds at a DC 16 Charisma (Persuasion) check can force the charmed creature to make another saving throw at the end of its turn. *Dispel magic* or *remove curse* can also end the effect.

Guests of the Ghoul King. A number of these creatures are believed to have been welcomed by the Ghoul King to the Isle of the Dead. Some historians fear that he has learned well from his two failed invasions, and that he now employs love-scorned souls to create hatred and dissent among the people of Termana, shattering already fragile alliances, in preparation for his next assault.

Tactics. A love-scorned soul often chooses a particular individual or a couple to be the object of its malicious attention. It then shadows its targets, waiting for the best moment to strike. When possible, it traps the lovers together, using its hateful gaze to drive them to destroy one another. Alternatively, the love-scorned soul might employ its gaze against an individual, even retreating afterwards to fool its victim into believing that the spirit has been defeated. The target then 'escapes' and returns to their loved ones, but only then 'realises' that they are hated enemies instead. Once the victims have done as much damage to their beloved as possible, the love-scorned soul will use its draining touch to finish off the heartbroken victim.



LURKER BELOW

"You kids listen to old Catch-em Three Toes. I don't care how hungry you are, or how many silvery flashes you see swimming in the Lady's moat. Don't go there! It's too dangerous!" The old fisherman then took off his boots and showed the children how he got his nickname.

Lurker Below

Medium beast , unaligned

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	12 (+1)	2 (-4)	13 (+1)	1 (-5)

Armor Class 14
Hit Points 22 (4d8 + 4)
Speed 0 ft., 30 ft. swim

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages —
Challenge 3 (700 XP)

Ambusher. In the first round of combat, the lurker below has advantage on attack rolls against any creature it has surprised.

Surface Attack. The lurker below can target a creature above the water's surface that is in range of its tentacle. It has disadvantage on the attack roll.

Actions

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target is grappled (Escape DC 10). A grappled target must make a DC 13 Constitution saving throw or become Poisoned. The target can repeat the saving throw at the end of its turn, ending the effect on a success. Grappled targets are moved 30 ft. closer to the lurker below at the end of its turn.

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

Corrupted by Kadum. The lurker below was once a relatively benign species that inhabited shallow areas of the Blood Sea, hunting small fish and posing little threat to anything else. However, exposure to Kadum's blood twisted and warped these creatures into deadly predators. They developed barbed tentacles that harbor a powerful paralytic poison and now seek to paralyze, drown and devour swimmers and fishermen.

Dangerous Guardians. Lurkers are popular as guardians; wizards, warlords, merchants and others who desire security and privacy often place them in moats, pools and water-based traps. Live lurkers fetch up to 500 gp each, but capturing them is a dangerous proposition, and would-be lurker hunters often end up as a meal for their intended prey. Unlike most normal fishes, lurkers seem to easily adapt to either saltwater or freshwater conditions.

Tactics. The lurker below rarely eats small fish, preferring instead to bury itself in the soft mud at the bottom of its pond or river, waiting for a more substantial meal. It then lashes out with its long whisker-like tentacles. If successful, it drags its foe below the water and begins to attack it.



MANSTER

From the journal of Khorin Axlas, merchant:

Three days out of Eldura-Tre and already the hired guards are getting nervous. They complain that there are shapes moving in the darkness and that the trade route is cursed. Superstitious fools! I'm certain that there are a few of these 'manster' out there but they're no match for civilized folk.

(Recovered from the wreckage of his caravan, discovered less than a week's travel away from Eldura-Tre.)

This strange primate's body is think with matted fur and its limbs are long and powerful. It has wicked talons on its front paws and leers at you with a mouth of jagged fangs. But in its eyes are more than just animal cunning — it understands, and it plans, and it is hungry.

Manster

Large monstrosity, neutral evil

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	8 (-1)	12 (+1)	6 (-2)

Armor Class 16 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 40 ft.

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Giantish
Challenge 3 (700 XP)

Invisible in Shadow. While in dim light or darkness, the manster is invisible as long as it does not expend more than half its speed.

Actions

Multiattack. The manster makes one attack with its claws and one attack with its bite.
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.
Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

The Pack. While individual mansters will scout for prey, any large group will attract the attention of an entire pack. They will attempt to ambush stray members of the group, waiting patiently in the darkness for an individual to leave the safety of the group. They are often attracted to trade routes, as they understand that they must simply wait for another caravan to come by in order to get fresh meat.

Invisible in the Night. A manster that remains still or moves slowly in shadows or darkness becomes invisible. They can still be detected by other senses, but cannot be seen unless they are forced to move quickly or reveal themselves to their target.

Tactics. Mansters try to gang up on individual characters, using their ability to become invisible to great advantage. At the first sign of stiff resistance, they will fade back into the shadows and wait until the group decides to split up, or almost everyone goes back to sleep. Then they will attack again.



MARROW KNIGHT

The 'click-clack' of the creature's footsteps had a hollow sound to it, as befitted a skeletal creature. Hosolf crouched further into the shadows. The Halfling couldn't help but wonder if there was a pit somewhere full of human leg-bones and horse skulls.

A tall creature looms ahead, seeming to be the skeleton of a centaur or other man-beast. It is barded and armored in steel plate, carries a mighty lance in its hands and has a great sword slung over its shoulder. Wicked bone spurs protrude from its joints.



Guardians of Hollowfaust. The necromancers of Hollowfaust have devised many kinds of undead to act as their servants and soldiers, and one of their crowning achievements is the elite cavalry called marrow knights. Some serve their masters as steeds; others patrol the outer corridors of the vast castle. Remarkably quick for undead, these horrors often catch opponents unawares with the speed of their assaults.

Blind Obedience. Marrow knights have a measure of intelligence, even sentience, but they have no independent thought of their own. Through the rites of their creation they are compelled to obey the necromancers of Hollowfaust; they possess no other ambition. Marrow knights are not sophisticated tacticians, but those under a necromancer's direct command gain the benefit of their master's intelligence and can follow more complicated instructions. On their own, without direct orders, they may come up with creatively illogical interpretations of their duties, invariably leading to horror and slaughter.

Tactics. The marrow knights' favored attack is to charge in as a group and strike with their lances, then lay about indiscriminately with their greatswords. They will only use their bows if they are unable to engage in melee combat, whether due to terrain or orders.

Marrow Knight

Large undead, neutral evil

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	5 (-3)	10 (+0)	14 (+2)

Armor Class 18 (plate)
Hit Points 75 (10d10 + 20)
Speed 60 ft.

Skills Intimidation +5
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands Ledean but does not speak
Challenge 5 (1,800 XP)

Charge of the Skeletal Brigade. If the marrow knight moves at least 20 feet straight towards a creature it has advantage on any lance attacks against that creature for that turn, and any hit does an additional 14 (3d6 + 4) piercing damage.

Actions

Multiattack. The marrow knight makes two greatsword or two greatbow attacks.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. This weapon has disadvantage against opponents within 5 ft.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Greatbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

MECHANOID EMULATOR

A mechanoid emulator, or "skeletal host," appears in its natural form as a strangely geometric construct composed of a number of random materials in all manner of shapes, sizes, and positions. It might best be described as an ever-shifting assortment of gears, rods, wires, mesh, chains, pulleys, and other unidentifiable machinery. However, most mechanoid emulators wear skin (and possibly clothing and armor) stolen from other creatures in order to disguise their true nature. Only in combat does the disguise sometimes tear away, revealing the inhuman construct beneath.

Spawn of Golthagga. Mechanoid emulators are perhaps the most subtle creations the Shaper ever devised. It is thought that he measured his design against living creatures like doppelgangers and skin devils, but it is entirely possible that those creatures were made by other titans after they saw the efficacy of Golthagga's emulators.

Solitary, Cunning Infiltrators. Mechanoid emulators are not mindless constructs, for they possess a vicious will and purpose of their own (or rather, that of their creator). It is rare to encounter an emulator in its true form, for they prefer to assume the identity of living creatures and move among them. If an emulator is careful, it can remain in one disguise for years. Emulators despise "shambling meat," as they call humanoids and other living creatures. They use their influence to cause the greatest harm to the greatest number of people possible once they have reached a position of power. Several notorious villains in the Scarred Lands hide a metallic secret beneath their stolen skins. Mechanoid emulators are solitary. On rare occasions, a small group of them work together for mutual benefit. During the infamous Deelerian Crystal Affair, several of them infiltrated one of the Vigils of Vesh and commandeered dozens of men for nearly six months before some of the lower-ranking officers among the Vigil began to suspect something was amiss.

Masters of Tools. Mechanoid emulators are adept at using the natural weapons of their assumed form and are also proficient with manufactured weapons and most sorts of tools. If a host's true nature becomes known, the kid gloves — and the skin — generally come off, revealing the deadly clawed appendages of the construct beneath.

Tactics. A mechanoid emulator is straightforward in combat, using the best weapon available to it at the time. Emulators are intelligent, though, and if they feel they are outmatched or in danger of being revealed or defeated, they are more than willing to withdraw or retreat so that they can continue their malevolent plots, perhaps elsewhere.

Mechanoid Emulator

Medium construct (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	16 (+3)	11 (+0)	12 (+1)

Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

Skills Deception +7, Insight +3, Perception +3
Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Titan Speech, plus any three other tongues
Challenge 5 (1,800 XP)

Emulation. A mechanoid emulator can assume the form and identity of any Small or Medium humanoid or beast. It does this by flaying the hide and soft tissue off a freshly killed creature of the correct type and then donning the flesh, in a process requiring 1 hour, reorienting its metallic frame to become the endoskeleton. At the end of the hour, the mechanoid emulator looks exactly like the creature whose skin it now wears. Its statistics, other than its size, are the same in each form. While the emulator wears a creature's skin, it has advantage on Charisma (Deception) checks to maintain its guise.
The stolen skin is also sustained by the magic that animates the mechanoid emulator itself, and thus it benefits from the emulator's Regeneration while it is worn, keeping the skin fresh and intact indefinitely. However, if the emulator is reduced to half its maximum hit points or fewer while emulating a living creature, the fleshy disguise is destroyed and falls away, revealing the emulator's true form.
Immutable Form. The mechanoid emulator is immune to any spell or effect that would alter its form.
Regeneration. The mechanoid emulator regains 5 hit points at the start of its turn. If the emulator takes acid or fire damage, this trait doesn't function at the start of the emulator's next turn. The emulator is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.
Tool Mastery. The mechanoid emulator is proficient with all types of armor, shields, simple and martial weapons, and with all artisan's tools, musical instruments, and vehicles.

Actions

Multiattack. The mechanoid emulator makes three melee attacks.
Claw (Construct Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.
Slam (Construct Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.
Spike (Construct Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.
Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.
Javelin. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

MECHANOID EMULATOR



MEMORY-EATER

From afar this creature seems to be a person who stumbles with exhaustion or drunkenness, or perhaps frantically searching for something. As it nears, though, its sunken and rotting visage, chunks of missing flesh, and the stink of the grave reveal it to be no mortal creature.

Memory-Eater

Medium undead, chaotic evil

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	8 (-1)	12 (+1)	13 (+1)

Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

Skills Deception +3, Insight +3, Perception +3
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 13
Languages any languages it knew in life
Challenge 3 (700 XP)

Create Spawn. Creatures slain by a memory-eater arise in 1d6 days as new memory-eaters. Spawn are not under the control of the memory-eater who created them. The spawn do not possess any of the abilities they had in life.

Memory Eating. When devouring a victim, the memory-eater consumes some images and memories of the victim. The memory-eater cannot distinguish these memories from any others it had before and assumes the new memories are its own.

Quick to Take Offense. If a memory-eater is engaged in conversation immediately prior to combat it has advantage on initiative rolls, and creatures with whom it was speaking must succeed at a DC 12 Charisma saving throw or be surprised.

Actions

Multiattack. The memory-eater makes 2 claw attacks and one bite attack.

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

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

I've Been Better. How About You? This type of ghoul retains some of its former intelligence, as well as fragments of memories, to the point of not recognizing — or not being willing to accept — its undead state. Cursed to wander the land, wracked by the anguish of the dead and a yearning for its lost life, a memory-eater often seeks out clothing, possessions, and especially companions to which it retains some lingering connection, and will try to resume the life cut short. When rebuffed, and forced to acknowledge the truth, a memory-eater will fly into a berserk killing rage with a hatred proportional to its former affection. Its victims then arise as new memory-eaters, and the cycle begins anew.

Horror Begets Horror. To further complicate the memory-eater's sad existence, when the memory-eater feeds on those it kills it also acquires some of the victim's memories. It cannot distinguish between its own memories and these new ones, leading to yet more tragedy.

Tactics. A rejected memory-eater will invariably attack, but first it will prey on the emotions of the living to blunt their reactions by reminding them of their shared past. Once enraged, it will not stop attacking until there is nothing living in sight.



MILL SLUG

"I heard tell once of a miller who was convinced that she could paint her mill in this crazy riot of colors and it would confuse the mill slugs into not attacking. Turns out it was twice as interesting to them and every mill slug in a hundred miles must have tried to climb up on that windmill."

A gigantic slug, bigger than a barn, slowly oozes forward. It is 70 feet or more from eyestalk to tail-tip. Despite its soft body, its skin is tough and it leaves only a brown path of destruction in its wake as it consumes everything it can in its hunger.

Mill Slug

Gargantuan beast, unaligned

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	25 (+7)	2 (-4)	8 (-1)	10 (+0)

Armor Class 8
Hit Points 175 (10d20 + 70)
Speed 5 ft.

Saving Throws Con +10, Wis +2
Senses passive Perception 9
Languages —
Challenge 6 (2,300 XP)

Actions

Engulf. The mill slug moves up to its speed, engulfing any target in that space. An engulfed target is made prone and restrained (escape DC 30) by the slug's slime and takes 32 (2d20 + 10) bludgeoning damage at the start of its turn. If the slug moves off of the target it is no longer restrained.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage.

Tactics. Mill slugs have only the most instinctual of tactics. They will attack creatures with their bite if they perceive them, and otherwise will stop on top of their victims, waiting for their weight and their slime to smother them before eating their "catch".



Windmills. There's quite a bit of debate about what exactly causes a mill slug to be attracted to windmills, but there's no question they are. A mill slug will head straight for any operational windmill and attempt to smother it. Mill slugs have even been known to lurk around the ruins of a windmill, seemingly waiting for it to begin moving again.

Edible. Mill slugs are edible but their flesh is inferior in both taste and texture to lesser gastropods and it is rare for anyone to hunt them for their meat.

MIST MURDERER

Mist murderers resemble 3-foot long cicadas that are ghastly white in color and have sharp slashing claws. Like cicadas, mist murderers spend most of their lives as underground pupae and have extremely brief adult lives. During foggy weather, such as autumn when the days begin to shorten and become cold, the mist murderers emerge from their burrows and attack any prey large enough to gain their attention. Their goal is to bring the creature to unconsciousness and then lay their eggs inside of it, in order to give their young a ready-made meal.



Legends of Ghosts. With their pale carpaces and ability to almost completely disappear into any fog or mist, these insects often give rise to legends of deadly ghosts in the mist. When the bodies of their victims are recovered and buried, the new batch of mist murderers burrow into the ground of the cemetery, perpetuating the legend.

Deadly in the Mists. Mist murderers instinctively make use of the cover of any mist and fog, buzzing in to attack a foe and then disappearing again. They will attack livestock or other creatures (including humanoids) of medium size or larger. Due to their short lifespans, they will not relent once they've begun an attack.

Tactics. Mist murderer pupae have tremorsense and so the insects will wait until creatures are very close before emerging from their underground burrows. They then fly into the mists, hiding until they can take an attack at a creature and then retreat into the fog again. They continue to do this until the creature becomes unconscious or they themselves are slain. Once a creature falls, they deposit their eggs and then retreat back underground to die. The larvae grow quickly inside the target and only a *lesser restoration* spell or similar magic can end the infestation.

Mist Murderer

Small beast, unaligned

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	3 (-4)	13 (+1)	7 (-2)

Armor Class 14
Hit Points 21 (6d6)
Speed 10 ft., burrow 10 ft., fly 40 ft.

Skills Stealth +6
Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Flyby. The mist murderer doesn't provoke opportunity attacks when it flies out of an enemy's reach.
Hidden in the Mist. The mist murderer uses its bonus action to hide.

Mist Camouflage. The mist murderer's pale body blends into any mist or fog, giving it advantage on stealth checks.

Actions

Inject Eggs (1/day). The mist murderer uses its action to lay its eggs in an unconscious creature. A mist murderer that completes this action dies naturally within an hour. At the beginning of each day, the infected creature must make a DC 10 Constitution saving throw or gain one level of exhaustion. If the creature dies, the larval mist murderers (2d4 + 2) hatch. They will spend the next week feeding on the body and then burrow into the ground, emerging as adult mist murderers in the next year. Larvae have 1 hit point, are AC 10 and do not have a fly speed yet.
Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage and 7 (2d6) poison damage.

MISTWALKER

Mistwalkers appear as wispy, insubstantial shapes, and may glow a pale green like the color of grave mold. They coalesce from thick fogs, although to an observer they may appear to be corporeal figures emerging from that fog.

Tactics. A mistwalker almost always avoids a direct fight, although an evil one might use its chilling touch to tip the balance of a trap that it springs.

Mistwalker

Medium undead, neutral good or chaotic evil

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	11 (+0)	10 (+0)	16 (+3)

Armor Class 14
Hit Points 45 (10d8)
Speed 30 ft.

Skills Deception +5, Persuasion +5
Damage Resistances acid, fire, lightning, thunder
Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from non-magical weapons
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses passive Perception 10
Languages the languages it knew in life
Challenge 4 (1,100 XP)

Mist Walk. As a bonus action the mistwalker can teleport up to 30 feet within the boundaries of a fog or mist.
Misty Sight. A mistwalker sees through fog and mist as if it were crystal clear, but anything outside the fog is heavily obscured to the mistwalker.
Insubstantial. A mistwalker has disadvantage on any ability check or saving throw to avoid the effects of wind, and if the roll fails those effects are doubled.

Actions

Chilling Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* target must succeed at a DC 14 Constitution saving throw or take 9 (2d8) necrotic damage and reduce its maximum hit points by the same amount. A creature reduced to 0 maximum hit points dies.



Children of the Mist. Mistwalkers emerge only on nights when a thick fog rises. They first appear over the spot where they died, but then they are free to roam wherever the fog extends. If stranded outside of the fog they quickly dissipate, only to reform on the next foggy night.

Tortured Souls. Most of these spirits are only looking for release, and will ask mortals to help them with unfinished tasks, sometimes as simple as delivering a message to the living. Before leaving to their final rest they will often show their gratitude by revealing a cache of treasure, or sharing a valuable secret. Some mistwalkers are thoroughly evil, however, and for the sheer delight of seeing mortals suffer will trick the living into performing errands that lead to traps or other dangers.

MOON CAT

The size of a large domesticated cat, this creature has luminous silvery fur and intense blue eyes. A pale glow surrounds it, like the moon when it covered by wisps of cloud.

Moon Cat

Tiny beast, lawful neutral

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

Armor Class 13
Hit Points 3 (1d4 + 1)
Speed 40 ft.

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 0 (10 XP)

Peaceful Presence. Any creature that is within 120 feet of the moon cat must make a DC 15 Charisma saving throw before attacking any other creature, including the moon cat.

Actions

Portent. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* the target must make a DC 11 Wisdom saving throw or receive a portent (see table below). The subject receives either a miracle or a curse, and does not know which one until it chooses to use the portent, which it can do by using its bonus action. An unused effect fades after 24 hours.

Teleport. The moon cat magically teleports, either returning to its lair or to visit its next target.

Reactions

Paralysis. When touched by a creature, the moon cat can choose to attempt to paralyze the creature. The creature must make a DC 11 Constitution saving throw or become paralyzed for ten minutes.

Moon Phase	Miracle or Curse (1d8)	
Full Moon	Miracle (1-7)	Curse (8)
Waning Moon	Miracle (1-5)	Curse (6-8)
New Moon	Miracle (1)	Curse (2-8)
Waxing Moon	Miracle (1-3)	Curse (4-8)

Miracle: The creature gains advantage on one ability check, saving throw or attack roll. The creature receives advantage even if other factors would provide disadvantage.

Curse: The creature gains disadvantage on one ability check, saving throw or attack roll. The creature receives disadvantage even if other factors would provide advantage.

Drawn to Crisis. Moon cats are supernaturally attracted to momentous events — a treaty signing, the birth of a great villain, the start of a romance, or someone fighting for their life. They choose a target from those assembled and deliver a portent, a magical curse or blessing that takes effect after they leave. Legends say that encountering the moon cat during a full moon is fortuitous, while during Belsameth's new moon means that disaster is about to strike.

Desired by Magic Users. Sages believe that a moon cat offers direct access to powerful magical energy and thus various spellcasters have attempted to capture moon cats. None have been successful however, since the moon cat is always able to teleport away.

Tactics. A moon cat uses its small size and close similarity to domestic cats to get close to its chosen target and then delivers its portent (quite often with advantage if the target allows the cat to get close, perhaps because it believes the cat to be no threat). It then soon disappears. A threatened moon cat will use its paralysis reaction to defend itself and then teleport away as soon as it can.



MORGAUNT

A morgaunt's appearance is as varied as the hosts they infect, but all of them appear pale and sickly. Over time the host's skin turns sickly gray, its eyes become sunken, and its hands and nails harden into wicked claws. Soon there are patches of skin sloughing away from the decaying body, and the creature is easily mistaken for some form of undead.

Insatiable Cannibals. Morgaunts are living beings that have become infected by a parasitic grub that enters the body through a wound, or is ingested with infested meat. The grub, initially little larger than a grain of rice, works its way into the host's brain and then begins to multiply. As the colony grows and takes over the host's mind, the host becomes

Morgaunt Template

Challenge. The morgaunt's challenge rating is increased by one step above the base creature.

Retained Characteristics. The servant retains its size, type, base armor class, hit dice, vulnerabilities, resistances, immunities, languages, abilities, and attacks.

Alignment. The morgaunt's alignment becomes neutral evil.

Ability Scores. Because the morgaunt's body is being driven by a colony of creatures inside its brain, the body can be pushed beyond normal limits of strength and endurance, receiving the following bonuses: Str +2, Dex +2, Con +4. For the same reason, its other abilities suffer the following penalties: Int -2, Wis -2, Cha -4.

Condition Immunities. The morgaunt can't be charmed, paralyzed or stunned, and is immune to exhaustion and cannot become unconscious.

Infectious Bite. Anyone damaged by the morgaunt's bite must succeed at a DC 13 Constitution saving throw or be infected with a disease. Infected victims will gradually show symptoms of carnivorous hunger and violent mood swings. Each day the victim loses 1 point of Constitution. Lesser restoration cures the disease, and each long rest restores 1 point of lost Constitution. Heal, restoration, or wish will both cure the disease and restore lost Constitution. Otherwise, when Constitution reaches 1, the victim seems to die, lying in a trance-like state while it transforms into a morgaunt. When it awakens after one more day, it recovers all lost Constitution by going on a cannibalistic rampage.

Attacks. The morgaunt retains its weapon attacks or can make claw attacks with its hands, which do 1d4 bludgeoning damage plus the morgaunt's Strength modifier. It can also bite, which it gains as an additional attack. On a hit, the bite does 1d4 piercing damage, plus the morgaunt's strength bonus, and subjects the target to its Infectious Bite.

Sample Morgaunt - Morgaunt Commoner

Medium humanoid (any race), neutral evil

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

Armor Class 11
Hit Points 6 (1d8 + 2)
Speed 30 ft.

Condition Immunities charmed, exhaustion, paralyzed, stunned
Senses passive Perception 9
Languages any one language (usually Ledean)
Challenge 1/4 (50 XP)

Infectious Bite. A victim of the morgaunt's infectious bite loses one point of Constitution per day. *Lesser restoration* removes the disease, and then one point of Constitution is recovered with each long rest. *Heal, greater restoration*, or *wish* will both cure the disease and restore lost Constitution. Otherwise, when Constitution reaches 1 the victim becomes unconscious, and after one more day arises as a morgaunt. A day of feasting on the living restores its Constitution.

Restless. The morgaunt does not need sleep, and cannot be made unconscious.

Actions

Multiattack. The morgaunt can make one club or claw attack, and one bite attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage and the target must make a DC 13 Constitution saving throw or contract Infectious Bite.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) slashing damage.

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

increasingly violent and deranged, and develops an insatiable hunger for meat. Eventually this hunger turns to cannibalism: the morgaunt feeds upon its neighbors and loved ones, killing them as they sleep. Even if a victim survives an attack, its wounds are almost certainly infected. Before long, another morgaunt emerges to spread terror and death among the local folk.

Hunted by Madriel. When the Order of the Morning Sky finds a town or castle infested with morgaunts, it is quickly surrounded. The inhabitants are given three days to wipe out the infestation themselves or else everything is put to the torch. This militant order of clerics faithful to Madriel has dedicated itself to rooting out such evil outbreaks of disease and pestilence, and maintains mounted forces in chapter houses across the lands of Ghelspad, ever ready to respond to outbreaks. In the event that these clerics are unable to answer the call, rulers sometimes turn to mercenaries or adventurers strong enough to do what must be done.

Tactics. A morgaunt is capable of using weapons and armor to battle its opponents, but is equally likely to attack using claws and teeth, the better to infect its prey. Most times these creatures are not capable of concocting elaborate schemes or strategies; however, exceptional creatures might act intelligently and even lead bands — or hordes — of other morgaunts.



MURDER SPRITE

Cruel and bloodthirsty creatures, murder sprites are by no means swift-witted. They are possessed of a malicious cunning, though, and they take great pride in inflicting woe. Unlike many of the creatures created by the titans, murder sprites have prospered in the time since the war. With their fast breeding cycle, they have infested many places, displacing rats as vermin (or in some instances, actually herding them for food).

Cruelty has shaped the malicious features of these tiny fey, their hideous mouths toothy and circular, like the ringed maw of a lamprey eel.

Malicious Wretches. Murder sprites happily carry out campaigns of terror for little more reason than that fear and pain delight them. Where they dwell, small children and the elderly are set upon and blinded or hamstrung, pets are poisoned and tortured, and every grain silo is a bomb waiting to explode. For these reasons and more, wherever they are discovered, murder sprites are mercilessly hunted and destroyed. These fey are as brutal to one another as they are to the larger inhabitants of the world around them, and their existence is a squalid caricature of human life, composed of little more than sly manipulation and brutal dominance games.

Tactics. Despite their aggressiveness, murder sprites prefer to avoid combat with healthy specimens of creatures larger than themselves, at least unless they have great numbers to counteract their physical weakness. Typically, they attack lone or weakened targets through poison or traps, and then ambush as a last resort. A murder sprite is certainly clever enough to use tools, although it shares the same antipathy for ferrous metals as do most fey.



Murder Sprite

Tiny fey (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Armor Class 14
Hit Points 14 (4d4 + 4)
Speed 10 ft., fly 40 ft.

Skills Perception +2, Stealth +6
Senses darkvision 60 ft., passive Perception 12
Languages Sylvan, Titan Speech
Challenge 1/4 (50 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 2 (1d4) poison damage, and the murder sprite attaches to the target. While attached, the sprite doesn't attack. Instead, at the start of each of the sprite's turns, the target loses 3 (1d4 + 1) hit points due to blood loss. The murder sprite can detach itself by spending 5 feet of its movement. It does so after it drains 7 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the sprite.

NAGA, CROWN

A crown naga is a serpentine thing 20 feet or more in length, with two heads vaguely resembling those of human women. Its great, yellowish fangs drip foul venom, and its dual visage is distorted with a mixture of arrogance, fear, and loathing.

Crown Naga

Large monstrosity (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	14 (+2)	15 (+2)	19 (+4)

Armor Class 16 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 40 ft.

Saving Throws Dex +6, Con +6, Cha +7
Damage Resistances poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Infernal, Primordial, Titan Speech
Challenge 7 (2,900 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.

Spellcasting. The crown naga is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The crown naga knows the following sorcerer spells:

Cantrips (at will): *acid splash, mage hand, message, minor illusion, poison spray*
1st level (4/day): *charm person, detect magic, magic missile*
2nd level (3/day): *hold person, mirror image*
3rd level (3/day): *fear, haste*
4th level (1/day): *confusion*

Two Heads. The crown naga has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack. The crown naga makes two bite attacks, or it casts a spell with a casting time of 1 action and makes one bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Spawn of Mormo. Following the Titanswar, those crown nagas that survived the initial, terrible battles slithered off, seeking out holes and burrows in which to hide from the assembled gods. Some crown nagas still exist in hiding, unaware of what has transpired above in the 150 years since the war. They shelter in their tunnels, feeding off rodents, beasts, and the occasional intruder. Such nagas would undoubtedly attack or flee from anyone bearing a sign of Tanil on sight, but they might do anything to placate one who claimed to be the hand of Mormo.

Cowardly and Conniving. It was only years after the Divine War that they were discovered again, quivering in their dark holes, fearful of the wrath of their dread queen. Druids dedicated to the Serpent Mother coaxed the creatures from their hiding places with promises that they might regain Mormo's favor — by aiding the effort to restore the dismembered titan. Some crown nagas are now protected and served by Mormo's druids, who feed and house the nagas and facilitate their mating rituals.

Tactics. If it must face determined foes, a crown naga always uses defensive spells before closing with enemies. It then attempts to close quickly to bite multiple targets, seeking to poison as many enemies as possible. If opponents prove immune or resistant to the naga's poison, it typically retreats deeper into its lair or toward known allies, while harassing pursuers with spells.



NARLETH

The narleth (a name derived from the Elvish expression "silken death") may have been created as warriors during the Titanswar, or they may simply have mutated from ettercaps or giant spiders during the wild magical storms that occurred as a result.

Narleths are 8-foot-tall creatures that seem a horrible mixture of human and spider. Four muscular arms, each ending in a clawed hand, sprout from their impossibly broad, bony chests. Multiple tiny eyes glare from large, insectoid heads covered in bristly brown spines and sprouting vicious, fang-tipped mandibles.

whatever their numbers, haunt lonely caverns or nurse their hatred of the elves in forgotten ruins.

Tactics. Narleths delight in causing misery to any creature that stumbles into their clutches, immobilizing it in silken cocoons and slowly dissolving its innards with their venom. The narleth prefer to attack from ambush, concealing themselves in deep shadows or underneath piles of leaves or rubbish, then springing out and covering a victim with a spray of webbing before moving in for the capture.

Narleth

Large aberration (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	18 (+4)	6 (-2)	15 (+2)	6 (-2)

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft., climb 30 ft.

Skills Perception +5, Stealth +6
Senses darkvision 60 ft., passive Perception 15
Languages Titan Speech (can't speak)
Challenge 5 (1,800 XP)

Web Sense. While in contact with a web, the narleth knows the exact location of any other creature in contact with the same web.

Web Walker. The narleth ignores movement restrictions caused by webbing.

Actions

Multiattack. The narleth makes four melee attacks: one with its bite, one claw, and two with its scimitars.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 9 (2d8) poison damage.

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

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

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



Bane of the Elves. In the years immediately following the Titanswar, the narleth became a plague amongst the Ganjus elves, terrorizing their forests and preying upon their children. Many decades ago, the elves banded together and hunted these creatures nearly to extinction, or so they believed. Those narleths that remain,

NIGHT TYRANT

This creature is a hunting spider the size of a horse. It has a mottled black, brown and green carapace, so that it can hide in the trees. It spends its days sleeping in the upper foliage of the tallest trees in the forest and, at night, climbs down as stealthily as possible, until it finds a victim. Then it releases a cloud of sweet-smelling poison.

Sleeping Death. The night tyrant searches for victims from the safety of the forest canopy and then creeps down to release a fine mist from its abdomen that smells like honey. This poison acts as a powerful sedative, lulling its victims into a deep, almost catatonic sleep. Sensory bristles on the spider's legs monitor the victim's body temperature and breathing, and when it senses that its soporific has taken effect, it comes down and drags the inert victim back up into the trees. Night tyrants never claim more than one victim a night, but are known to stalk traveling parties for days on end, picking away at them a little each night.

Tactics. Night tyrants are cowards, waiting until their targets have fallen asleep and then using their poison spray. If confronted with resistance, it will flee back into the trees. A cornered night tyrant will fight with its forelegs and mandibles until it can find an opportunity to escape.

Night Tyrant

Large beast, unaligned

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	3 (-4)	15 (+2)	1 (-5)

Armor Class 16 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft.

Saving Throws Dex +8, Wis +5
Skills Perception +8, Stealth +11
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 18
Languages —
Challenge 5 (1,800 XP)

Spider Climb. The night tyrant can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Sedative Spray (Recharge 6). The night tyrant emits a 30-foot cloud of sleep poison. Each creature must make a DC 15 Constitution saving throw or become unconscious for 1 hour. Creatures already asleep make the saving throw at disadvantage. Creatures attacked or grappled by the night tyrant can repeat the saving throw, ending the effect on a success. Creatures that succeed at the saving throw or end the effect are immune to the sleep poison for 24 hours.

Forelegs. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* either 8 (1d6 + 5) bludgeoning damage or the creature is grappled (escape DC 11).

Mandibles. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage and 35 (10d6) acid damage.



NIGHT-TOUCHED

The night-touched are one of the many varieties of creatures created by Hrinruuk, it is said — in this case, an experiment that combined the essence of demonic fiends with the negative energies of the shadow realms. The results were monstrous beings that are almost alive, part fiend and part undead. Needless to say, Hrinruuk was very pleased with his creations, and he spread them throughout the realm. Physically, night-touched are very strange. In its natural state, their "skin" is extremely smooth, with an almost rubbery feel to it. It is always a deep midnight blue, aubergine, or obsidian color that seems to absorb any light that touches it. The night-touched have internal organs, but like those of undead creatures, they do not really function. They have thick, dark green blood that oozes slowly out of wounds, rather than spurting or pulsing like that of a living creature.

Creatures of Darkness. Although night-touched are intelligent, their minds are incomprehensible to most mortals. They are generally solitary, paranoid creatures who believe that anything they cannot control must be destroyed. They have been known to join forces on occasion, or even to form extremely powerful bands with other types of creatures, ravaging nearby regions. Night-touched can be found anywhere, but they prefer to remain in darkness at all times. Hrinruuk created several breeds of night-touched, each of which was granted different powers to make the chase more interesting. Only two types are shown here, but numerous others exist.

Night-Touched Controller

When Hrinruuk first created them, night-touched controllers had the ability to summon, control, and even create other life forms, but for some reason, since then, they have lost that ability and are now able to manipulate only the undead. However, their mastery is so great that they can force spirits back into the material realm, animating simple undead seemingly at will. They are often found in the company of undead creatures, and they shun contact with other night-touched. A night-touched controller is a strange being with a vaguely humanoid shape, roughly the size of a human male. Its skin is a rubbery deep purplish-black, and it has a severely hunched back. Its abnormally large, thick hands have just three fingers and a thumb.

Tactics. Night-touched controllers generally do not engage in direct combat. They prefer to summon or create the appropriate creatures to defeat whatever obstacles are present. When forced into combat, they attack with their club-like hands once their useful spells are exhausted.

Night-Touched Hound

Night-touched hounds are always ready and willing to attack their prey, but often they are accompanied by more dangerous allies, with commands to simply track and corner the quarry. Stories still told by titanspawn claim that Hrinruuk created these hounds as part of a game he devised for himself: He would set them loose after the same prey he sought, and then challenge himself to find, defeat, and capture the prey before the hounds could even track it down. This mastiff-sized beast resembles a hound, but it has no fur. Its flesh seems rubbery, and it is hard to say whether it is dark brown or black in color. The creature's eyes and teeth glimmer faintly like pearls against its dark hide.

Unrelenting Nocturnal Predators. Because of their aversion to sunlight, night-touched hounds typically harry their prey only after sundown. However, they are intelligent, and if they have reason to believe the prey is aware of its pursuers and nearing a friendly sanctuary or stronghold, then the hound might suffer the effects of sunlight to reach the prey in time. Getting its prey is always a hound's first priority.

Tactics. When they do attack, night-touched hounds simply savage their victims until one of them is dead, much like any wolf or hunting dog. They may catch foes off-guard initially, though, by approaching with a sudden burst of speed using expeditious retreat or from seemingly nowhere using *misty step*.



Night-Touched Controller

Medium fiend (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	17 (+3)	16 (+3)	15 (+2)	18 (+4)

Armor Class 18 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

Saving Throws Dex +8, Con +7, Wis +6
Skills Perception +6, Stealth +8
Damage Resistances lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Infernal, Titan Speech (can't speak); telepathy 120 ft.
Challenge 9 (5,000 XP)

Innate Spellcasting. The night-touched controller's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components.
At will: *animate dead, darkness*
1/day: *create undead*

Magic Weapons. The night-touched's weapon attacks are magical.

Night-Touched. Magical darkness doesn't impede the night-touched's darkvision. In areas of dim light or darkness, the night-touched has advantage on Dexterity (Stealth) checks to hide.

Sunlight Sensitivity. While in sunlight, the night-touched has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sense Undead. The night-touched controller can automatically sense and discern the location of any undead within 120 feet.

Actions

Life Drain. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 26 (5d8 + 4) necrotic damage plus 22 (5d8) cold damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the night-touched controller's control, unless the humanoid is restored to life or its body is destroyed.

Charm Undead. The night-touched controller targets one undead it can see within 60 feet of it. The target must succeed on a DC 14 Wisdom saving throw against this magic or be charmed by the controller. The charmed target regards the controller as a trusted friend to be heeded and protected. The effect lasts 24 hours or until the night-touched is destroyed, is on a different plane of existence.

Night-Touched Hound

Medium fiend (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	7 (-2)	15 (+2)	14 (+2)

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 50 ft.

Saving Throws Dex +3, Con +5, Wis +4
Skills Perception +6, Stealth +3
Damage Resistances lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., truesight 30 ft., passive Perception 16
Languages Infernal, Titan Speech (can't speak); telepathy 120 ft.
Challenge 2 (450 XP)

Innate Spellcasting. The night-touched hound's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components.
3/day: *expeditious retreat*
1/day: *misty step*

Magic Weapons. The night-touched's weapon attacks are magical.

Night-Touched. Magical darkness doesn't impede the night-touched's darkvision. In areas of dim light or darkness, the night-touched has advantage on Dexterity (Stealth) checks to hide.

Peerless Tracker. The night-touched hound can use a bonus action to choose one creature it can see as its quarry. The hound knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The hound can have only one creature designated as its quarry at a time.

Sunlight Sensitivity. While in sunlight, the night-touched has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) cold damage.

OOZE, STONEBUILDER

This enormous ooze, twenty feet or more in diameter, has a dull, pebbled surface, strongly resembling local rock and sand. It flows with a curious rippling motion, occasionally rising into great waves.

Stonebuilder Ooze

Huge ooze, unaligned

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Armor Class 16 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 10 ft., climb 10 ft.

Skills Stealth +2
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical weapons
Damage Immunities acid, thunder
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 9 (5,000 XP)

Acidic Touch. The stonebuilder ooze does 5 (2d4) acid damage to any organic matter (wood, leather, living tissue) that it is in contact with at the end of its turn.
Camouflage. A motionless stonebuilder ooze has advantage on stealth checks.
Engulf. The stonebuilder ooze can occupy another creature's space, and vice versa. A creature that starts its turn in the ooze's space is subject to its secretion.. The ooze's space is difficult terrain.
Secretion. A creature engulfed by the stonebuilder ooze, or hit by its slam attack, must succeed at a DC 16 Dexterity saving throw or become restrained for one minute. A creature that spends an action trying to remove the resin is entitled to another saving throw at the end of its turn. After 1 minute the resin hardens into stone, and requires either magic or an hour's labor with appropriate tools to remove.

Actions

Multiattack. The stonebuilder ooze makes two slam attacks, plus an additional slam attack against each creature within its space.
Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage and the target is subject to Secretion.
Surge (recharge 5-6). The ooze raises itself up into a wave taller than a man and surges forward 20 feet.

Unnatural Formations. Strange cone-shaped structures occasionally dot the desert landscape on the continent of Asherak. To the casual observer these cones may seem to be natural formations, but desert tribesmen and practiced travelers always approach them with extreme caution, for they are known to be the lairs of the stonebuilder ooze.

Stone builders secrete an acidic resin that they combine with dust and sand to create a sturdy stone-like material, which the ooze builds up into a rough cone, pocked with entrance tunnels. In the heat of the day, the ooze takes shelter from the sun inside its stoney home, and at night it emerges to hunt.

This One is Just Right. The stonebuilder's conical homes are as strong as solid stone, 20 or more feet wide and high, and have walls 2 to 3 feet thick. The cones are a marvel of engineering, for they remain cool even under the hot desert sun. They are consequently prized as housing by creatures that are able to seize them from their oozy creators. But woe to the intruder still inside when its owner returns!

Tactics. Only found outside its lair at night, the stonebuilder ooze invariably tries to Engulf and Slam opponents, and will fight to the death, not recognizing when it is outmatched.



ORAFAUN

Elroic awoke to find himself on soft grass under a warm sun, and for a few moments he wondered where he was, so long and blissful was his sleep.

"So, warrior," said a soft voice nearby, "tell me what you found on your journey…"

The orafauna are large, ibex-like creatures of serene beauty and deep wisdom. They have thick, lustrous pelts, rich feathering around their necks and hooves, and grand horns that shine like precious metal.

Envoys of Erias. Erias, the renegade son of Belsameth, is the demigod of dreams, and none of his creatures represent this dominion better than the orafauna. Erias created the orafauna as his priesthood, imbuing them with magical powers to allow them to describe and interpret the meaning of dreams for those who come to their temple and make oblation to him.

Interpreters of Dreams. The temple of the orafauna is located in a region of hills known as the Solemniac Vale on an island off the western shore of Darakeene. Herein, standing upon the central and highest hill of the region, is the fane of Erias. The temple is constructed of white stone and is detailed in pure precious metals. Travelers who wish to have their dreams interpreted make a pilgrimage here.

Tactics. Orafaun live in small herds and are, like their god, nonviolent. Although their horns are natural weapons, when faced with hostility they much prefer to put potential enemies to sleep and then quietly slip away.



ORAFAUN

Large beast, neutral good

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	15 (+2)	20 (+5)	16 (+3)

Armor Class 15 (natural armor)
Hit Points 52 (8d10 + 8)
Speed 50 ft.

Saving Throws Wis +8, Cha +7
Skills Insight +8, Medicine +8, Perception +8, Religion +5
Condition Immunities charmed, exhaustion, paralyzed
Senses passive Perception 18
Languages Ledean, Orafaun, Sylvan
Challenge 5 (1,800 XP)

Blessing of Erias. When the orafaun uses its gift of Erias on a willing and deserving pilgrim, it may also grant prophetic dreams, which it will then interpret when the creature awakens, giving a hint of some important event in the future. Roll a d20 and record the result. The creature may use the result to replace any attack roll, saving throw, or ability check made by itself or a creature it can see. The blessing lasts for one year, or until it is used, and a creature can have only one blessing of Erias at a time.

Spellcasting. The orafaun is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The orafaun has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, spare the dying, thaumaturgy*
1st level (4 slots): *cure wounds, detect evil and good, protection from evil and good, sanctuary*
2nd level (3 slots): *augury, lesser restoration, zone of truth*
3rd level (3 slots): *create food and water, remove curse, sending*
4th level (1 slot): *divination*

Actions

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

Channel Divinity. When the orafaun uses this ability it can choose either Turn Undead or Sleep. The orafaun can use Channel Divinity twice, and then must take a short or a long rest to regain both uses.

Turn Undead. The orafaun uses Turn Undead as a 7th-level cleric.

Sleep. The orafaun casts *sleep* as a 4th-level spell.

Gift of Erias. The orafaun attempts to put a creature within 5 feet to sleep. The creature can make a DC 17 Wisdom saving throw, and if successful is immune to the orafaun's gift for 24 hours. Otherwise the creature sleeps for 8 hours, or until another creature uses its action to awaken it. If the target is willing there is no saving throw, and the gift additionally counts as a long rest, restores all hit dice, and removes all levels of exhaustion. (Also see blessing of Erias.)

PAIN DOLL

"It is ideal to start with a living subject, securely restrained and well-nourished. The longer into the ritual they survive, the more active and aggressive the pain doll will be, so encourage them to resist your magic until the last. You can begin with the twelve dozen rusted needles, almost anyone will survive their insertion, and then continue on to hammer in the joint spikes as indicated in diagram 13-A…." from the Mad Magister Leut's treatise on the creation of pain dolls.

The undead creature lurches forward, its flesh rent by needles, hooks, spikes and other instruments of torture.

Pain Doll

Medium undead, unaligned

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	20 (+5)	3 (-4)	8 (-1)	20 (+5)

Armor Class 12 (natural armor)
Hit Points 57 (6d8 + 30)
Speed 30 ft.

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft.,passive Perception 9
Languages understands the languages it spoke in life but does not speak
Challenge 2 (450 XP)

Aggressive. As a bonus action, the pain doll can move up to its speed towards a hostile creature that it can see.

Body Spikes. If the pain doll has a creature grappled, it can use its bonus action to impale it on the spikes extruding from its body. The creature takes 7 (1d12 + 1) piercing damage.

Pain Aura. A creature that starts its turn within 30 feet of the pain doll must make a DC 13 Constitution saving throw. On a failed save, the creature takes 8 (1d6 + 5) psychic damage and can either move or take an action but not both and cannot use bonus actions or reactions until the start of its next turn. On a successful saving throw, the creature takes half damage and can act as normal. The feature does not affect constructs or other creatures immune to psychic damage.

Pain Leech. If the pain doll has caused any creature to take damage (either by attacked it or by its pain aura) since its last turn, it gains 10 (1d10 + 5) temporary hit points.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage and the creature is grappled (escape DC 11).

Unliving with Pain. These creatures are constantly tormented by pain, which only relents when they attack others. They are unthinking and uncaring and will attack even if hopelessly overmatched and will never flee or surrender.

Bullies of the Small. Pain dolls choose to attack smaller creatures like halfings, gnomes and children first, before attacking enemies of their own size or larger. They hate constructs and anything else that cannot feel pain and avoid them in favor of other enemies.

Tactics. Pain dolls are mindless and do not have specific tactics. However, they are sometimes mistaken for less threatening creatures such as zombies, only to have their speed and pain aura surprise their victims.



A

PESTILITE

1/4

Pestilites are a plague, a well-oiled machine of destruction and malevolence created by the titan Chern. These foul abominations are devoted to unearthing Chern's leprous body from the Mourning Marshes and restoring his power. The pestilites believe that the key to reviving their creator is to infect other creatures with disease; they teach that Chern is healed by devouring the souls of those who die of horrid diseases. The Madrielite Order of the Morning Sky is among the pestilites' most formidable enemies. An insectoid creature about the size of a halfling, a pestilite stands upright. It has a locust's body, a mantis's head, and the wings and stinger of a wasp or hornet. Its thin carapace is a sickly yellow with brownish markings, and its eyes are large and solid black.

Cunning Interlopers. Pestilites are sometimes able to move unnoticed through cities by disguising themselves as halflings or other small humanoids under long, deeply cowled robes or similar coverings. Some dwell in large communities under large cities or in massive nests near smaller settlements.

Tactics. A pestilite is almost never encountered alone. Together, a group of pestilites swoops in and tries to infect all possible targets with fever as quickly as possible, and then they retreat; they know that most infection victims do not live long, so they can withdraw and return later to feed upon dead or greatly weakened adversaries. Pestilites normally swarm and sting their opponents while using their deafening cadence.

Pestilite

Small aberration (titanspawn), lawful evil

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Armor Class 14 (natural armor)
Hit Points 16 (3d6 + 6)
Speed 20 ft., fly 30 ft.

Skills Deception +4, Stealth +3
Damage Resistances poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10
Languages Titan Speech
Challenge 1/4 (100 XP)

Disease Immunity. The pestilite is immune to diseases.

Hive Mind. All pestilites are in constant, rudimentary telepathic communication with every other pestilite within 6 miles. They cannot speak via this link, but they can exchange simple thoughts and images. If one is aware of a particular danger, they all are aware of that danger.

Actions

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) piercing damage plus 2 (1d4) poison damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 4 (1d8) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Spit Poison. *Ranged Weapon Attack:* +3 to hit, range 10/30 ft., one target. *Hit:* 3 (1d4 + 1) poison damage.

Deafening Cadence. A pestilite produces a keening, piercing wail via drum-like organs in its abdomen, audible out to nearly a mile. Creatures other than pestilites within 15 feet must make a DC 12 Constitution saving throw or be deafened for as long as they remain within 15 feet of the deafening cadence, plus 1d4 rounds. Once a pestilite starts its cadence, it can use a bonus action to maintain the noise on subsequent turns. A creature that saves successfully against this effect is immune to deafening cadence for 24 hours.



PILFER PIXIE

Pilfer pixies attack magicians' familiars, possessing the creatures to get at their masters. Once the pixie possesses a familiar, it causes terrible nightmares to plague the creature's master, thus disrupting her spellcasting capacity. Presumably, whatever magic is lost by the spellcaster somehow nourishes the pixie. Pilfer pixies resemble other varieties of sprites or pixies, with very angular features. Their gossamer wings produce a small glitter trail about two feet behind them as they fly.

Spawn of Mesos. These wicked, devious little faeries are said to be the brood of the titan Mesos, who sent them far and wide to steal magic from the world and make those who practiced the arcane arts miserable beyond compare. Today, many years after Mesos' dismemberment, pilfer pixies still roam the Scarred Lands looking to harass arcane spellcasters.

Magical Thieves. When a pilfer pixie encounters a warlock's or wizard's familiar, it uses any means at its disposal to get close to the creature. It may try to lull the beast into complacency or, in more obstreperous targets, use its pixie dust to reduce the familiar's resistance and perhaps even render it comatose for a time. If the pixie's theft is revealed, it flees (with its possessed familiar-host if it can), or abandons the familiar's body altogether and retreats to find an easier meal.

Tactics. Pilfer pixies often attack by surprise, attempting to possess a familiar before it or its owner are aware of them. If the spellcaster is alone (or hurt) then it might use sleep on the humanoids and then attack the familiar.



Pilfer Pixie

Tiny fey (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
4 (-3)	20 (+5)	10 (+0)	12 (+1)	12 (+1)	15 (+2)

Armor Class 15
Hit Points 5 (2d4)
Speed 10 ft., fly 30 ft.

Skills Arcana +5, Deception +6, Stealth +7
Senses darkvision 60 ft., passive Perception 11
Languages Sylvan, Titan Speech
Challenge 1/2 (100 XP)

Inflict Nightmare. Once per day, when the master of a familiar that the pilfer pixie has possessed takes a long rest, the pixie can cause the spellcaster to suffer terrible nightmares. The target must make a DC 12 Wisdom saving throw. On a failed save, the target suffers nightmares that last the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 10 (3d6) psychic damage.

Innate Spellcasting. The pilfer pixie's spellcasting ability is Charisma (spell save DC 12, or +4 to hit with spell attacks). It can innately cast the following spells, requiring only its pixie dust as a component.

At will: *detect magic, druidcraft, invisibility, mage hand, speak with animals*
3/day each: *dancing lights, sleep*
1/day each: *detect thoughts, dispel magic*

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

Actions

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Possess Familiar. The pilfer pixie can attempt to possess the familiar of another creature within 5 feet of the pixie. If the target is not asleep or incapacitated, the pixie must make a successful melee spell attack against it. The target must make a DC 14 Wisdom saving throw. A familiar that saves against this effect is immune to the pilfer pixie's Possess Familiar for the next 24 hours. If the target fails the save, the pixie possesses the target; the pixie then disappears, and the target is incapacitated and loses control of its body. The pixie now controls the familiar's body but doesn't deprive the target of awareness. The pixie's body actually merges into that of the creature, its presence discernible only by *true seeing* or similarly powerful magic. While possessing a familiar, the pixie can't be targeted by any attack, spell, or other effect, except ones that target fey specifically, and it retains its alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the possessed target's statistics.

PLAGUECAT

I'll never forget my visit to Tashon. The cats came upon us on a moonless night and I was bitten just once before I slew the monster that attacked me. I remember our guide just shaking his head at me, a sad look in his eyes. By the morning I was delirious… If Shalya had not demanded that we press on to the village and if the wise woman had not been there, well, you wouldn't be hearing this story, now would you?

This sleek and long-limbed feline has a mottled pelt of green and brown. Its coat is matted and mangy, open sores ooze from its sides, and strange growths like knots on its spine can be seen beneath its hide. It roars and readies itself to pounce.

Carrion Eaters. Plaguecats are carrion eaters, but they're more proactive than most. They will attack an animal, only to withdraw quickly once they've delivered a deep wound. They know it's likely that the prey will become sick and die within a matter of days and they will stalk the animal until it drops dead. They then drag it up into a tree to ripen for a day or two, before judging it fit to eat.

Pack Attack. Plaguecats hunt in small packs, led by an older female. She signals the attack with a roar, then the youngest members of the pack strike while the older members keep potential rescuers at bay. Once the victim is sufficiently injured, the pack retreats to a safe distance and awaits the inevitable.

Tactics. Plaguecats will strike quickly, preferring a night-time raid where they can use their night-vision and pack tactics to gain the upper hand. They retreat as soon as they've forced a majority of the group to make saving throws and only attack again if their victims don't die within the week.



PLAGUECAT

Medium beast, unaligned

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	4 (-3)	12 (+1)	7 (-2)

Armor Class 18 (natural armor)
Hit Points 13 (3d8)
Speed 40 ft.

Saving Throws Dex +6
Skills Perception +3, Stealth +6, Survival +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Ambusher. The plaguecat has advantage on attack rolls against any creature it has surprised.

Infectious. When the plaguecat deals damage, it can use a bonus action to have the target make a DC 13 Constitution saving throw. On a failure the target contracts a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 4 (1d8) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

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

Actions

Multiattack. The plaguecat makes one attack with its claws and one attack with its bite.

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

PROUD

The proud are a race of centaur-like creatures with the upper body of a human and the torso of a lion. Their faces are generally feline, with males sporting manes and women having slightly larger eyes. Not much is known about proud life expectancy or their complex tribal interactions since few proud are willing to explain such things to outsiders, and especially not to the divine races or the Redeemed.

Proud

Large monstrosity (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	9 (-1)	13 (+1)	10 (+0)

Armor Class 15 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft.

Skills Athletics +5, Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Leonid, Titan Speech
Challenge 2 (450 XP)

Innate Spellcasting. The proud's spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no material components.

At will: *druidcraft*
1/day each: *animal friendship, speak with animals*

Overbearing Charge. If the proud moves at least 20 feet straight toward a creature and then hits it with a melee attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Multiattack. The proud makes three attacks: one with its bite and two with its claws, or one with its spear and two with its claws.

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

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

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used in two hands.

Spawn of Hrinruuk. The proud believe they are the favored children of Hrinruuk the Hunter, and they fought bravely alongside their titanic masters during the divine uprising. Today, they still prowl the Plains of Lede and the Bleak Savannah, and they remain a threat to the orcs of Lede, the manticora of the Bleak Savannah, and the homesteaders of Mithril alike.

Fierce Loyalists. The proud are still profoundly bitter about the Divine War and make no qualms about slaughtering "traitors to the titans." They yearn for the day when they can run alongside Hrinruuk again. Fortunately for the divine races, the proud seem to have a hard time organizing beyond the basic tribal level, and they are prone to infighting without a strong ruler.

Tactics. The proud usually hunt in prides during the earliest and latest hours of the day as lions do, although nocturnal attacks are not uncommon. When attacking traveling targets, the proud pick off stragglers and scouts, harrying the main group at regular intervals until the targets' nerves are ragged. This repetitive hounding can cause prey to develop a kind of defensive rhythm — which allows the proud to attack in full force when the enemy least expects it. They often recruit prides of lions to bolster their numbers during larger raids. The proud are savage warriors, giving no quarter and expecting none. Still, they may retreat if they find themselves significantly outmatched.



QUICKSILVER STALKER

Quicksilver stalkers vary in appearance, having the build of humanoids of any race, size or gender — which feeds speculation regarding the true nature of their creation. They are distinguishable by their hairless, metallic skin and utter lack of features on the smooth orbs that serve as their heads. These silver monstrosities wear and carry no equipment, attacking only with the long talons that their fingers have become.

Quicksilver Stalker

Medium aberration, chaotic evil

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	10 (+0)	10 (+0)	6 (-2)

Armor Class 20 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 40 ft.

Saving Throws Dex +8, Wis +3
Skills Investigation +6, Perception +6, Survival +3
Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons
Senses blindvision 60 ft., passive Perception 16
Languages —
Challenge 6 (2, 300 XP)

Bloodsilver. When the stalker does damage to a creature, it may use its bonus action to recover 7 (1d8 + 3) hit points or the amount of damage it did to the creature, whichever is lower. It cannot exceed its starting hit points with this ability.
Immutable Form. The quicksilver stalker is immune to any spell or effect that would alter its form.
Invisibility. The quicksilver stalker can use a bonus action to become invisible.
Magic Weapons. The stalker's attacks are magical.

Actions

Multiattack. The Quicksilver Stalker makes two claw attacks.
Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

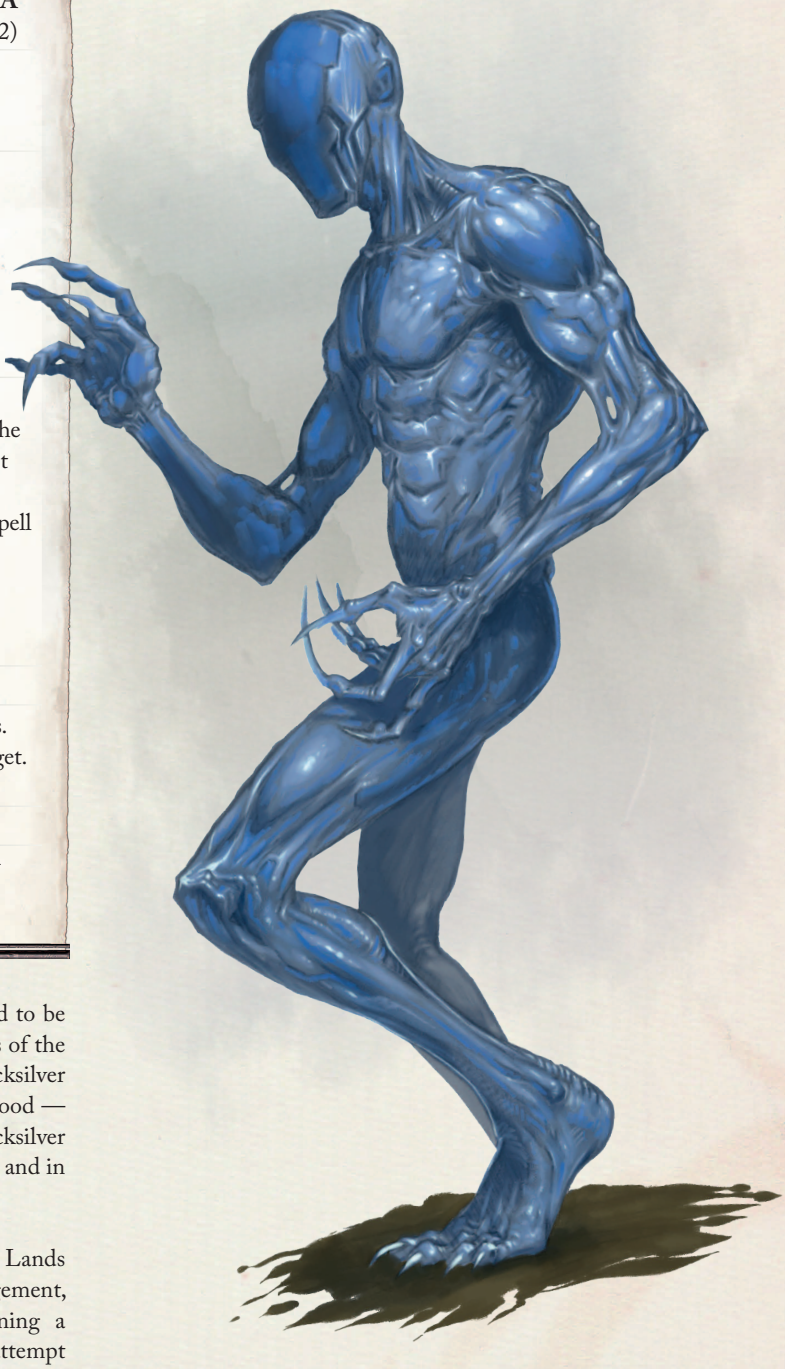
Reactions

Retaliate. When a creature hits the quicksilver stalker, it may make a talons attack at that creature.

Hunters for Dier Drendal. The quicksilver stalkers are believed to be the result of an alchemical transformation, perhaps at the hands of the dark elves. The alchemical ingredients needed to create a quicksilver stalker are mostly unknown aside from quicksilver and titan's blood — specifically, the blood of Hrinruuk the Hunter. Though rare, quicksilver stalkers can be encountered in any land inhabited by humanoids and in underground areas, especially near dark-elven communities.

The Wizard's Quarry. There are some wizards in the Scarred Lands whose desire for power exceed their capability for rational judgement, and some of those have commissioned bounties on returning a quicksilver stalker alive to their laboratories. The last known attempt was with a stalker who might have once been the Veshian vigilante Cres Caldan (one-time leader of the Ganjus Vigil) and ended in utter disaster and at least eleven deaths.

Tactics. The quicksilver stalker favors attacking from invisibility for surprise, then becoming invisible once more when the opportunity presents itself. Though individual styles of combat seem to vary based on who the creature was in life, each of these beings is aided by an impressive array of instinctual features. Many directly attack a foe, then become invisible but remain in the same location, waiting for a chance to use their retaliate feature to strike the same target again.



These figures seem too perfect, even for an elf. Their eyes glitter, their skin is flawless and their movements more graceful than any mortal creature. When they speak, it is with an ethereal whisper, telling stories of long ago that seem almost remembered dreams.

Remembrance

Medium humanoid, lawful neutral

STR	DEX	CON	INT	WIS	CHA
16 (+3)	25 (+7)	14 (+2)	17 (+3)	16 (+3)	20 (+5)

Armor Class 17
Hit Points 58 (9d8 + 18)
Speed 30 ft.

Skills Acrobatics +10, Arcana +6, History +9, Insight +9, Nature +9, Performance +11, Stealth +10
Senses blindsight 60 ft., truesight 30 ft., passive Perception 13
Languages Ahnae, Elvish, Sylvan
Challenge 6 (2,300 XP)

Immutable Form. The remembrance is immune to any spell or effect that would alter its form.
Magic Resistance. The remembrance has advantage on saving throws against spells and other magical effects.
Magic Weapons. The remembrance's attacks are magical.
Masterful Kenning. The remembrance can use a bonus action to use its passive check for any Intelligence or Wisdom ability check instead of rolling.
Spells of the Past. The remembrance's innate spellcasting ability is Charisma (spell save DC 16). It can cast the following spells, requiring no material components:
At will: *light, minor illusion, prestidigitation*
4/day: *comprehend languages, heroism, protection from evil and good, silent image*
3/day: *alter self, calm emotions, levitate*
1/day: *legend lore*

Actions

Multiattack. The remembrance makes three attacks with its rapier.
Rapier. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) magical piercing damage.

Time That Was. The death of the high elves' god did more than curse the elves, it virtually slew their spirits. Sorrow and melancholy have fallen upon the forsaken elves in the years since that fall. Their decline has been slow and painful, a dissolution becoming evident in their fragmented empire, decaying cities, shattered faith, and in their daily lives. In 57 AV, a group of elven artists, writers, wizards, and other creative individuals gathered and the city of Turen to discuss their plight. They agreed to assume responsibility for the rekindling the elves' spirits while preserving high elven heritage and culture. Artists from all of the elf realms were rallied and a renaissance movement began, bringing to an end the decades-long dearth of true elven culture. Along with their colleagues' murals, novels, poems, symphonies, sculptures, and architecture, the elven wizards presented new spells and magic items — and their pièce de résistance, the remembrances: constructs tailored like beautiful high elves. The remembrances were designed as testament to erstwhile elven glory, animated cultural archives. Once, they mingled with elves, singing, dancing, reciting myths and legends or even re-enacting famous battles. Intended as keepers of all the joys and pleasures of elven lives and passions, they were intelligent, knowledgeable, and even fully capable of romantic and sexual activities.

Destruction. Arguably, the brief revitalization movement had the greatest impact on the city of Pelegael, where the people rejected it outright, finding it too painful to admire. To their eyes, the renaissance was a sick and morbid mockery of the elves' former grandeur. Eventually, a series of riots exploded across the city. The angry elves destroyed most of the renaissance works, including many of the remembrances. The riots continue to this day, and Pelegael survives amid violence and anarchy. After the movement faded, several remembrances secluded themselves in theaters and museums along with other pieces of art, where today they discreetly duplicate ancient masterpieces or pen old stories. Others wander as bards, disguising themselves as living elves. A few others live with sympathetic elven wizards or simply hide in the forests.

Tactics. Remembrances avoid combat altogether if possible, but can ably defend themselves with their rapiers, which are always of at least +1 enchantment. They usually fight defensively, attempting to protect the innocent and to break away from combat as quickly as possible. A remembrance's spells are usually reserved for artistry or performances, unless the construct fears for its safety or that of creatures it considers its wards.



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SAGE CAMEL

"I seek the sage Al Saddir." said Kammar, feeling foolish talking to a mostly empty tent. Amazingly, the camel spoke. "You have found him. Sit. Share water with me. And then we will speak of your quest, Kammar of Akrud. And I will judge whether you are worthy to hear more about the Crystal Lenses of Golthagga." Kammar sat.

Tamulqawid, or Sage Camels, resemble ordinary camels except that they are taller and have a deep intelligence in their eyes and an expression of peaceful wisdom on their faces. They wear light colored, loose cloth coverings over their heads and bodies.

Sage Camel

Large monstrosity, lawful good

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	17 (+3)	18 (+4)	14 (+2)	10 (+0)

Armor Class 9
Hit Points 76 (9d10 + 27)
Speed 50 ft.

Saving Throws Wis +4, Cha +2
Skills Arcana +6, History +6, Insight +4, Survival +4
Senses passive Perception 12
Languages Celestial, Darakeene, Ledean and at least two other languages
Challenge 4 (1,100 XP)

Legend Lore (1/day). The sage camel can cast *legend lore* without expending a spell slot or using components.

Spellcasting. The sage camel is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save 14, +6 to hit with spell attacks). The sage camel has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mage hand, prestidigitation, true strike*
1st level (4 slots): *detect magic, identify, protection from evil and good, sleep*
2nd level (3 slots): *detect thoughts, locate object, see invisibility*
3rd level (2 slots): *clairvoyance, tongues*

Student of the Stars. Each friendly creature spending a long rest as the welcome guest of a sage camel can benefit from its reading of the stars. Each creature rolls a d20. One time in the next month, the creature can use the result in place of any ability check, attack roll or saving throw. The stars are slow to change and a creature cannot benefit from this feature more than once a month.

Wisdom of the Desert. Sage camels do not get lost in the desert and are immune to illusions.

Actions

Kick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage and the target must make a DC 12 Strength saving throw or be knocked prone.

Spit. One creature within 30 ft. of the sage camel must succeed at a DC 13 Dexterity saving throw or become blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Children of a Demigod. Legends tell of Tamul, "the Old Man of the Desert", and how he was tricked and imprisoned by Sandmaskers. He escaped, not by violence or trickery, but by patience and wisdom. He gained the form and endurance of the desert camel but also knowledge of the stars and both the science and magic of their movements. Once he had passed this knowledge on, Tamul disappeared. It is rumored that in the vast Desert of Onn lies the greatest observatory ever built and the Old Man of the Desert dwells there.

Teachers and Prophets. Sage camels enjoy reclining in their huge, plush desert tents and endlessly conversing with guests, especially travellers from afar. They are often accompanied by other creatures that offer their services in return for knowledge. Sage camels speak many languages and are renowned for their ability to deliver prophecies by reading the stars.

Tactics. Sage Camels are often accompanied by those that seek their wisdom. If battle breaks out, they will use *protection from evil and good* and *sleep* to support their acolytes and then use *fire bolt* or their spit attack against the remaining foes. If confronted directly, a sage camel often will kick an opponent and then use their superior speed to move away for a spit attack.



SAND WYVERN

Sand wyverns are large winged reptiles that scream across the surface of the Scarred Land's deserts, flying at altitudes of only a few dozen feet. Flocks of these magical beasts fly in formations over the desert surface, throwing up huge sandstorms to drive potential prey out of hiding.

Sand Wyvern

Large beast, unaligned

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	20 (+5)	4 (-3)	12 (+1)	11 (+0)

Armor Class 15 (natural armor)
Hit Points 42 (4d10 + 20)
Speed 15 ft., fly 70 ft.

Skills Athletics +5, Stealth +3
Senses passive Perception 11
Languages —
Challenge 2 (450 XP)

Sandstorm. When wyverns fly over sand or dusty ground, their wings cause a wind effect that creates a cloud that obscures all vision. The radius of the cloud is equal to 5 feet times the number of sand wyverns in the flight and is centered on the innermost wyvern. The cloud dissipates if there are less than three wyverns within its area of effect. Large enough sandstorms give advantage to a wyvern's Dexterity (Stealth) checks and may otherwise appear natural.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage.
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.
Stinger. *Melee Weapon Attack:* +3 to hit, reach 15 ft., one target. *Hit:* 4 (1d6 + 1) poison damage and the target must make a DC 11 Constitution saving throw or be poisoned until the end of the wyvern's next turn.
Sandblast (1/day). The wyvern exhales sand from special sacs on the side of its neck in a 30-foot cone. Each creature in the area of effect must make a DC 13 Dexterity saving throw. On a failed save, the creature takes 14 (4d6) bludgeoning damage and is blinded and knocked prone. A creature can use half its movement to clean its eyes and remove the blinded condition. On a successful save, the creature takes half damage and can choose to either be blinded or be knocked prone.

What Hides Beneath. Sand wyverns' mottled brown and dark yellow flesh is exceedingly tough, as are their leathery wings, which stretch across their upper arms. Their narrow mouths are filled with dirty, jagged teeth and their large black eyes are covered with a transparent lid. Their rear feet end in wickedly curved claws that they use to scoop prey off the land to take back to their eyries to consume. The long tail of the female sand wyverns ends in a stinger and in a brilliant green gem-scale for males. When sand wyverns travel in large flocks, they have been known to kick up such a great quantity of sand that travellers often mistake their approach for a sandstorm.

Bestial Treasures. There is rumored to be a great nest in the side of a cliff face somewhere in the Ukrudan desert where hundreds, perhaps thousands, of sand wyverns roost during the night. If such were the case, then only the most foolhardy (or desperately greedy) adventurer would ever venture to the place. Each of the long, brilliant gem-scales on a male sand wyvern's tail is worth anywhere from 50 to 200 gold coins depending on how far one travels from the desert fringe towns to sell it. Tribes of hardened wasteland nomads who live along the Splintered River in the Ukrudan desert make their living hunting sand wyverns, which they call Angels of Sand. Divine War legends describe asaatthi training sand wyverns as war mounts. Asaatthi children reportedly rode the beasts into battle until they grew too large for the beasts to bear. Rumor holds that the Dunahnae army is trying to replicate this training process.

Tactics. When attacking on the wing, the sand wyvern may use only its claws or breath weapon. On the ground, sand wyverns attack with a fury of slashes from its claws, its bite and its stinger if available. A commonly-speculated way to avoid an attack by sand wyverns is to "play dead". Though they are carnivores at heart, these creatures will pass right over anything that appears to be already dead, preferring to tear into living flesh. This tactic may seem better than confronting an angry flock of wyverns, but lying down in the desert and having a sandstorm pass overhead can result in being buried alive…



SANDMASKER

This large being is a bizarre blend of human from the waist up and giant scorpion from the waist down. Alien eyes peer from a hairless skull, taking in its surroundings with cool precision. A tattoo of a black crescent moon and scimitar covers much of its chest, and a similar mark is inscribed on the shaft of the lance couched at its side. Its claws reach out eagerly and its stinger gleams with poison at its tip.



Fanatical Followers of Tarkun. In the 33rd year of the War of Broken Vows, an army of Exemplars stormed the fortress of the renegade Tarkun. With no hope of escape, Tarkun sacrificed his last possession — his immortal soul. He cast his blood into the sand, spat the incantation of the Unknown, and sprinkled dust from the tomb of Urkanet, first Exemplar to die in the war. From this dark magic arose the sandmaskers to drive off the Exemplar army. Even today, they roam the deserts of the Scarred Lands, leading bands of giant scorpions on raids to destroy Exemplars. Rumors say that Tarkun himself still lurks somewhere in the Desert of Onn.

Merciless Predators. Sandmaskers will attack innocent creatures without need or provocation.

Tactics. Sandmaskers lure travellers into traps using major image to create illusions of small oases or wells. They then charge with their lances; any who survive the charge are attacked with claws and stingers. Sandmaskers often keep swarms of 2d4 giant scorpions and might send the scorpions in first to soften up tough opponents and then charge into the fray afterwards.

Sandmasker

Large monstrosity, lawful evil

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	10 (+0)	14 (+2)	15 (+2)

Armor Class 17 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 40 ft.

Skills Intimidation +5, Perception +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Ledean
Challenge 6 (2,300 XP)

Innate Spellcasting. A sandmasker can innately cast the following spells, requiring no material components:
2/day: *mirror image*
1/day: *major image*

Trampling Charge. If the Sandmasker moves at least 20 feet straight towards a creature and then hits it with a lance attack on the same turn, the creature must succeed at a DC 14 Strength saving throw or be knocked prone and suffer 8 (1d8 + 4) bludgeoning damage.

Actions

Multiattack. The sandmasker makes three attacks: either one lance attack and two claw attacks or two claw attacks and one sting attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and the target is grappled (escape DC 14). The sandmasker has two claws, each of which can grapple only one target of Medium size or smaller.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage and the target must make a DC 14 Constitution saving throw. On a failure the target takes 22 (4d10) poison damage and becomes poisoned for 1 minute. On a success it takes half damage and is not poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SCAR TWIN

Better to wash a wound with sand than water from the Blood Sea.
— proverb from the coast of the Blood Sea

Scar twins appear as normal humans, and go out of their way to imitate humans when they can. Only when a scar twin removes its clothing is its monstrous nature revealed: White scar tracings of old wounds and sores cover its body, each healed but still visible against its pale skin. The torso of many scar twins is a raw mass of healed scar tissue.

Scar twins are humans who have lived their lives near the Blood Sea. For years, these unfortunates have been eating the fish of the sea, tainting themselves with Kadum's lifeblood. They have bathed repeatedly in the bloody waters churned from the depths by the titan's thrashings. Some claim Kadum finally calls to the loneliest of these men and women and makes them scar twins to fulfill his vengeance.

Scar Twin

Medium monstrosity (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	21 (+5)	10 (+0)	13 (+1)	7 (-2)

Armor Class 14
Hit Points 86 (9d8+45)
Speed 30 ft.

Saving Throws Dex +6, Con +7
Skills Perception +3, Sleight of Hand +6, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages Those it knew in life
Challenge 3 (700 XP)

Hardened Skin. Any critical hit against the scar twin becomes a normal hit.

Wound Mimicry. At the start of its turn, the scar twin can use its bonus action to transfer a wound from itself to its chosen victim. The victim takes 14 (2d8 + 5) damage and the scar twin recovers that many hit points. The scar twin can move its target to another creature as long as that creature is 120 feet of the scar twin and the scar twin has an item in its possession that used to belong to the creature. Recovering the object breaks the link.

Actions

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

A Hidden Danger. Often scar twins eke out what passes as a normal life, never bothering anyone until something angers them. Many never leave their ancestral homes after their turning, though they often find themselves ostracized by family and friends who do not realize the depth of the change that has occurred. This isolation often makes a scar twin mentally unstable and creates a murderous rage within the creature to punish those it once embraced as neighbors.

When this rage cannot be contained, the scar twin sneaks into a nearby home, intent on stealing a precious object from an occupant: a brooch, a pipe, a toy, anything that someone in the home cares deeply about. The scar twin then returns to the comfort of its home, where it adopts the new item as its own. Scar twins often have rooms of seemingly useless junk, most of it stolen.

Kadun's Twisted Mockery. The scar twin broods for a time over its latest acquisition, but eventually the rage returns. This time it is turned inwards and the scar twin takes its hatred out on itself. Angry at not fitting in, angry at stealing from those who it once counted as friends, angry at the rage that will not go away and the pain that it can no longer feel, the scar twin tears at its own flesh. But Kadun has one last punishment: the damage it does to itself is also done to whomever the latest favored object belonged to. Many a horrified fisher-folk have awoken to find their spouse or child dead from gruesome wounds and themselves as the most likely suspect!

Tactics. A scar twin forced into melee attacks with a short sword or other weapon. It will also try to snatch items from opponents, so that it can use its wound mimicry feature against them. A scar twin much prefers hiding and slowly destroying those around it than getting into direct combat.



SEARING WIND

"It's fine — there's nothing here, other than a bunch of rusty knives."
— Last words of Herak the Explorer.

At rest, a searing wind seems to be nothing more than a pile of discarded weaponry (daggers, knives, throwing stars or other small weapons). But when a creature gets too close, the blades begin to spin, forming a whirling storm of cutting mayhem that can fill an entire room. The entity seems to have some direction and purpose, and usually serves as a protector of arcane secrets.

Searing Wind

Huge construct, unaligned

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	20 (+5)	2 (-4)	10 (+0)	2 (-4)

Armor Class 20 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 0 ft., fly 50 ft. (hover)

Saving Throws Con +9
Damage Immunities piercing, poison, psychic, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone, unconscious
Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 10 (5,900 XP)

Barbed Whirl. If the searing wind is active, then each creature inside it or within 5 ft of it must make a DC 16 Dexterity saving throw at the start of its turn, taking 30 (6d4 + 15) piercing damage on a failure, or half as much on a success. If the searing wind has taken cold damage since its last turn then creatures have advantage on the saving throw.

False Appearance. While the searing wind remains motionless and isn't flying, it is indistinguishable from a normal pile of weapons.

Insubstantial. The searing wind has no body as such and a creature can occupy the same space as it does.

Resistant to Magic. When the searing wind is targeted by a spell it makes a DC 10 Constitution saving throw. If the caster used a spell slot, add the level of the spell slot to the DC. On a success, the searing wind is not affected by the spell.

Actions

Multiattack. The searing wind makes three attacks with its blades.

Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft. one target. *Hit:* 10 (2d4 + 5) piercing damage.

A Wizard Did It. Searing winds are constructs designed to serve as guardians or warriors for magic users. When hungry Gauruk assaulted Gest Ganest, he only ate the wizard's searing wind instead — a mouthful of wounds. Few now know how to bind the invisible spirit of the searing wind to the blades and how to make it endure for decades or centuries, and if there was any way of controlling the constructs that knowledge has been lost to the ages.

Tactics. Searing winds are mindless and there is no strategy to their attacks. Instead they persist in attacking anyone who enters the space that they are assigned to protect, pursuing them only if their orders insist on destroying all foes.



SERPENT ROOT

A dense patch of foliage grows thick with deep green flat-bladed leaves and clusters of knobby brown roots that spread through the immediate area. If a creature approaches, the roots shudder and begin to writhe, seeking out new prey.

Serpent Root

Large plant, unaligned

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

Armor Class 10
Hit Points 119 (14d10 + 42)
Speed 0 ft.

Senses tremorsense 60 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

Constrict. The serpent vine uses a bonus action to cause 5 (1d6 + 2) bludgeoning damage to all grappled creatures. The vine has 1 tendril for every 20 hit points, rounded down. It starts with 5 tendrils, then loses or regrows tendrils as it takes damage or regains hit points.

Vitality Drain (Recharge 5-6). The serpent root can use a bonus action to cause each creature within 10 feet of it to take 7 (2d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken, and the vine is healed by an equal amount. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Actions

Tendril Lash. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and the target becomes grappled (escape DC 12, with disadvantage if grappled by 2 or more tendrils). The vine must have at least one free tendril to make an attack.

Living Weapon. Serpent root grows naturally in the Hornsaw Forest, where it is a threat to both visitors and denizens alike. The wizard Anteas, chief advisor of King Virduk, was the first to use the plant as a weapon. He somehow transplanted a root to the Iron Tooth Pass, and the quickly spreading plant destroyed the fortress and its dwarven inhabitants within the fortnight.

Invasive Species. Since then, serpent root has been reported all over Ghelspad and it seems to grow quickly. Failing to completely destroy even the smallest patch means it can spread out again and become a threat in mere days. Mature patches send out underground roots and new child-patches of serpent root can grow as far as 300 feet away from their parent.

Tactics. Serpent root does not display any sort of tactical acumen, it simply grabs anyone close to it and attempts to kill them with its constricting tendrils. It will use its vitality drain as soon as it takes damage and whenever it can thereafter.



SHACKLEDEATH

Easily mistaken for undead, shackledeaths are actually extra-planar creatures in service to Chardun. They resemble tall, humanoid skeletons with green-glowing eyes. Their collarbones are abnormally long and thick, extending roughly two feet from each shoulder. From each of these collarbones hang two chains, each about six feet in length. These chains end in manacles or shackles of black iron. Shackledeaths sometimes wear the tattered remains of what may once have been robes worn by clerics of Chardun. They walk with a shambling gait that belies their speed and agility.

SHACKLEDEATH

Medium aberration, lawful neutral

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	15 (+2)	16 (+3)	16 (+3)	16 (+3)

Armor Class 14 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

Skills Arcana +6, Religion +6, Perception +6, Stealth +6
Damage Immunities cold, poison
Damage Resistances piercing and slashing nonmagical weapons
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 16
Languages Celestial, Infernal, Primordial
Challenge 5 (1,800 XP)

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

Punishment. The shackledeath can use its bonus action to punish each creature it has manacled. The effect depends on how many manacles each creature is wearing:

1 manacle: the target takes 1d8 necrotic damage and cannot regain hit points until the start of the shackledeath's next turn.

2 manacles: the target takes 3d6 necrotic damage and the shackledeath gains temporary hit points equal to the damage done.

3 manacles: the target gains a level of exhaustion and the shackledeath recovers all its hit points.

4 manacles: the target takes 61 (7d8 + 30) necrotic damage. If a creature is killed by this power, it becomes a zombie under the control of the shackledeath.

Actions

Shackle. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* the target is captured by one manacle (escape DC 20). The shackledeath has a total of 4 manacles. Manacles magically lock around a target creature's limbs. If a shackledeath is slain, the manacles open.

The Will of Chardun. Shackledeaths enforce the will of Chardun in the mortal world and act as enforcers and executioners of people that offend the god or fail in their duties to him. They are often sent to punish rather than kill; Chardun is a deity of oppression rather than wanton slaughter. Offenders are left with their lives and the knowledge of what awaits them should they fail again. It's possible that truly devout or zealous followers of Chardun have been granted the service and aid of shackledeaths, and keep them as guardians. The Slaver is particularly watchful of these blessed minions, however. They might be prominent among his followers, but they also have farther to plummet if they fall from grace. Chardun tolerates no sympathy or compassion among his elite and expects his shackledeaths in the service of such turncoats to deliver punishment.

Tactics. Shackledeath duties usually involve crippling or intimidating rather than inflicting lethal injuries. However they have no qualms about killing if they feel the need, for example if a follower of Chardun defies the punishment they deserve. Shackledeaths are fanatically dedicated to their work and do not retreat unless they face utter defeat. In such cases, they are intelligent enough to fall back in order to regroup, they always seek alternative ways to fulfil their missions, watching and stalking their victim for all their natural days if need be.



SHADOW RAVEN

Shadow ravens sometimes darken the skies of Scarn. Indeed, they may actually have increased in number since they were created, long before the Titanswar. Their eerie, raucous cries can often be heard echoing at night. Large gatherings of shadow ravens can be seen swooping overhead or festooning trees at important gatherings or events among the various mortal races.

A shadow raven is a large, yet oddly indistinct bird, standing perhaps 18 inches high, yet swathed in darkness. Blood-red eyes glimmer within the folds of midnight that make up its form, and its wings are little more than wisps of shadow.

Shadow Raven

Tiny beast (titanspawn), neutral

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	10 (+0)	13 (+1)	11 (+0)

Armor Class 12
Hit Points 2 (1d4)
Speed 10 ft., fly 50 ft.

Skills Perception +5, Stealth +4
Senses darkvision 60 ft., passive Perception 15
Languages Titan Speech
Challenge 1/4 (50 XP)

Gift of Tongues. The shadow raven can understand the literal meaning of any spoken language that it hears.

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

Light Sensitivity. While in bright light, the shadow raven has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Sight. Magical darkness doesn't impede the shadow raven's darkvision.

Shadow Stealth. While in dim light or darkness, the shadow raven can take the Hide action as a bonus action.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 necrotic damage, and the target's Strength score is reduced by 1d3. The target becomes unconscious if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Spawn of Golthain. Long before his imprisonment by the gods, but after the start of the Divine War, when he was punished by his fellow titans, Golthain the Faceless transformed mundane birds into these creatures. Shadow ravens — also known as the "Eyes of Golthain," or alternately, the "Ears of Golthain" — became the titan's spies in the outside world. Wherever his influence was plied, a flock of shadow ravens could be found.

Gatherers of News and Lore. Were it possible for the Faceless One to still receive information learned by his creations, or if these creatures now serve a new master, then that being might be the most informed anywhere regarding matters of import in any part of the Scarred Lands. There have long been tales of spellcasters who somehow gained a shadow raven as a familiar, although the method of how one might do so is unknown. "Let not the Ears of Golthain hear you" remains a popular saying in some regions, a reminder of discretion when secrets are told or private matters are discussed.

Creatures of Darkness. Shadow ravens do not like brilliant lights; sudden flashes can scare them away, at least for a time.

Tactics. Shadow ravens do not normally attack other creatures; their role is to gather and observe, then report back to their master. Solitary shadow ravens, or even small flocks of them, always seek to escape attackers rather than fighting back. Even if a large flock is assaulted, it typically flies away. If a flock of shadow ravens has no avenue of escape, it may swarm attackers, using incorporeal beaks to incapacitate aggressors before flying away.



SKULLWORM

Skullworms are maggot-like vermin, approximately half an inch long at full size. Created by Chern the Scourge, they exist in warm, damp, ill-seeming places such as swamps, sewers, rubbish heaps, and open graves. Often a living creature poking about their lair inadvertently transfers one or more skullworms to its body. The worms then search out a warm location on the creature, waiting until their host is sleeping or otherwise inert, and then enter the victim via one of its cranial orifices. Once inside the creature's head, they lay eggs before dying. The eggs hatch 4d6 hours later, and the larvae start to weave fibers into the victim's synapses.

Any effect that cures disease kills any skullworms or unhatched eggs in or on a host. A creature already possessed by the skullworms when they are killed collapses and is incapacitated permanently, effectively brain-dead. Only a r*egenerate, wish*, or similarly powerful magic can restore the creature at this point.

Malevolent Corrupters. The skullworms' true purpose is to invade the bodies of other living creatures and control their minds. Once skullworm larvae lodge in a brain, they start to replace the consciousness of the victim with a fragment of Chern's malicious will. The larvae have limited access to the memories of the host and use them to copy their behavior almost exactly. Upon the death of their host, or if they find the host unsuitable for some other reason, the adult skullworms crawl out to seek a new host.

Tactics. Gradually, the skullworms corrupt and destroy what the host once held dear, usually in the cruelest ways possible. The victim is painfully aware of their body's actions, but they are essentially an observer, unable to prevent any of it, which is perhaps the worst torment of all. A worm can remain in control of a host for years unless detected magically or unless someone who knows the person realizes that they behave out of character and possibly against their will. The worms ultimately force the victim to kill their family and friends and to destroy their own best-held accomplishments.

Skullworm

Tiny beast (titanspawn), neutral

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

Armor Class 12
Hit Points 2 (1d4)
Speed 10 ft.

Senses blindsight 10ft
Languages —
Challenge 1/4 (50 XP)

Brainfood. Once a victim is infected (see below) the eggs hatch within 24 hours and the host must make a DC 11 Constitution saving throw against disease or become poisoned until the skullworms are removed. Every hour that elapses thereafter, the creature must repeat the saving throw, reducing its Intelligence and Wisdom scores each by 2 (1d4) on a failure. This reduction lasts until the skullworms are removed. If the creature's Intelligence or Wisdom score is reduced to 0, it is incapacitated for 1d4 hours. After that time, it awakes, its Intelligence and Wisdom scores restored to their normal values; however, the skullworms now control the creature's body, although they don't deprive the target of awareness.

Hidden Hunters. Skullworms lurk in stagnant water and other places of death. They can be noticed by adventurers with a DC 10 Intelligence (Investigation), Wisdom (Perception), or Wisdom (Survival) check. A creature that notices the skullworms can avoid their attacks.

Actions

Infect. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* the target becomes infected, see Brainfood above.



SKYQUILL

Skyquills have a blend of insectoid and humanoid features, with slender bodies, multifaceted eyes, butterfly-like wings, and a tail that tapers down into a cluster of rainbow-colored quills. When they stand straight up, they are as tall as an elf or a human, but they often hunch down, bending over the flowering bushes and the multicolored butterflies that attend them.

Acolytes of Syhana. Skyquills are the children of Syhana, demigoddess of the clouds, daughter of Madriel, goddess of the sky. They are entrusted with the care and cultivation of clouds and rain. The skyquills fly amidst the clouds, shaping them. They are also said to walk the rainbow paths and know what lies at the end.

The Secret of the Quillflies. Skyquills keep a carefully guarded secret —hidden among the common butterfly folk are quillflies, creators of a magical nectar that can seed clouds with rain. Not surprisingly, skyquills are protective of their butterfly flocks and their secret members. They can often be found near the ground, caring for quillflies and collecting the magic nectar.

The Gift of the Skyquills. Many farmers in the Scarred Lands pass along ancient proverbs that say it is taboo to kill any butterfly lest they bring drought to the land. Other legends tell of a high-born lady who planted many butterfly bushes around her manor, gaining the esteem of the skyquills, and her fields never wanted for a refreshing rain.

Tactics. Skyquills prefer to flee instead of fighting, but will protect their flocks. They will shoot their quills at any interlopers, hoping to cause a distraction. They will use *color spray* and *fog cloud* to increase the confusion of their foes. Only in the most desperate measures will they use their slam attack.



SKYQUILL

Medium fey, neutral good

STR	DEX	CON	INT	WIS	CHA
10 (+0)	23 (+6)	11 (+0)	12 (+1)	15 (+2)	14 (+2)

Armor Class 16
Hit Points 27 (6d8)
Speed 25 ft., climb 25 ft., fly 60 ft.

Skills Acrobatics +8, Animal Handling +4, Insight +4,Perception +4, Sleight of Hand +8, Stealth +8
Senses darkvision 60 ft., passive Perception 10
Languages Celestial, Sylvan
Challenge 3 (700 XP)

Adhesive Glands. A skyquill's hands and feet have grayish-black glands that exude an adhesive that allows them to climb walls and ceilings. A creature attempting to shove a skyquill has disadvantage on its check.

Innate Spellcasting. A skyquill can innately cast the following spells, requiring no material components:
3/day: *color spray, fog cloud*
1/day: *control weather*

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) bludgeoning damage.

Quills. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 1d6 random color quills:

d6	Color	Effect
1	Red	The target must make a DC 13 Wisdom saving throw or become charmed by a random creature with 60 ft. of it. The target spends its turn attempting to assist that creature. The condition lasts until the creature attacks the target or 1 minute passes.
2	Orange	The target is overcome by ravenous hunger. On its turn, it will attempt to eat some food. If it cannot, it gains a level of exhaustion. The effect then ends.
3	Yellow	The target is overcome by parching thirst. On its turn, it will attempt to drink some water or other safe liquid. If it cannot, it gains a level of exhaustion. The effect then ends.
4	Green	The target must make a DC 13 Wisdom saving throw or become stunned and fixated on some harmless object in its immediate area. It spends its turn interacting with that object. The condition lasts for 1 minute and it may repeat the saving throw at the end of its turn.
5	Blue	The target must make a DC 13 Charisma saving throw or become frightened of all hostile creatures within sight. The condition lasts for 1 minute and it may repeat the saving throw at the end of its turn.
6	Violet	The target must make a DC 13 Constitution saving throw or become unconscious. A creature can use an action to rouse the target.

SLAVER'S PET

The approaching form is that of a great metallic spider with long, multi-jointed legs. A tangle of chains that end in clawed metal hands whirls around it, and the creature clatters forward with clearly hostile intent.

Slaver's Pet

Huge construct, unaligned

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	1 (-5)	10 (+0)	1 (-5)

Armor Class 15 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft., climb 40 ft.

Skills Athletics +11, Perception +4
Damage Resistances bludgeoning, piercing and slashing from weapons that are not magical or adamantine
Damage Immunities lightning, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 19
Languages —
Challenge 12 (8,400 XP)

Immutable Form. The slaver's pet is immune to any spell or effect that would alter its form.
Magic Resistance. The slaver's pet has advantage on saving throws against spells and other magical effects.
Spider Climb. The slaver's pet can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Unwavering. The slaver's pet cannot be distracted and has advantage on all passive Perception checks.

Actions

Multiattack. The slaver's pet makes four attacks using any combination of chain claw and slam attacks.
Chain Claw. *Ranged Weapon Attack:* +11 to hit, range 20/40 ft., one target. *Hit:* the target is grappled (escape DC 21) and is forced to move when the slaver's pet moves. A controlled slaver's pet never moves faster than the speed of its slowest grappled creature.
Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage and the creature must make a DC 17 Strength saving throw or be thrown 20 feet, landing prone.
Shock. As an action, the slaver's pet can send a shock to each creature it has grappled. The creature takes 22 (4d10) lightning damage and must make a DC 15 Constitution saving throw or become unconscious for 1 minute.

Charduni Raider. The slaver's pet is a construct developed by charduni wizards to aid in slave raids. It resembles a large iron spider with eight long, spindly legs. At the intersection of the eight legs is a mass of coiled chains topped by four sharply clawed, animated hands. The construct can shoot out these hands, which remain attached to the body by a 40-foot chain that unwinds from the central point. The slaver's pet grabs and hold prospective slaves, or other victims in whom the charduni have some interest.

Pilot's Seat. Though the slaver's pet was designed to be autonomous, it is equipped with a padded seat where a Charduni controller can ride and direct its movements and actions. This construct can be used to cross difficult terrain, but there are few left today and even fewer wizards still able and willing to create them. The Charduni are understandably reluctant to risk their precious machines needlessly.

Rogue Machines. A few slaver's pets are thought to roam Termana, lost and mindlessly following their masters' latest orders — capturing innocents, chaining them, and dragging them along until they die of starvation or exposure.

Tactics. When seeking to capture slaves, the slaver's pet is careful to do only nonlethal damage to targets. Prospective slaves are captured by the chain claws, undesirables are flicked away by the spider-like legs. If still properly programmed but without a controller, it returns with its captured slaves by moving at a speed that they can keep. Rogue pets have lost this programming and might maintain their top speed, no matter what happens to the captured creatures. Some drag the dead along until they find a better candidate, who is likely to suffer the same fate.

The chain connecting a slave and the pet can be severed — it requires doing at least 25 points of acid, slashing or bludgeoning damage to that chain (note the resistances and immunities above).



SLEET DEVIL

From a distance, the sleet devil appears as a cloud of ice and snow, swirling in a wind that seemingly arose without warning. Those brave enough to approach may see a shadow moving within the cloud and catch a glimpse of glowing ice-blue eyes. Once inside the storm, a long serpentine body, nearly 60 feet long, can be seen, with two long, clawed forelimbs made of ice itself. The creature's long jaw is filled with icicle teeth, hard and sharp.

Sleet Devil

Huge fiend (devil), lawful evil

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	17 (+3)	7 (-2)	13 (+1)	11 (+0)

Armor Class 14
Hit Points 76 (8d12 + 24)
Speed 40 ft.

Saving Throws Str +8, Con +6
Skills Perception +4, Stealth, +7
Damage Immunities cold, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 6 (2,300 XP)

Frozen Body. A creature that touches the sleet devil or hits it with a melee attack while within 5 feet of it takes 3 (1d6) cold damage.

Sense Heat. The sleet devil can sense the presence of creatures whose temperature differs significantly from their surroundings and has advantage on perception checks to detect them.

Sleet Cloud. A constantly swirling vortex of ice surrounds the sleet devil, and creatures using normal vision or darkvision to see the devil have disadvantage on their attack rolls.

Actions

Multiattack. The sleet devil makes two claw attacks and a bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage and 7 (2d6) cold damage. Miss: 3 (1d6) cold damage

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage and 3 (1d6) cold damage.

Titanspawn. Legends abound regarding the sleet devil, some have it as spawned by the anger of lost travelers or a manifestation of the cruel winter itself. But some of the wise say that the presence of the creature proves that one of the titans must be buried beneath the ice at the top of the world.

Tactics. Sleet devils often lie buried under snow banks to ambush opponents, though they are also fond of openly and slowly approaching lone travelers to heighten their prey's sense of dread. If a sleet devil judges it can toy with its opponents, it will do so. But if the prey fights back then they go for the kill, focusing on less dangerous targets first. If the combat turns against them, sleet devils will flee, perhaps to set a trap and get their revenge later.



Icy Devil. During the severe winters of the northlands, the locals huddle indoors around their fires and tell tales of fell things that stalk the night, waiting to catch and slay anyone they find. At least one of these tales is true: the sleet devil. The malicious creature hunts during the coldest nights, searching for warm things to kill out of spite.

SLIME REAVER

Slime reavers are amphibious froglike humanoids that inhabit many of the Scarred Land's marshes, swamps and freshwater lakes. Slime reavers occasionally battle with the Slitheren in the Mourning Marshes, but are equally known to trade with them. The reavers also make frequent slaving raids against the frontier settlements of Vesh that lie in or near the marsh. Reavers worship several titans, most notably Chern and Gulaben. Slime reaver druids usually have some sort of shrine to these and other titans.

Slime Reaver

Small humanoid, neutral evil

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Armor Class 15 (bone armor, see below)
Hit Points 18 (4d6 + 4)
Speed 30 ft., swim 40 ft

Saving Throws Dex +4
Skills Perception +3, Stealth +4
Senses darkvision 60 ft.,passive Perception 13
Languages Ledean, Slime Reaver
Challenge 1 (200 XP)

Bone Armor. Slime reavers wear armor made of giant turtle shells and other bony plates. On a critical hit, the bone armor is destroyed but absorbs all damage dealt. The slime reaver's AC then becomes 12.

Leap. The swamp reaver can use its bonus action to leap in the air, up to 10 feet in the air and 20 feet forward in the direction that it was facing. If it lands next to an opponent and makes a successful attack roll, the attack counts as a critical hit.

Swamp Camouflage. The slime reaver has advantage on Dexterity (Stealth) checks made to hide in marshes or watery terrain.

Water Breathing. Slime reavers are amphibian and can breathe air and water.

Actions

Dart. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 10 Constitution saving throw or be poisoned until the end of the slime reaver's next turn.

Net. *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one target. *Hit:* a Large or smaller creature is restrained by the net. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within reach on a success. Dealing 5 slashing damage to the net (AC 10) destroys the net and releases the target.

Poisoned Short-spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must make a DC 10 Constitution saving throw or be poisoned until the end of the slime reaver's next turn.

Slave Rings. Slavery is not only tolerated in slime reaver culture, it is encouraged. Those with 'landspawn' slaves have the highest reputation and many slime reaver villages own one or more slaver rings, a *ring of water breathing* designed so that the wearer cannot breathe air while wearing it. Each set of rings has a master ring, if the slave ventures too far from the master's location the ring fails utterly and the slave drowns.

Tactics. Slime reavers excel at guerilla warfare. They rise from reeds or shallow water, attacking the most dangerous foes with nets and darts before closing in for the kill. Those reavers not involved in combat concentrate on netting and capturing anyone who looks like slave material. Spellcasters assist from afar. If a battle starts going against them, they quickly retreat with whatever they can, diving underwater where most opponents cannot follow. Slave-rings are placed on the captured, and all return to the tribe.

Slime Reaver Spellcasters

A few slime reavers are druids, and have the following feature:

Spellcasting. The slime reaver is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *mending, poison spray*
1st level spells (4/day): *entangle, faerie fire*
2nd level spells (2/day): *hold person, pass without trace*

Slime reaver spellcasters are Challenge 2.



SLITHERIN, UNREDEEMED

Slitherin were referred to during the Divine War as the "scourge of the underrealm." Today, those ratfolk who still follow the titans and the old ways lurk yet in the dark corners of the Scarred Lands. The Redeemed slitherin of the Scarred Lands often call their debased titanspawn cousins "ratlings," a term of contempt.

Cultists and Fanatics. Led by their druidic priest-kings, the various clans of Unredeemed slitherin are each a pale and twisted reflection of the titan upon whose essence they once fed. They are a superstitious people, filled with a burning fear of starvation and of their dark titanic masters, a fear kept at a fever pitch by the priesthood. Prayers are made twice daily to the priest-king for his intercession with the titans, and the slitherin year is filled with holy days and rituals. In fact, each tribe observes its own calendar of tribute events, and any commingling of ratfolk from different nests demands honoring the holy days of all participants.

Social Creatures. Slitherin are known to bolster their forces by calling upon packs of giant rats and swarms of normal rats to join them in battle. When led by their priests, rat-folk are capable of organized warfare and can use their great numbers to deadly effect. Lone ratfolk usually attempt to flee from conflict, but they can be driven into a fury if cornered. They fight only when in a group, preferably with three-to-one odds or better and from ambush.

Slitherin

The common slitherin here represents a common ratfolk warrior, guard, or cultist that could be encountered almost anywhere in the Scarred Lands, having no particular clan affiliation. To better emulate a slitherin from a particular clan, add one or two appropriate clan abilities or features (borrowed from the sample statistics for the various slitherin clans, below).

Most ratfolk encountered away from their burrows or nests are warriors. Like their clothing, their armor and weapons are typically pitted and caked with filth.

Tactics. Slitherin use their contortionist and climb abilities to occupy areas that it is hard for their targets to reach. From this relative safety they take repeated shots at their enemy, until they are slain or retreat. If forced into melee combat they engage only long enough to lead their opponents into another cluster of hidden slitherin or bolt from combat at the first opportunity.

Slitherin Clans

There are numerous clans or sub-species of ratfolk titans-pawn, such as the Brown Gorgers, the Diseased, and the Red Witches. In general, each clan has traits and abilities that align it with one of the fallen titans. Information and typical stats for representative members of the Diseased, the Dunewalkers, the Foamers, and the Red Witches appear here.

Diseased

Those ratfolk that revere Chern the Unclean have formed some the most civilized of slitherin nests among the Unredeemed of their kind. Their settlements are often hidden beneath or within those of other races, though some above-ground communities exist in the Mourning Marshes, where Chern was interred.



SLITHERIN, UNREDEEMED

The Diseased priesthood is divided into orders, each responsible for breeding slaves as hosts for different plagues and ailments. While rivalries exist among the orders, there is a limit to how far such conflicts can go; allowing a disease to die out would be considered an offense to Chern. Given their capacity for cooperation, the Diseased are the most likely slitherin to seek joint ventures with other nests, particularly when they require brute strength for their cunning plots.

Tactics. The Diseased prefer to strike from stealth, with ranged weapons ideally, rather than attack directly in melee. They will use their crossbows and try to climb to areas that their enemies cannot easily reach. Once pressed into melee combat, they are vicious and make good use of their bite attacks to weaken their foes.

Dunewalkers

Dunewalkers stride under the burning sun of the wasteland in tribute to the titan Thulkas, whom they venerate. Their tribes gather around the smoldering embers that were scattered when Corean forged the Father of Fire into an arrow, before Tanil then fired the titan into the sun. Indeed, the Dunewalkers believe that all deserts of the Scarred Lands were created where such sparks landed, and they are found in most arid lands.

To this day, each tribe feeds Thulkas' fire by gathering all combustible materials they can find in the wastes and burning them in tribute to their master. Seasoned desert travelers who see scattered firelight on the night horizon know to avoid it. Although they will certainly attack travelers for food (that which they carry and the travelers themselves), the Dunewalkers' most cherished prizes are wagons, chests, and barrels — materials made of dense wood that can burn for a long time.

Tactics. Dunewalkers are skilled predators, making astounding leaps over dunes to attack caravans, seemingly from out of nowhere. They can also burrow through the sand and spring upward from the ground.

Foamers

Foamers are the physically largest and most savage of the Unredeemed ratfolk. They are weaned on the hate-maddened blood of Kadum the Mountainshaker, and they live for battle and slaughter. Natural swimmers, they are the bane of the seas, churning up from the water, surrounded by packs of giant rats, to rend the life from the unprepared.

Instead of dwelling in tunnels, Foamers reside on bloodstained and half-sunken boats and ships they have captured, sometimes lashing them together as floating atolls. Lacking sailing skills, they rely on captured slaves to propel these makeshift craft, either by sail or oar. In addition to propelling the ships, slaves are used for any task that is not combat-related, as the ratfolk consider such chores beneath warriors.

The Foamer priesthood is composed of generals and admirals of warbands, with their massive, ogre-sized priest-king being the most bloodthirsty berserker of them all. His white fur is crusted black by the oceans of blood through which he has waded, and his mad eyes search always for new victims. As might be expected, Foamer rituals are based on blood and slaughter, often pitting captured humanoids against each other in battles to the death.

Tactics. Foamers lose all control in combat, disdaining defense and preferring the satisfaction of slashing and biting their foes. If they use missiles at all, they throw javelins as they close with their targets. They are fond of siege engines for the mayhem they cause in extended campaigns. In most cases, they back down only when commanded to do so by their priest-king. Otherwise, they fight to the death.

Red Witches

Those ratfolk who gorge upon the flesh of Mormo are the most terrifying and inscrutable of their kind. Instead of martial skills, their power derives from witchcraft. This talent develops through rigorous

SLITHERIN

Medium humanoid (titanspawn), any alignment

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

Armor Class 12 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft., climb 30 ft.

Skills Acrobatics +3, Stealth +3
Senses darkvision 60 ft., passive Perception 10
Languages Slitherin, Titan Speech
Challenge 1/4 (50 XP)

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Resistance. The slitherin has advantage on saving throws against disease.
Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

ACTIONS

Multiattack. The slitherin makes one bite attack and one shortsword attack.
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) piercing damage.
Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.
Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

training in rituals designed to ensure that only the wiliest and deadliest spellcasters survive. Thankfully, they are also the fewest in number of all the major ratfolk clans.

The Red Witches were more heavily imprinted by the will and ways of their titan than any other slitherin breed. Physically the smallest of their race, they have rust- or ginger-colored fur. Their clan is matriarchal, consisting of female witches who take groups of lesser male warlocks, up to two dozen at a time, as covens. These covens seek out areas of magical power and establish underground lairs nearby. Their havens are filled with traps, illusions, and the witches' undead servitors. As they absorb and extract the local magical energy, the witches ingest various potions and powders intended to inspire prophetic visions. The resulting knowledge is called, collectively, the Gifts of Mormo.

Diseased (Slitherin)

Medium humanoid (titanspawn), any evil

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

Armor Class 13 (leather armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft., climb 30 ft.

Skills Acrobatics +4, Medicine +3, Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages Slitherin, Titan Speech
Challenge 1/2 (100 XP)

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.
Disease Carrier. The Diseased slitherin is immune to the effects of disease. However, it can still contract diseases and be a carrier, exposing others to the disease's ravages.
Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

Actions

Multiattack. The slitherin makes two attacks: one bite and one claw, or one bite and one shortsword.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 3 (1d6) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.
Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.
Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Dunewalker (Slitherin)

Medium humanoid (titanspawn), any evil

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	6 (-3)

Armor Class 12 (leather armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft., burrow 15 ft., climb 30 ft.

Skills Acrobatics +3, Stealth +3, Survival +5
Senses darkvision 60 ft., passive Perception 11
Damage Resistances fire
Languages Slitherin, Titan Speech
Challenge 1/2 (100 XP)

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.
Disease Resistance. The slitherin has advantage on saving throws against disease.
Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.
Surprise Attack. If the Dunewalker surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 3 (1d6) damage from the attack.

Actions

Multiattack. The Dunewalker makes two attacks: one with its bite and one with its spear, or two with its shortbow.
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) piercing damage.
Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used in two hands.
Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

The most powerful witch in each coven is called the Queen, in honor of the true Witch Queen Mormo. The Red Witches are unlike other ratfolk clans in another way as well: some lone Red Witches go off on their own to pursue research they do not care to share with the others. These individuals sometimes find their way into civilization, if that is where their visions take them.

A Red Witch slitherin is smaller than a human by more than a head, but it appears no less threatening for its small stature. A cunning, cruel intellect gleams in its red eyes, and it leers with a twisted smile. Reddish fur covers its body, except for its pink nose and long, hairless tail. Its sparse clothing is layered with pouches, and bits of arcane oddments poke from its leather belt.

Tactics. Red Witch slitherin fight with magic, using charmed or summoned monsters or animating undead to do the physical fighting for them. In most cases, though, unless a prophecy demands otherwise, they typically flee a superior force, using magic as required. Red Witches are the most intelligent, cunning, and subtle of the Unredeemed slitherin, and their stratagems reflect that fact.

Foamer (Slitherin)

Medium humanoid (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	8 (-1)	10 (+0)	7 (-2)

Armor Class 13 (studded leather)
Hit Points 32 (5d8 + 10)
Speed 30 ft., climb 20 ft., swim 20 ft.

Skills Acrobatics +3, Athletics +4, Stealth +3
Senses darkvision 60 ft., passive Perception 10
Languages Slitherin, Titan Speech
Challenge 1 (200 XP)

Blood Frenzy. The Foamer has advantage on melee attack rolls against any creature that doesn't have all its hit points.
Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.
Disease Resistance. The slitherin has advantage on saving throws against disease.
Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) piercing damage.
Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.
Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Red Witch (Slitherin)

Medium humanoid (titanspawn), lawful evil

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	12 (+1)	10 (+0)

Armor Class 12 (15 with *mage armor*)
Hit Points 16 (3d8 + 3)
Speed 30 ft., climb 30 ft.

Skills Acrobatics +4, Arcana +5, Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages Slitherin, Titan Speech, plus any two other tongues
Challenge 1 (200 XP)

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.
Disease Resistance. The slitherin has advantage on saving throws against disease.
Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.
Spellcasting. The Red Witch is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, or +5 to hit with spell attacks). The Red Witch has the following wizard spells prepared:
Cantrips (at will): *chill touch, filch*, minor illusion*
1st level (4/day): *color spray, mage armor, magic missile, silent image*
2nd level (2/day): *acid arrow, blindness/deafness*

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) piercing damage.
Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SOUR GRUB

A pale, fat wormlike creature as long as a large man's forearm wriggles free of a refuse heap, its jaws working feverishly as it searches for something living to feed upon.

Sour Grub

Tiny beast, unaligned

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Armor Class 11
Hit Points 2 (1d4)
Speed 5 ft.

Skills Stealth +3
Damage Resistances poison
Condition Immunities blinded
Senses blindsight 10 ft., passive Perception 6
Languages —
Challenge 0 (10 XP)

Feeding Frenzy. A creature that is paralyzed by a sour grub quickly becomes a target for other nearby grubs. If bitten while already paralyzed a new saving throw is not required, but the creature's next saving throw is made with disadvantage.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 poison damage and the target must succeed on a DC 8 Constitution saving throw or be paralyzed until the end of its next turn. Creatures that are immune to the poisoned condition are immune to this effect.

Useful Menace. These vermin originally lived in the wilds, spawning in cesspits and stagnant pools or beneath the rotting carcasses of animals, but have found urban areas to be an even better habitat. Although disgusting and tenacious creatures, sour grubs do serve a purpose in many modern cities. Citizens tolerate them to a degree because the creatures eliminate disease-carrying rats and other vermin with a singular zeal.

A Growing Problem. Sour grubs are becoming an increasingly dangerous threat as cities of the Scarred Lands slowly rebuild, spread, and grow crowded, and cities such as Rahoch attract sour grubs in alarming quantities. Sewage drains, refuse piles, and even privies are infested. People who intrude upon sour grub nesting areas - which can be anywhere from gutters to back alleys to stables - are bitten and injected with a paralyzing poison.

Falling victim to this bite can make a person or animal a meal as other nearby grubs close to feed. Horrifically, some of the most destitute and desperate will sink to eating sour grub larvae, and some erstwhile rat-catchers become urban filth-farming maggot dealers.

Tactics. The sour grub mindlessly attacks any creature it detects with 10 feet, although it will ignore other targets to feast on a paralyzed creature. The grub cannot gain sustenance from creatures that are not flesh and blood (any construct, elemental, ooze, plant, or undead) and after making one successful attack against such a target it will seek other prey.



A SPIRIT OF THE DEPTHS

"So, despite the peasant's misgivings about the lake, I continued to seek for it, and the spirit that dwelt within." Jonald looked over the audience, they were enraptured, Too bad, he thought.

"After long journeys and many trials, I found the lake. And, at midnight, the spirit arose from the center of the lake, gleaming and beautiful. She reached out her hand to me and asked what I desired. I told her that I only wished to see her, and be able to tell others about her wisdom and generosity." Jonald had long given up on the compulsion that drove him to lie — he could only hope that some of these poor fools would not be inspired by his falsehoods.

The true form of the spirit of the depths is an abomination that lies at the bottom of deep forest or mountain lakes. Its natural form is a slimy and amorphous dark green blob. However it is possessed of powerful and corruptive illusionary magic and it uses it to lure others into providing it more power.

The Bounty of the Water. At night, when it detects the presence of visitors, it projects a form that it believes will be most attractive to the petitioner(s). Using this form, it offers some arrangement: either a trade of a magical weapon for a more powerful one, or request for the creature to spread news about the lake and its guardian, or, if the visitor has little to offer, it simply compels the creature to come into the lake, where it can be grappled, slain and consumed.

Tactics. Spirits of the depths use their Deceive and Demand abilities to gather more power, but they are always careful and more ready to try and escape than fight against any determined opposition. If they realize that a group has seen through their illusions, they might recruit other weak-willed followers to defend them against their enemies.



Spirit of the Depths

Huge aberration, lawful evil

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	27 (+8)	12 (+1)	11 (+0)	25 (+7)

Armor Class 15 (natural armor)
Hit Points 176 (12d12 + 98)
Speed 10 ft., swim 20 ft.

Saving Throws Con +12, Wis +4, Cha +11
Skills Deception +15, Persuasion +15
Damage Resistances cold, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons.
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone, restrained, unconscious
Senses tremorsense 120 ft., passive Perception 10
Languages telepathy 120 ft.
Challenge 12 (8,400 XP)

Amorphous. The spirit of the depths can move through a space as narrow as 1 inch wide without squeezing.
Corruption. The spirit of the depths primarily feeds on the energy released by magical items as it corrupts them and makes them cursed versions of their original forms. The spirit of the lake will give out these cursed items as a 'reward' to those it has charmed.

Actions

Deceive. The spirit of the depths can use its action to summon a *programmed illusion* (spell save DC 19) without the need of components. It usually uses this project a spirit form on top of the water's surface in order to communicate with visitors to the lake.
Demand. The spirit of the depths can use its action to cast *geas* (spell save DC 19) as a 7th level spell without any components. If it targets a creature currently affected by its Deceive feature, that creature has disadvantage on the saving throw.
Consume. *Melee Weapon Attack:* +9 to hit, reach 120 ft., one Medium or smaller target. *Hit:* the target is grappled by pseudopod extended by the spirit of the depths (escape DC 15) and dragged into the water. At the start of each turn the creature is dragged 30 feet closer to the spirit of the depths. Once it reaches the spirit, it is automatically engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the spirit's turns. A grappled or engulfed creature that is affected by the spirit's Deceive feature has disadvantage on its escape attempts, as the illusion makes the process seem much more pleasant.

STEEL BEETLE

This beetle shaped automaton's steel carapace is stained with dried blood, as are the sharp edges of its two massive fore-claws. Its massive frame is easily as large as a grown horse.

Reliable Servitors. The steel beetles were built in the first half-century after the Titanswar by the magician Gest Ganest and his apprentices in their now abandoned workshop deep in the Kelder Mountains. Some were used as security for the workshop, but most were sold for hefty commissions to private individuals as bodyguards and war machines. Over the years, most of these constructs have worn out or been destroyed, but some have survived, either faithfully executing their last instructions or, more commonly, sitting inert, awaiting refueling.

Necromantic Fuel. Steel beetles fuel their powerful machinery with life energy, and only through the sacrifice of living beings can these devices be charged. The ritual, although there are few alive who still know it, also binds the beetle to the ritualist, and it will dutifully follow the instructions of whoever charges it. This necromancy leaves the beetle with a vulnerability, though: attacks that drain life energy can disrupt the dark magic that animates it.

Tactics. The steel beetle follows instructions to the letter, which means its tactics will depend on the foresight of its master, and it won't adapt to the unexpected or show any creativity. In the absence of more specific instructions it will mindlessly attack the closest enemy and fight until destroyed.



Steel Beetle

Large construct, unaligned

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	1 (-5)	3 (-4)	1 (-5)

Armor Class 18 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 40 ft.

Damage Resistances cold, fire, lightning; bludgeoning, piercing, slashing from non-magical weapons
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., passive Perception 6
Languages understands the languages of its master but cannot speak
Challenge 7 (2,900 XP)

Crushing Claws. A single target being grappled by both claws only makes one escape roll, but does so with disadvantage.
Magic Resistance. The steel beetle has advantage on saving throws against spells and other magical effects.
Energy Dependence. If the steel beetle has its hit point maximum reduced it is stunned until the end of its next turn.

Actions

Multiattack. The steel beetle makes two claw attacks.
Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, the steel beetle can automatically hit the target with its claw, and the steel beetle can't make attacks with this claw against other targets.

STRIFE ELEMENTAL

These creatures appear as perfectly ordinary folk, going about their lives in a normal fashion, though conflict does seem to follow in their wake. They seem perfectly normal, except that, sometimes, when it thinks no one else is looking, it smiles cruelly to itself.

Strife Elemental

Medium elemental, chaotic neutral

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	20 (+5)

Armor Class 12
Hit Points 52 (8d8 + 16)
Speed 30 ft.

Saving Throws Dex +4, Con +4, Wis +4
Skills *special, see below*
Senses passive Perception 12 or higher, *see below*
Languages All
Challenge 1 (200 XP)

Cause Strife (Recharge 6). The strife elemental can use a bonus action to amplify emotions within 30 feet of itself. Each creature must make a DC 15 Charisma saving throw or become grumpy and difficult. Players should be encouraged to play out any source of conflict as being of utmost importance. The strife elemental will choose a time of conflict to utilize this feature: when parleying with potential enemies, haggling with a merchant, sneaking past enemies, arguing about existing conflicts within the group or dividing up treasure, for example.

Impersonate. When the strife elemental takes a long rest, it can choose a new identity. Its body and clothing reshape themselves to take on that identity, which can be any Small or Medium humanoid of any background. As part of the reshaping process, select up to four skills and two sets of tools for the strife elemental to become proficient with. Strife elementals prefer to avoid direct conflict but prove proficient with all simple and martial weapons if they cannot avoid a fight.

Actions

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

Born of the Titanswar. Sages speculate that strife elementals arise spontaneously from areas of great conflict and it is believed that all current strife elementals were born during the Divine War. Now they travel the lands, drawn like moths to a flame to any area of disquiet or seething conflict that is waiting to explode into open warfare.

A New Guise. Strife elementals have the ability to take on new personas, in order to further conflict without being instantly discovered. When they take on a new identity, they leave most of the old identity behind, meaning that they are hard to hold accountable for their actions. There is only one consistence to their personality, they are always contentious and capricious.

Tactics. Strife elementals love to create fights but they try hard to avoid being caught in the middle of one. If taking a military disguise, they prefer to be an archer or a member of the command staff so that they can witness their achievements at a distance. In the worst case, strife elementals can use any weapon proficiently, so they will find something to defend themselves with.



SUNDERED WOMAN

From a distance, these creatures appear to be beautiful women, nymphs or hamadryads. Up close, one sees that deep wounds mar their flesh. Their injuries do not bleed, though, and their flesh rejoins and splits in new places as they move. Most sundered women seem oblivious to their grotesque appearance. They tend to wander lost in the forest, searching for the one tree that is their partner but never finding it. Anyone or anything that gets in their way or interferes with their search is subject to their wrath.

Sundered Woman

Medium fey, chaotic neutral

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	12 (+1)	10 (+0)	18 (+4)	14 (+2)

Armor Class 18 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 40 ft.

Saving Throws Dex +8, Wis +5
Skills Acrobatics +8, Perception +8, Stealth +8, Survival +8
Senses darkvision 60 ft., passive Perception 18
Languages Sylvan
Challenge 5 (1,800 XP)

Innate Spellcasting. The sundered woman's innate spellcasting ability is Wisdom (spell save DC 15). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*
3/day each: *entangle, faerie fire*
1/day each: *hold person, pass without trace, spike growth*

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

Magic Weapons. The sundered woman's weapon attacks are magical.

Nimble Escape. The sundered woman can take the Disengage or Hide action as a bonus action on each of its turns.

Speak with Beasts and Plants. The sundered woman can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the sundered woman can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Wounding Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. The target cannot recover hit points lost by this strike until it takes a short or long rest.

Reactions

Lithe. On a successful attack roll, the sundered woman can make a Dexterity (Acrobatics) check with the result of the attack roll as its DC. On a success, the sundered woman takes no damage from the hit.

Sundered women vary widely in personality and purpose. Some are little more than agents of destruction, bent on inflicting harm on whatever they encounter. Others seem kindly, but tend to break at the first moment of stress.

War Victims. Some of the oldest children of the forest still suffer from the titan's influence over the world, even all these years after the creators' defeat. Throughout the Scarred Lands, wherever titanspawn or the lords' own hands have afflicted magical woods, dryad-kin have suffered. Where forests have been leveled, charred or corrupted by unholy influence, they have been driven to madness. Kept alive by some cruel twist of fate or unknowable will, the refugee fey have been twisted into a mockery of their former beauty. Without the trees to which they were bound, the wood spirits suffer a confused, wrathful and wretched existence, ostracized from their homes and forced to exist alone and afraid.

Beyond the Forest. It is even possible to encounter one of these lost women outside the woodlands. This creature is the saddest of all, however, because her forest home has been completely decimated, or she has become so lost that she no longer knows where her home might be. These individuals are perhaps the most dangerous sundered women, for they have lost all bearing on the reality they once knew. Unfortunately, they might also be the only ones who could relate the fate that befell their homes, and what has become of any titanspawn responsible. Sundered women can also be vastly knowledgeable of the world around which their trees grew and may speak of events hundreds of years past — if they can be communicated with and understood.

Tactics. Sundered women tend to avoid direct combat or even ignore the presence of others — until the search for their home is interfered with, when they can lash out. Others seek to lure intruders into traps to find out if *these* foreigners were the ones who destroyed the local forest. When attacking, they prefer thick forests where they can dart from the cover of one tree to the next, using their *nimble escape* and *tree stride* features together.



SUTAK

Fierce and cruel, the sutak are among the most aggressive of the titanspawn remaining in the Scarred Lands. Sutak organize into nomadic clans, each led by a powerful and ruthless chieftain. Feuds and petty rivalries are common among them, often triggered by competition for the meager resources of the Ukrudan as well as by violent clannish politics. Alliances in the interests of a common goal are short-lived, much to the relief of the human settlements along the edges of the desert.

A sutak, like its ironbred brethren, has the upper body of a well-muscled human covered in a very short coat of rust-colored fur. Its legs are like a horse's, ending in hooves, and its horrible, emaciated head is also similar to that of a horse or a donkey.

The sutak continue to worship the Father of Fire. Fire-mages and sorcerers fill the cultural role of priests for their tribes, and many of their leading warriors bear ceremonial tattoos that they make using molten metal instead of ink. A mighty sutak chieftain's chest, face, and arms are covered with designs of gleaming bronze or gold that pronounce his devotion to the Iron Titan.

Tactics. Sutak warriors are well organized and disciplined. At the first sign of danger, they will launch their javelins at the enemy and then close to attack with their flails. They do not hesitate to use their surefootedness as another advantage, often moving onto terrain that is treacherous for less adept warriors.

Sutak

Medium humanoid (titanspawn), lawful evil

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

Armor Class 17 (half plate)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

Skills Athletics +3, Intimidation +3, Survival +2
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages Sutak, Titan Speech
Challenge 1 (200 XP)

Sure-Footed. The sutak has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The sutak makes two flail attacks.
Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.
Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Spawn of Thulkas. Favored children of Thulkas, the sutak were decimated during the final years of the Titanswar. In the aftermath of their patron's fall, the remnants of the race escaped the fury of the divine races by retreating into the fiery reaches of the Ukrudan Desert. From there, the sutak prey upon merchant caravans plying the trade routes between Chardunahae and the kingdoms to the east, and they erupt from the desert sporadically on far-ranging rampages to sate their lust for plunder and revenge.

TAR BEETLE

The tar beetle is a voracious and stealthy marsh-dwelling predator commonly found in the swamps of Khan Thet. Typically hunting in clusters of two to five individuals, the beetles lie partially submerged in pools that have been overgrown with vegetation, which makes the beetles difficult to detect. Upon sensing prey, they spray a cone of tar, attempting to immobilize the victim to a point where it can be overwhelmed easily.

Tar Beetle

Small beast, unaligned

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	1 (-5)	12 (+1)	1 (-5)

Armor Class 14 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 40 ft., swim 20 ft.

Condition Immunities charmed
Senses darkvision 60 ft, tremorsense 30 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Swamp Camouflage. The tar beetle has advantage on Dexterity (Stealth) checks made to hide in marshy terrain.

Actions

Mandibles. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Tar Spray (Recharge 5-6). The tar beetle sprays out a 15-foot cone of sticky tar. Creatures within the cone must make a DC 11 Dexterity saving throw or become restrained. A creature can spend its action to escape the tar or to help another creature remove the tar.

Tar Nests. The beetles build large nests of mud, twigs, branches and rotting vegetation held together by their tar, which rise like small hills amid swamp waters. Each nest contains tunnels that lead to larva chambers and waste and storage pits, and each nest supports up to 20 beetles, including an egg-laying queen. Tar beetle larvae hatch during the summer and require a month to grow to maturity, during which time they are fed dead or immobilized prey, which are kept in the storage pits. If the nest is threatened, the queen and half of the adults put up a fierce defense while the remaining beetles carry larvae to safety.

Tactics. The tar beetle sprays a cone of tar at its prey and then scuttles rapidly from its hiding place to attack with two pincers. Its mandibles are extremely sharp and are equally effective at cutting through armor or flesh. Tar beetles rarely attack if outnumbered unless trespassers wander too close to their nest. When attacking multiple opponents, beetles ignore immobilized individuals, concentrating on active opponents when possible. Any trapped prey is later dragged back to the beetles' nest.



Adapted for the Swamp. The tar beetle has a dark-green chitinous shell with dozens of spine-like growths clustered along its back. These spines - which normally resting flush against the beetle's shell, but that stand erect when the insect is submerged - serve as breathing tubes. The coloring of the spines also provides natural camouflage when the beetle is hunting; with much of its body concealed under the murky water, a tar beetle resembles another clump of marsh grass.

Solitary males are commonly encountered during the spring mating season, and they are extremely aggressive. They attack any trespassers that intrude on their hunting ground.

TATTOOED CORPSE

The sorceresses of Albadia are acknowledged as experts in the arcane practice of tattoo magic. What is less known is the darker side of this skill, in which the sorceresses combine forces with necromancers or tribal shamans to inscribe enchanted tattoos upon reanimated corpses. Special skills must be used to inscribe the marks on their flesh and an individual tattooed corpse can bear 1-4 tattoos. Lifeless zombies suffer no side effects from using these tattoos.

Tattooed Corpse

Medium undead, neutral

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	10 (+0)	5 (-3)

Armor Class 8 (or by armor, if provided)
Hit Points 30 (4d8 + 12)
Speed 20 ft.

Saving Throws Wis +2
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 2 (450 XP)

Tattoos. The corpse has 1d3+1 magical tattoos and can use its bonus action to activate a tattoo. The effects of the tattoos are given in the chart below, some tattoos can be used more than once a day, otherwise the corpse must take a long rest before using that tattoo again.

Undead Fortitude. If damage reduces the blood zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Guards for Hire. These enhanced zombies are often sold to wealthy clients for use as guards. As they tend to be expensive (1,000-6,000 gp each), such zombies are often dressed in armor or tunics. The creation of these creatures is viewed with horror by followers of the good-aligned gods, who consider it blasphemous, especially when the sacred symbols of their deities are used as tattoo marks. Ancient tattooed corpses, created generations ago, are sometimes encountered in ruins or the wilderness, still attempting to carry out their duties even after their masters have perished.

Tactics. Tattooed corpses are often equipped with weapons, which they are capable of clumsily wielding. Tattooed corpses guard the place or individual that they are assigned to and utilize the abilities inherent in their tattoos as needed.

Tattoo	Effect
Chardun's Might (1/day)	The corpse's Strength becomes 17 (+3) and its Dexterity becomes 12 (+1). Its slam attack becomes +5 to hit and 6 (1d6 + 3) bludgeoning damage. If it has a longsword, that attack becomes +5 to hit and either 7 (1d8 + 3) or 8 (1d10 + 3) slashing damage. Its armor class becomes 11. This effect lasts for four hours.
Corean's Forge (1/day)	The corpse gains the immediate benefit of the *stoneskin* spell, but does not need to concentrate upon the magical effect.
Dragon (1/day)	The corpse makes a breath weapon attack as if it were a dragonborn of a specific ancestry (the ancestry is chosen when the tattoo is created and cannot be changed). The attack is DC 13 and does 3d6 damage.
Lethene's Touch (2/day)	The corpse adds 16 (3d10) lightning damage to a successful melee attack.
Totem Animal (1/day)	The corpse gains the benefit of *enhance ability*, the effect is preselected when the tattoo is created and it does not need to concentrate to maintain the magical effect.
Wraith Hand (2/day)	The corpse's melee attacks become magical for ten minutes.



TENT BIRD

The tent bird is a tall creature, with pure white feathers and heavy, well-muscled legs with shovel-like feet, it is built like a flightless bird. Although in some ways it resembles an ostrich, the tent bird's wings are large and well-feathered, and as the creature settles down to rest these wings fold up in an odd manner.

Desert Striders. Few mounts are more valued among the tribesmen of the Desert of Onn than the tent bird. It is hardy, needs little water to survive, remains perfectly happy consuming lizards and cacti for nourishment, and crosses the sands without complaint on its two mighty legs. Yet Ubantu tribesmen prize these birds most highly for their large wings.

Shelter from the Storm. Though the birds are flightless, their wings nevertheless serve an important function: When a sandstorm threatens, the tent bird crouches down and folds its wings around itself, like a tent. With sturdy wings locked in place like a domed canopy, it safely weathers the deadly storm. Its remarkable physiology maintains the temperature within its wings at a level comfortable for beasts and humans, as well as allowing it to support a tremendous weight of sand. In the wild, the tent bird uses this ability to protect its chicks, but a well-trained bird will do the same for its rider.

Untouched by Flame. The bird also secretes a fire-resistant oil that permeates its feathers, giving it excellent protection from fire. So beloved are the tent birds by some Ubantu that they ask that their mount pass with them into death; Ubantu chiefs traditionally pass into the afterlife with their tent bird's wings protecting them as the funeral pyre catches flame.

Tactics. The wild tent bird is not aggressive, and will generally only fight to if unable to flee, or to protect its young. Captive birds can be trained to fight, though, much like a warhorse.

Tent Bird

Large beast, unaligned

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Armor Class 14 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 50 ft.

Skills Perception +3
Damage Resistances fire
Senses passive Perception 13
Languages —
Challenge 2 (450 XP)

Sheltering Wings. As an action, a tent bird can lift and spread its wings, creating a tentlike dome around itself large enough to include 1 Medium or 2 Small creatures. Creatures within are protected from any normal desert weather, and also share the bird's resistance to fire.

Subsonic Call. If trapped beneath the desert sands, a tent bird emits a throaty subsonic call. The sound is audible up to a quarter mile away, and all tent birds, even wild ones, will respond to the call and attempt to dig out a trapped bird.

Actions

Multiattack. The tent bird makes one bite attack and two talon attacks.

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

Talon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.



THULKAN

Thulkans are one of the few races that the Iron Father, Thulkas, created intentionally. He drew these monstrosities from his iron cauldron and shaped them into living smiths to churn out mighty magical weapons for the Divine War. No one knows how many thulkans yet remain, but their numbers have certainly dwindled in the era after the Titanswar.

A thulkan is a fiery creature seemingly composed of rock and magma, glowing with a dreadful heat. Its giant, humanoid body is strangely featureless and sexless, with a marbled black rocky hide that's constantly cooling and reheating. Its white-hot eyes seethe with hatred and power.

THULKAN

Huge elemental (titanspawn), lawful evil

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	22 (+6)	14 (+2)	17 (+3)	16 (+3)

Armor Class 16 (natural armor)
Hit Points 125 (10d12 + 60)
Speed 40 ft.

Saving Throws Dex +2, Con +9, Wis +6
Skills Insight +6, Perception +6
Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 16
Languages Primordial (Ignan), Titan Speech, plus any two other tongues
Challenge 8 (3,900 XP)

Heated Body. A creature that touches the thulkan or hits it with a melee attack while within 5 feet of it takes 11 (2d10) fire damage.
Illumination. The thulkan sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Multiattack. The thulkan makes two warhammer attacks.
Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, or 21 (3d10 + 5) bludgeoning damage if used in two hands, plus 3 (1d6) fire damage.
Flaming Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage plus 10 (3d6) fire damage.

Consummate Artisans. Thulkans are gifted in most crafts, but especially cunning with metalwork, able to forge nearly any weapon, suit of armor, jeweled treasure, or device. They are also skilled at enchanting such items, even though they are not themselves spellcasters. However, they are also fond of placing subtle curses on the items they create.

Craven Recluses. Despite their considerable power, thulkans are greedy and selfish, and they cherish life far more than they do material things or victory in combat. They are likely to barter their way out of a defeat by offering to create magic items in exchange for double the amount of raw materials required.

Tactics. Thulkans rarely join in combat, and often flee as soon as they can, or try to negotiate with their enemies. If necessary they will attack with their warhammer until the foe retreats, in which case they will use flaming rocks to cover their own retreat.



THUNDER ORB

Hovering a couple feet off the ground, this 4-foot diameter sphere of dark basalt stone crackles with electricity. Its stone surface is carved with arcane runes of confinement which seem to glow from a brighter source within the orb.

Thunder Orb

Medium construct, unaligned

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	20 (+5)	3 (-4)	13 (+1)	10 (+0)

Armor Class 12
Hit Points 95 (10d8 + 50)
Speed 0 ft., fly 30 ft. (hover)

Skills Perception +4
Damage Resistances cold, fire, piercing and slashing from nonmagical attacks that aren't adamantine
Damage Immunities lightning, necrotic, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned, prone, unconscious
Senses blindsight 60 ft., passive Perception 14
Languages understands the languages of its creator but does not speak
Challenge 5 (1,800 XP)

Lightning Absorption. If the thunder orb receives lightning damage, it takes no damage and instead gains temporary hit points equal to the damage amount.

Actions

Lightning. *Ranged Spell Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 14 (4d6) lightning damage.

Grand Lightning (Recharge 5-6). Each creature in a line 100 feet long and 5 feet wide originating from the orb must make a DC 12 Dexterity saving throw. A creature takes 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Reactions

Free-floating. When struck by a melee attack, the thunder orb can move half its speed without provoking an opportunity attack.

Relentless Defenders. Thunder orbs are magical constructs tasked with guarding vaults, tombs or other important places. It attacks anyone not allowed safe passage by its creator. Made by an arcane spellcaster by binding an elemental spirit into the orb, it will not retreat before superior foes. Indeed, the spirit trapped within knows that should the orb be destroyed, it will be released, free to return to its own plane.

Tactics. Thunder orbs rarely close with their opponents and if the party gangs up on one it will attempt to use its movement and its free-floating reaction to move away from the group, using its grand lightning if available. In more elaborate dungeons, two or more thunder orbs will guard an area, programmed so that when one uses its grand lightning, the others are in the line of fire so that they receive temporary hit points.



THUNDERBONES

The creature looks like a large humanoid skeleton made entirely of black iron. The bones are covered with small silver runes, each painstakingly etched. These impressive constructs are a relatively new creation. Thunderbones have been appearing more and more recently in the homes and workshops of the youngest generation of accomplished spellcasters, particularly those of Hollowfaust. Although the ritual involved in their creation is complex, the relative cost is low compared to that of most other constructs, and the concept itself is simple: transform a large animated skeleton into a construct of animated iron, and bestow magical abilities upon its bladed claws.

Thunderbones

Large construct, neutral

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	13 (+1)	14 (+2)	6 (-2)

Armor Class 16 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 40 ft.

Saving Throws Con +7, Wis +5
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages speaks the languages of its creator
Challenge 7 (2,900 XP)

Improved Critical. The thunderbones' claws score a critical hit on a roll of 19 or 20.
Immutable Form. The thunderbones is immune to any spell or effect that would alter its form.
Magic Resistance. The thunderbones has advantage on saving throws against spells and other magical effects.
Magic Weapons. The thunderbones' claw attacks are magical.

Actions

Multiattack. The thunderbones makes three claw attacks.
Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage, plus 3 (1d6) lightning damage.

Simple and Literal. Thunderbones are implacable and utterly loyal, obeying only their creator. Once set in motion, they pursue their goals relentlessly unless their creator is on hand to prevent excessive violence, or unless their instructions explicitly limit their actions. This last can be rather tedious and difficult, for thunderbones' relative inexpensiveness and ease of construction has a few drawbacks - it can normally only understand a single command in the form of a straightforward sentence no more than a dozen words in length, such as "Defend me against all who assault me" or "Slay all who enter here, but don't harm me or my wife."

Tactics. Thunderbones are relentless and unimaginative in their approach to combat. They will chose as many targets as they can easily reach and attack all of them. If their foes are canny and retreat in various directions, the thunderbones will choose one of them, seeming at random, to focus upon. Almost all of the original creations have the lightning damage feature to their claws, but some recent creators have innovated and substituted in another damage type, such as fire, cold or even thunder.



TREE GIANT

Tree giants are ancient, colossal treants, encountered only in the oldest of forests where the trees can be as tall as themselves. They are very rare and quite difficult to spot in their native terrain, despite their enormous size. A tree giant usually stands 75 to 80 feet tall.

Spawn of Denev. The tree giants were created by the Earth Mother to guard the deepest, most holy sites within her forests. Most tree giants remain loyal to Denev, although some of them have become tainted and evil and instead revere one or more of the fallen titans. Whatever their alignment, tree giants are largely reclusive.

Most tree giants go out of their way to protect wildlife, forests, and those who would preserve them. Those uncommon evil-aligned tree giants, though, instead seek to harm any who pass into their domains.

Tactics. Tree giants are patient watchers of the woodland and rarely act directly, though sometimes they might use spells or their ability to animate trees to guide trouble away from their homes. Evil tree giants or those facing sustained attack will be more direct, using both spells and their deadly slam attacks to target whomever they believe is the greatest threat, usually fire-wielding warriors or spellcasters.



Tree Giant

Gargantuan plant (titanspawn), any neutral

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	27 (+8)	14 (+2)	21 (+5)	17 (+3)

Armor Class 18 (natural armor)
Hit Points 277 (15d20 + 120)
Speed 40 ft.

Saving Throws Str +11, Con +13, Wis +10
Skills Nature +7
Damage Resistances bludgeoning, piercing
Damage Vulnerabilities fire
Senses darkvision 120 ft., passive Perception 15
Languages Druidic, Sylvan, Titan Speech
Challenge 15 (13,000 XP)

False Appearance. While the tree giant remains motionless, it is indistinguishable from a normal, massive tree.

Siege Monster. The tree giant deals double damage to objects and structures.

Spellcasting. The tree giant is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, and +10 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, mending, resistance*
1st level (4/day): *entangle, goodberry, healing word, speak with animals*
2nd level (3/day): *animal messenger, locate animals or plants, spike growth*
3rd level (3/day): *daylight, plant growth, speak with plants*
4th level (3/day): *conjure woodland beings, hallucinatory terrain*
5th level (2/day): *awaken, commune with nature*
6th level (1/day): *move earth, wall of thorns*

Actions

Multiattack. The tree giant makes three slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage, and the target must succeed on a DC 20 Strength saving throw or be pushed 10 feet away from the tree giant and knocked prone.

Rock. *Ranged Weapon Attack:*+11 to hit, range 60/240 ft., one target. *Hit:* 39 (6d10 + 6) bludgeoning damage.

Animate Trees (3/Day). The tree giant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the tree giant. The tree remains animate for 1 day or until it dies; until the tree giant dies or is more than 120 feet from the tree; or until the tree giant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

TROGODON

Trogodons are a bizarre combination of reptile and giant that infest the swamps of Kan Thet. They are formed somewhat like a centaur, but rather than man and horse, they share parts of an oversized lizardfolk and a huge lizard. A trogodon's head is reptilian, like that of a great lizard or alligator, with sharp teeth and wide-spaced eyes. Their rough hide is patterned, usually a dappled green and black, and rows of bony plates extend from their heads all the way to the tip of their tails

Trogodon

Large monstrosity (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	20 (+5)	5 (-3)	11 (+0)	10 (+0)

Armor Class 15 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 30 ft., swim 30 ft.

Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Asaatth, Titan Speech
Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the trogodon can move up to its speed toward a hostile creature that it can see.
Hold Breath. The trogodon can hold its breath for 15 minutes.

Actions

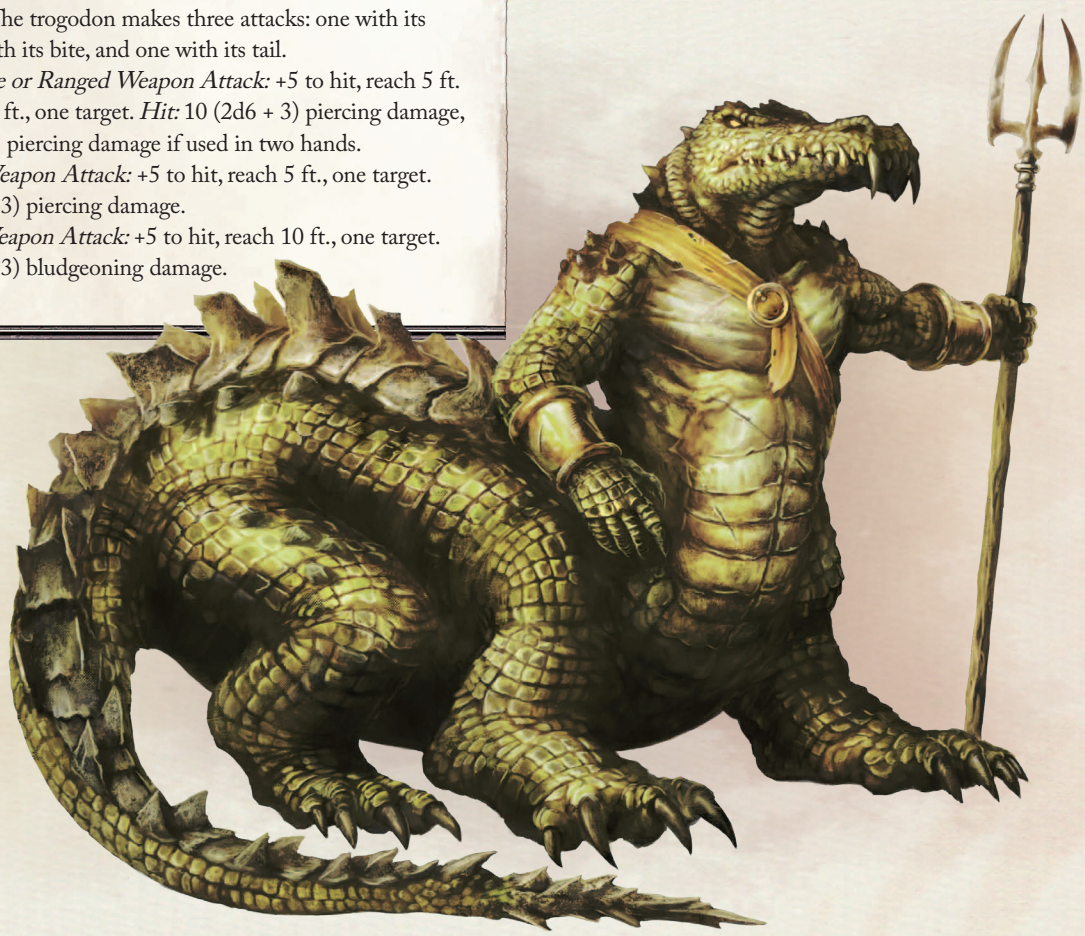
Multiattack. The trogodon makes three attacks: one with its trident, one with its bite, and one with its tail.
Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used in two hands.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.
Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Stupid and Savage. In general, a trogodon does little more than lurk in the shallow waters, hunting for food and attacking anything that disturbs it. Powerful and brutish, a trogodon knows little of things like tactics. It has a degree of instinctive cunning, though, charging unsuspecting prey from ambush in dank pools, deep rivers, and murky swamps. Invariably, it strikes hard and fast.

Servants of the Asaatthi. Unredeemed asaatthi are known to use trogodons to guard the marshes around their few remaining cities. The snakefolk lend their martial and strategic expertise to develop simple tactics for trogodon raids. Asaatthi seldom take part in the attacks themselves, since trogodons do not take direction well in the thick of battle.

Tribal Raiders. In a few reported cases, intelligent trogodons, rare among their kind, have lead entire tribes, independent of asaatthi intervention. These "greater" trogodons make formidable foes, since they can add reasoning and cunning to their physical power and durability. They enjoy leading raids against non-trogodon tribes and settlements, sometimes even training and commanding normal alligators in attacks.

Tactics. Unsupervised trogodons do not engage in any strategy beyond 'attack the threat and possibly eat it.' Those led by Asaatthi or greater trogodons are capable of surprise attacks, using their ability to swim and hold their breath for long periods to their advantage. Trogodons forced to fight away from their beloved swamps become nervous and restless.



TROLL, GLUTTONOUS

Gluttonous trolls roam the hills and moors by night, sometimes in small groups, hunting and devouring anything that crosses their path. Whatever self-awareness these creatures possess is constantly embattled by their incessant hunger, driving them to attack even large, fortified settlements in search of food.

A gluttonous troll resembles a common troll, but a huge 16-foot-tall specimen, its lanky frame dominated by powerful, hunched shoulders and a loose mane of thick, greenish fur running down its back. Its gaunt, bestial face is underlined by a massive, tusked underbite. Its belly is perpetually taut and shrunken.

Spawn of Gaurak. Gluttonous trolls are often called Gaurak trolls, named for their sire, who created them from Golthagga's "common" trolls. The gluttonous troll hurls rocks only if it must, but otherwise prefers to rush forward and rend its prey with teeth and claws. If it grabs an enemy successfully, it attempts a grapple check to transfer the unfortunate creature to its mouth so it can swallow the victim whole.

Cannibalistic Hunters. Because of their fearlessness and physical power, gluttonous trolls are sometimes accompanied by a number of common trolls, who hope for easy pickings in the wake of these giants' depredations. As often as not, though, such opportunists are themselves eaten when food is scarce, for the gluttonous trolls will turn even upon one another when their hunger overwhelms them.

Tactics. Gluttonous trolls attack anything that they believe they can eat, without regard to tactics or their own survival. They refuse to retreat from a battle, no matter how grave their injuries; they kill and eat their prey or die trying.



Gluttonous Troll

Huge giant (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	22 (+6)	6 (-2)	9 (-1)	6 (-2)

Armor Class 16 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 30 ft., swim 30 ft.

Skills Perception +3
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 13
Languages Giantish, Titan Speech
Challenge 10 (5,900 XP)

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

Regeneration. The gluttonous troll regains 15 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, and the target is grappled (escape DC 18). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling this target, the troll has advantage on attack rolls against it and can't use the grappling claw's attack against other creatures. When the gluttonous troll moves, a Large or smaller creature it is grappling moves with it.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Swallow. The gluttonous troll makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the troll, and it takes 21 (6d6) acid damage at the start of each of the troll's turns. A gluttonous troll can have only one creature swallowed at a time. If the troll takes 25 damage or more on a single turn from the swallowed creature, the troll must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the troll. If the troll dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

TROLL, STEPPE

This large humanoid's knobby, greenish-brown skin is visible only on its hands and face, for the rest of its body is covered with wrought chain and still leather, from which hints of elaborate tattoos peek out. The considerable bulk of their knotted muscles is further exaggerated by the severed heads with which they decorate their armor.

Steppe Troll

Large giant, lawful neutral

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	9 (-1)	9 (-1)	6 (-2)

Armor Class 16 (chainmail)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

Skills Animal Handling +1, Perception +1
Senses passive Perception 11
Languages Giantish, Ledean
Challenge 4 (1,100 XP)

Bred to the Saddle. When mounted, steppe trolls have advantage on melee attack rolls against any unmounted creatures that are Large or smaller.

Keen Sight. The steppe troll has advantage on Wisdom (Perception) checks that rely on sight.

Regeneration. The steppe troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The steppe troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Sturdy Bow. The steppe troll relies on its prodigious strength to bend its greatbow. Such a weapon adds a creature's Strength modifier to its damage and can only be wielded by a creature with 18 or higher Strength.

Actions

Multiattack. The steppe troll makes two sabre or two greatbow attacks.

Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. This weapon has disadvantage against opponents within 5 ft.

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

Greatbow. *Ranged Weapon Attack:* +1 to hit, range 80/320, one target. *Hit:* 15 (2d6+4) piercing damage.

Tribal Nomads. Steppe trolls live in nomadic clans on the harsh, windswept steppes of eastern Termana, driving herds of horses and oxen between their seasonal homes on the grasslands. Although livestock raids and skirmishes between war-bands are part of their life, steppe trolls have a code of honor and even hospitality not shared by their savage distant cousins, the common trolls.

Wary Traders. Steppe trolls are suspicious of outsiders but will trade with humans who travel in peace through their lands. However, they are wary protectors of their horses — greatly prized for their size and strength — and deal harshly with those who would steal them.

Mystic Errantry. Although the tribal steppe trolls live in clans and are usually encountered in groups close to their homeland, occasionally a young warrior will be sent by their tribe's shaman on an arduous quest, forbidden to return until they have accomplished some great task or deed as commanded by their gods.

Tactics. Steppe trolls prefer to fight from the saddle and, unlike their more primitive cousins, they do so with weapons, riding down and striking foes with long heavy lances and curved sabres. Although they hunt with their massive bows, they regard ranged combat as cowardly. If badly hurt, Steppe trolls will use time to their advantage, such as taking the Dodge action while they regenerate.



TROLL, STEPPE

Steppe Troll Shaman

Each of the steppe troll clans has at least one shaman who serves as spiritual leader, and occasionally as chieftain. Although trained in the traditional weapons of its people, these shamans usually carry ornately decorated but stout staves of a polished dark wood, often with at least one skull dangling from the top, which are both symbols of their position and can be swung with devastating effect in battle.

Tactics. A favorite trick of the steppe troll shaman is to use *fog cloud* to hide a group of mounted warriors, who then burst forth when enemies are near. A second favorite trick is an empty *fog cloud*, with the warriors hiding elsewhere, against enemies who expect the first trick.

Steppe Troll Shaman

Large giant, lawful neutral

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	9 (-1)	13 (+1)	8 (-1)

Armor Class 16 (chainmail)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

Skills: Animal Handling +4, Insight +4, Perception +4
Senses passive Perception 14
Languages Giantish, Ledean
Challenge 5 (1,800 XP)

Keen Sight. The steppe troll has advantage on Wisdom (Perception) checks that rely on sight.

Regeneration. The steppe troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The steppe troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting: The shaman is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The shaman has the following druid spells prepared:

Cantrips (at will): *produce flame, druidcraft*
1st level (4 slots): *goodberry, entangle, fog cloud*
2nd level (2 slots): *gust of wind*

Actions

Staff: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The shaman wields its staff with two hands, and cannot do so while mounted.

Termanan Warhorse

Bred by steppe trolls to serve as mounts, these huge horses are bigger than draft horses and even so are strong for their size, yet surprisingly quick. Its thick coat, which protects it from both cold and enemies, makes it appear yet more massive. Termanan warhorses would command a rich price, but they are jealously guarded by their masters, who never offer them for sale or trade.

Termanan Warhorse

Huge beast, unaligned

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	15 (+2)	2 (-4)	12 (+1)	7 (-2)

Armor Class 12
Hit Points 34 (4d12 + 8)
Speed 50 ft.

Damage Resistances cold
Senses passive Perception 11
Languages —
Challenge 1 (200 XP)

Sturdy Mount. The Termanan warhorse is able to bear steppe trolls as riders, and potentially other Large creatures at the GM's discretion.

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 5) bludgeoning damage.

UNHALLOWED

Sometimes, maybe once in a hundred years, a child favored by the gods is born. The baby seems destined for greatness: stronger, swifter, smarter or more beautiful than any other. Most of these children achieve their destiny and change the world for the better. But it is a fundamental truth of the universe that the gods expect much from those who receive their greatest gifts.

Sometimes that trust is betrayed. With a single act of treachery, a blessed individual might spurn the gods and heed the call of evil. Such a violation of trust earns the eternal enmity of the gods. Such powerful individuals do not pass into the afterlife easily — they cling to the world of the living by sheer tenacity, knowing what punishments await them beyond.

These tormented spirits are known as the unhallowed, since they have been rejected by the gods. Their malign influence can destroy entire kingdoms as an unhallowed worms their way into the ruling family or other position of power. Even today it is rumored that the pirate lord Tankaras the Tortured, King Virduk or young Queen Gelleda is an unhallowed.

True Names and True Crimes. The unhallowed cannot be destroyed by sword or spell alone, their betrayal of the gods is the key to their fate. In a holy place, the party must confront the unhallowed, revealing its true name and the terrible act of enmity that sealed its fate. Once this is done, the creature can be fought and destroyed, though it is certain to be a grim battle. Gaining this knowledge can be a major quest, as the spirit may be centuries or millennia old and its original exploits might be only fragments of forgotten lore.



UNHALLOWED - THE FAITHLESS KNIGHT

The forms of the new arrivals blurred and shifted, the assembled men-at-arms became asaatthi warriors. Brion gasped. "Forgive me, brother." said Rynald. "It was the only way." "No." Brion said simply, and raised his sword. "No it wasn't."



A faithless knight was once a bold and noble warrior who, in desperation, committed an act of terrible cowardice or dishonor so great that it violated the most essential tenets of his faith. It appears as a hideous, near-skeletal corpse, its skin gleaming an unholy greenish-white. It wears enchanted plate armor and clothes that were once of the finest quality, now rotted and pitted by years of ceaseless campaigning. Most times, the knight also rides a terrible black warhorse, caparisoned in matching armor, or, in much more rare cases, has a bloodmare (page 27) as his steed.

Leader of War Bands. Most often, faithless knights lead armies of evil creatures on crusades of conquest. They are accompanied by hellhounds or blight wolves as they slaughter anyone who stands in their way, warrior or innocent. They are utterly ruthless and dishonorable.

Corrupters of Rulers. Sometimes a faithless knight will enter the service of a lord or lady, usually by some guise but sometimes an unwise noble will know the knight's true nature and expect to keep them under control. Nothing could be less likely. The faithless knight will corrupt those it can, and kill the rest whenever its betrayal will have the most impact.

Tactics. Most faithless knights are surrounded by evil creatures that are bound to protect their master. Only once the party has conquered the hellhounds and blight wolves will they face the knight. It will use its frightful presence to drive away the weak-willed and then focus on attacking those that remain, trusting that its cursed greatsword will drain the life away from its victims.

Faithless Knight

Medium undead, lawful evil

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	24 (+7)	11 (+0)	12 (+1)	14 (+2)

Armor Class 23 (plate armor +2, shield +1)
Hit Points 161 (14d8 + 98)
Speed 30 ft., 60 ft. if mounted

Saving Throws Str +10, Con +12
Skills Intimidation +7, Perception +6, Survival +6
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages the languages it knew in life
Challenge 15 (13,000 XP)

Frightful Presence. Each creature of the faithless knight's choice that is within 120 feet of the knight and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the knight's Frightful Presence for the next 24 hours.

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

Unhallowed. If damage would reduce the unhallowed to 0 hit points and it is not on holy ground, or has not had its true name and secret revealed, the unhallowed is reduced to 1 hit point instead.

Actions

Multiattack. The faithless knight makes three attacks with its greatsword or its longbow.

Cursed Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage and the target must make a DC 18 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

UNHALLOWED - THE FALSE LOVER

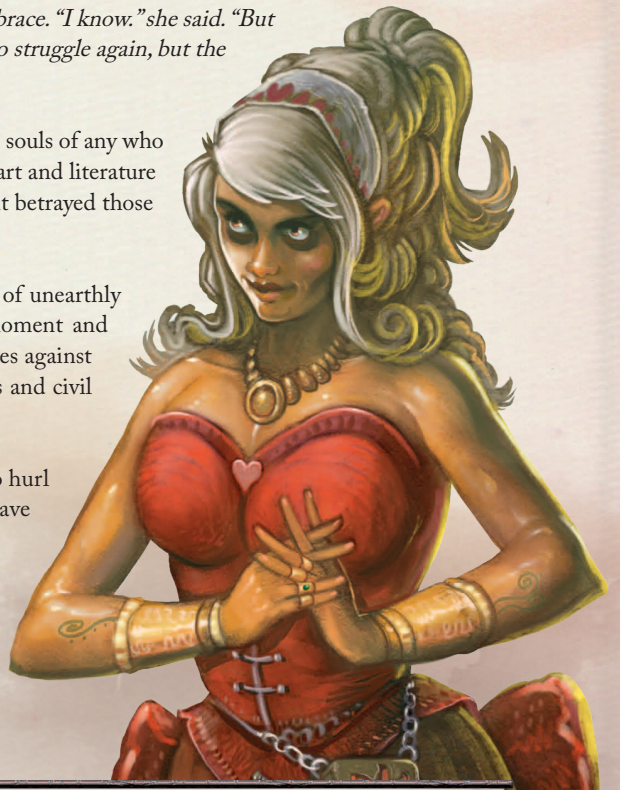
"But we will both die!" exclaimed Alodar, trying to extricate himself from the old woman's embrace. "I know." she said. "But it is worth it for me. It is vengeance for my daughter's death and your betrayal." Alodar tried to struggle again, but the poison was winning.

The false lover was once the paragon of charm and beauty, who effortlessly won the hearts and souls of any who looked upon them. It inspired heroes and heroines to great deeds, gave birth to new forms of art and literature and transformed the cultures of entire kingdoms with its wit and grace. Ultimately, however, it betrayed those dreams, crushing the spirits of those who loved it, sometimes simply because it could.

Glamor. The false lover hides its true nature behind powerful illusions that present a being of unearthly beauty and grace. It can still seduce the strongest of hearts, filling them with love one moment and jealousy the next. The creature delights in destroying relationships and turning powerful figures against one another, setting families at each other's throats and embroiling kingdoms in bitter feuds and civil wars.

Paramours. The false lover fights only as a last resort. Instead it has innocent victims ready to hurl themselves in the path of any attacker. These deluded individuals will fight to the death to save their 'true' love.

Tactics. False lovers rarely join a fight. Instead they will use their paramours as willing sacrifices in order to escape the combat. They might use *dimension door*, their unending glamor or their illusions to buy time. If cornered they will attempt to use *charm person, confusion, hold person* and *suggestion* to get their way, gain allies or turn their pursuers against each other.



False Lover

Medium undead, lawful evil

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	11 (+0)	12 (+1)	24 (+7)

Armor Class 15
Hit Points 93 (11d8 + 44)
Speed 30 ft.

Saving Throws Wis +6, Cha +12
Skills Deception +12, Performance +12, Persuasion +12, Sleight of Hand +10
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 13 (10,000 XP)

Paramours. The false lover has 1d8 + 2 escorts with it at any time, each of which is a NPC with challenge rating of 1 or less. On each of its turns, the false lover can order one paramour to take its turn immediately after the false lover. The paramours will fight to the death for the false lover.

Spellcasting. The false lover is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It requires no material components to cast its spells. The false lover has the following bard spells:

Cantrips (at will): *dancing lights, prestidigitation, vicious mockery*
1st level (4 slots): *charm person, comprehend languages, hideous laughter*
2nd level (3 slots): *detect thoughts, hold person, suggestion*
3rd level (3 slots): *hypnotic pattern, major image, nondetection*
4th level (3 slots): *confusion, dimension door*
5th level (1 slot): *modify memory*

Unending Glamor. The false lover can take on a new appearance at will, changing height, weight, race and all other physical aspects. In the new form, they appear as an exceptionally beautiful and striking individual. The glamor has physical substance, but they do not gain any natural abilities of the form (for example, a false lover appearing as an ironbred does not gain advantage on saving throws for exhaustion or the benefit of their thick hides, etc.).

Unhallowed. If damage would reduce the unhallowed to 0 hit points and it is not on holy ground, or has not had its true name and secret revealed, the unhallowed is reduced to 1 hit point instead.

Actions

Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage and the target must make a DC 18 Constitution saving throw or become poisoned for 24 hours. A poisoned target also becomes unconscious. Another creature can use an action to shake the target awake.

UNHALLOWED - THE FORSAKEN PRIEST

Jephis charged forth, his holy symbol held high. The townsfolk surged behind him, then, as one, fell. "Your god has no power here, on the Isle of the Dead." said the Ghoul King. "But thank you for the offering." The dead villagers began to rise again. The priest slumped forward, prostrating himself before the Ghoul King.

There is no greater crime in the eyes of the gods than perfidy, when a priest forsakes their vows of obedience and uses their influence to lead innocent members of the faith down paths of corruption and iniquity. The forsaken priest is a creature who betrayed the highest principles of its patron deity and, became a force of malevolence and temptation to any soul caught in its clutches. In appearance, it appears almost lifelike, but with its skin drawn taught over its bones. It still wears the vestments and symbols of its former office, but any holy power they had has long ago withered away, replaced by darker energies.



Inspiring Words. The creature appears to the uninitiated as a grand and dignified figure whose wisdom is vast and beyond reproach. They are always eager to lend an ear and offer advice, sowing seeds that will later blossom into poisonous thoughts and deeds. The forsaken priest inspires acts of brutality and greed wherever it goes.

Acolytes and Supporters. The false priest surrounds itself with fanatical acolytes and supporters who defend it with their lives. Few of them are truly evil, most are victims of the creature's manipulations.

Tactics. The forsaken priest relies on its acolytes for initial defense, then might use *animate dead* to gain additional use from them. It will support the acolytes with *bane, bless* and *inflict wounds*. If it gets into melee combat, it will use its unholy eminence to strengthen its mace attacks.

Forsaken Priest

Medium undead, lawful evil

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	11 (+0)	24 (+7)	15 (+2)

Armor Class 17 (breastplate, shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

Saving Throws Wis +12, Cha +7
Skills Perception +12, Persuasion +7, Religion +5
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 22
Languages the languages it knew in life
Challenge 13 (10,000 XP)

Acolytes. The forsaken priest has 2d4 + 2 acolytes with it at any time. On each of its turns, the forsaken priest can order one acolyte to take its turn immediately after the priest. The acolytes will fight to the death for the priest.

Spellcasting. The forsaken priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). It requires no material components to cast its spells. The forsaken priest has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, sacred flame*
1st level (4 slots): *bane, bless, inflict wounds*
2nd level (3 slots): *hold person, spiritual weapon, silence*
3rd level (3 slots): *animate dead, bestow curse, dispel magic, protection from energy*
4th level (3 slots): *banishment, freedom of movement, locate creature*
5th level (1 slot): *contagion, flamestrike, raise dead*

Unhallowed. If damage would reduce the unhallowed to 0 hit points and it is not on holy ground, or has not had its true name and secret revealed, the unhallowed is reduced to 1 hit point instead.

Unholy Eminence. As a bonus action, the forsaken priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Actions

Multiattack. The forsaken priest makes two attacks with its mace.

Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

UNHALLOWED - THE TREACHEROUS THIEF

The guard captain stood up, shaking her head at the body at her feet. "Sergeant, wake up the Lord and Lady. Tell them…" she swallowed hard.

"Tell them that the Shrouded Knife is here."

As the man hurried away, the captain could not help but wonder if the Lord and Lady would still be alive to hear the message by the time he arrived.



The treacherous thief was cursed by the gods for betraying the trust of others, all for petty greed. It once used its skills to steal from those who had almost nothing to call their own, simply for the joy of taking. It killed for a handful of coins, or just to watch them die. And now there is no treasure in the world rich enough to buy its way out of damnation.

The treacherous thief disguises its hideous features with spells of illusion and skulks in the shadows, striking with surprise. When it ventures into the open, it wears a pleasant face and fancy clothes to beguile its unwitting victims.

Worthless Wealth. To one who is centuries dead, wealth is nothing but a cruel joke. The pleasures of the flesh mean nothing when the flesh is rotten. The thief now takes what satisfaction it can in depriving others of precious or holy artifacts, setting brother against brother by theft and innuendo and corrupting nobles for its own amusement.

Tactics. A treacherous thief hunted by heroes will always try to choose the battleground if at all possible. It prefers large structures with many shadows and hiding places or similar urban environments. It will strike from the shadows, always using its stealth to its advantage. It will use *mage hand* to create distractions and *expeditious retreat* to move very quickly from area to area.

Treacherous Thief

Medium undead, lawful evil

STR	DEX	CON	INT	WIS	CHA
13 (+1)	24 (+7)	17 (+3)	14 (+2)	16 (+3)	18 (+4)

Armor Class 19 (studded leather)
Hit Points 120 (16d8 + 48)
Speed 30 ft., climb 30 ft.

Saving Throws Dex +11, Cha +8
Skills Acrobatics +15, Investigation +10, Perception +7, Sleight of Hand +15, Stealth +15
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 17
Languages the languages it knew in life
Challenge 12 (8,400 XP)

Sneak Attack. Once per turn, the treacherous thief deals an extra 8d6 damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Cunning Action. The treacherous thief can use its bonus action to take the Dash, Disengage or Hide action.
Evasion. If the treacherous thief makes a Dexterity saving throw to take half damage, it takes no damage on a successful saving throw and half damage on a failed one.
Innate Spellcasting. The treacherous thief can innately cast the following spells, requiring no material components:
At will: *disguise self, expeditious retreat, mage hand*
Unhallowed. If damage would reduce the unhallowed to 0 hit points and it is not on holy ground, or has not had its true name and secret revealed, the unhallowed is reduced to 1 hit point instead.

Actions

Multiattack. The treacherous thief makes two attacks with its shortsword or shortbow.
Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage.
Shortbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage.

UNITAUR

Unitaurs dwell in small, scattered tribes upon the Bleak Savannah, where they attack hunting camps and traveling parties under cover of darkness, exacting revenge for their fallen kin and the titans. While not quite as intelligent as humans, unitaurs are quite clever when it comes to raiding and pillaging, and they are good trackers and survivalists. A small number of them develop spellcasting abilities and rise quickly to leadership positions among the tribes.

A unitaur is a large humanoid in form, with thick, grayish-tan skin and a bulky, powerful body. It face is bestial, with a large, rhinoceros-like horn atop the heavy, flattened snout. Its mouth holds sharp teeth similar to those of a dog or bear.

Unitaur

Large giant (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	8 (-1)	11 (+0)	9 (-1)

Armor Class 16 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 40 ft.

Skills Perception +2, Survival +2
Senses darkvision 60 ft., passive Perception 12
Languages Giantish, Titan Speech
Challenge 2 (450 XP)

Charge. If the unitaur moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 14 (4d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Fallen Spawn of Denev. Long before the Divine War, the land now called the Bleak Savannah was dominated by a powerful race of titanspawn that jealously guarded the grasslands, driving off those of all other races who entered their territory. This race, known as the unitaurs, originally worshipped Denev, but when the Earth Mother turned against the other titans, the unitaurs turned their backs on her and sided with the other titans. With their defeat, the remnants of the race retreated back to the Bleak Savannah, but they no longer had the strength to keep its lands free of human interference.

Tactics. Unitaurs enter combat with a thunderous bellow and charge directly at their opponents, attempting to gore them. Many unitaurs also favor greatclubs or other heavy weapons scavenged from former victims, favoring crushing weapons over piercing or slashing where possible. They prefer night assaults and ambushes, striking quickly before retreating to regroup for another charge.



VANGAL'S CHOSEN

1

These repulsive beings once served as the envoys and messengers of Chern the Unclean in the time before the Divine War. Chern would designate his selected proxies by afflicting them with a disease that marked their bodies with his sign but left them alive and subject to service — and further ailment. Manifestation of the mark typically meant ostracism from a village or farmstead, and the poor souls typically resigned themselves to a life of suffering and heavenly slavery.

They appear as hairless humans (or half-humans) with the symptoms of a far-advanced disease: they are covered with hideous boils, pustules and running sores. In the aftermath of the Divine War, people rarely and inexplicably developed the disease (and still do) that marked them as Chern's. Yet, without a titan to command them, they were merely outcasts and liabilities in a world lorded over by gods. The marked still had potential in the Scarred Lands, though. Warrior-priests of Vangal recognized the marked's usefulness as envoys and messengers for their god - and as tools of destruction should disease and mayhem need to be delivered upon Vangal's enemies. The warrior-priests have therefore declared Chern's former pawns now Vangal's chosen — representatives of the god who are not be molested or interfered with without invoking the Ravager's wrath. In truth, Vangal is probably disinterested in these pathetic souls, but they make fine political pawns for his true followers. By order of Vangal's clerics, the chosen must cover their bodies as much as possible (usually with robes and hoods made from rough cloth), as a reminder that Chern has been defeated, and must bear the sign of Vangal prominently to signify their new dedication.

Heralds of Vangal. The marked are typically sent forth as envoys to lords, kingdoms and enemies upon whom Vangal's forces intend to make war (or sent to spread disease among intended targets to weaken them). Nations that defy the followers of Vangal often kill chosen on sight and burn their remains. Lands that seek peaceful negotiations (or that cannot hope to resist the war god's host) begrudgingly allow these afflicted people leave within their borders.

Woeful Creatures. If ever encouraged to express themselves, most chosen confess a desire to be free from their fate but fear death even more than such a miserable existence. Some chosen, however, revel in their roles, enjoying the harm they inflict upon others. A rare few even seek power of their own, pitting Vangal's followers and enemies against each other, whether for wealth, liberty or sheer spite. Posing as one of Vangal's chosen (covering the body and bearing the appropriate sign) without suffering Chern's disease is a death sentence in any civilized land of Ghelspad. No culture dedicated to the gods condones such blasphemy, and Vangal's advocates are enraged by the insult.

Tactics. Vangal's chosen are typically cowardly and well aware of their lack of physical prowess. They try to avoid conflict if possible, resorting to self-defense or, if necessary, revealing the horrors of their tormented bodies in hopes of frightening belligerents away. If they must (or if commanded to), chosen will release infections upon others — sometimes specific targets.

VANGAL'S CHOSEN

Medium humanoid (titanspawn), neutral

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	12 (+1)	10 (+0)	13 (+1)	9 (-1)

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 30 ft.

Saving Throws Con +3
Skills Deception +1, Insight +3, Intimidation +3, Perception +3, Persuasion +3
Senses passive Perception 13
Languages same as humans in the region
Challenge 1 (200 XP)

Effusion. A creature that does damage to a Vangal's chosen must make a DC 11 Dexterity saving throw or suffer 2 (1d4) acid damage from erupting boils or pustules on the chosen's body.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if wielded with both hands.

Unclean Touch. The chosen touches a creature within 5 feet of it. That creature must succeed at a DC 11 Constitution saving throw or contract a disease of the GM's choice. (Chern's disease is never transmitted this way.)



VENGAURAK

A vengaurak is a repulsive, terrifying creature the size of a large draft horse that reeks of carrion and blood. A twisted hybrid of beetle, mantis, maggot, and serpent, it moves like a snake on its long, articulated body.

VENGAURAK

Large monstrosity (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	21 (+5)	3 (-4)	10 (+0)	3 (-4)

Armor Class 15 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft., burrow 20 ft.

Skills Perception +3
Senses darkvision 90 ft., sense faith 60 ft., tremorsense 60 ft., passive Perception 13
Languages Titan Speech (can't speak)
Challenge 5 (1,800 XP)

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

Sense Faith. The vengaurak can automatically sense and discern the location of any celestial, fiend, or creature capable of casting cleric or paladin spells within 60 feet.

Actions

Multiattack. The vengaurak makes one bite attack and one constrict attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) acid damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 15) if the vengaurak isn't already constricting a creature, and the target is restrained until this grapple ends.

Spawn of Gaurak. Vengaurak are vermin terribly transformed by the influence of the titan Gaurak. Once simple burrowing insects mutated and grown huge by the titan's fell essence, they tunnel up from the depths in search of anything edible — and they can consume almost anything. Totally fearless, they chase down anything that moves, but they have a special, unnatural hunger for those who worship the gods.

Burrowing Horrors. Though they are not particularly intelligent, vengaurak often ambush their prey, sometimes unintentionally. When moving into a new area, they burrow extensive underground tunnels, and if they then detect prey with their tremorsense, they burst up from below, often surprising those above them. They are even known to erupt into city streets, unerringly discovering and devouring any who choose to hide rather than flee.

Hatred of the Gods. When a worshiper of the gods is among their possible prey, vengaurak tend to seek that victim out first. They also fight fiercely and savagely against anything that would seek to stop their passage or keep them from their prey, being swayed by Gaurak's hatred of restraint. Once set on a target, a vengaurak rarely ceases pursuit unless another tasty morsel tries to bar its path.

Tactics. Vengaurak are single-minded in combat; they do not see enemies, but only things to be eaten. They will attack the nearest creature, concentrating on it until it is slain and then begin to feed, attacking others only if they interrupt its meal. Once fed, it moves onto another target, as they are always hungry.



BACKER CREATURE

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VRAIL

The bird looks almost like a tiny vulture, but its feathered head and short curved beak indicate that it is a predator rather than a scavenger. Its wing feathers are a dull brownish-black, but its underbelly is white. The vrail is hard to see, as it flies high above in a flock. Then, one by one, they dive to attack.

Tactics. Vrail will circle overhead, staying high enough to stay out of easy missile range. They will then dive down in small numbers to attack in waves. Vrail do not typically attack groups of more than three individuals, but circle instead, waiting for an individual to stray too far from the group.

Vrail

Tiny beast, unaligned

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	11 (+0)	6 (-2)	14 (+2)	1 (-5)

Armor Class 15
Hit Points 5 (2d4)
Speed 10 ft, fly 60 ft

Skills Perception +4
Senses passive Perception 14, darkvision 60 ft
Languages —
Challenge 1/8 (25 XP)

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

Actions

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 1 piercing damage.



Communal Raptors. Unlike many birds of prey, vrail are social animals that hunt as a group. They swoop down in quick succession from different directions, each vrail slashing the target with its razor sharp talons as it flashes past. After the target bleeds to death, the vrail descend on the body as a flock and feed.

Vrail are still dangerous on the ground, attacking targets with their knifelike talons to protect their kills. Vrail make their rookeries in high, rocky cliff faces, which are typically quite inaccessible. The harpies of the Scarred Lands are known to keep individual vrail as pets upon occasion.

WEB REAVER

Web reavers have stalked the Scarred Lands' deep forests and jungles since long before the Titanswar, and none can say what titan thought it fit to create such a thing. A reaver appears at first glance to be an impossibly large spider; the first time it roars, however, it is revealed as one of the ancient servants of the titans: a twisted, deformed creature, a haphazard mix of fur, shell, fang, and squirming guts, with no purpose but to terrify, devour, and destroy.

Deadly Stillness. One would think such an enormous creature would be unable to catch prey at unawares, but a web reaver often surprises its opponents by remaining quite still, its legs and bristly hairs blending in with the trees and fernlike foliage around it. Most victims are destroyed almost incidentally as they are swept up in the reaver's swath of destruction.

A Web Reaver's Lair

Fortunately, these creatures are very rare, and such a beast has not been reported on Ghelspad for some years. Unfortunately, that means few might be prepared for one to appear.

Lair Actions

On initiative count 20 (losing initiative ties), the web reaver takes a lair action to cause one of the following effects:

- Dense webs fill a 20-foot-radius sphere centered on a point the web reaver can see within 120 feet. This effect otherwise functions as the *web* spell (save DC 17), save that the web reaver does not need to concentrate to maintain the webs. The webs last for 1 hour or until the web reaver uses this lair action again or is destroyed.

- The web reaver creates an opaque wall of webbing between any two solid surfaces it can see within 120 feet of it. The wall can be up to 50 feet long, 20 feet high, and 1 foot thick. When the wall appears, any creature in its area must make a DC 17 Dexterity save or be restrained, as if by a *web* spell. Each 10-foot section of wall has AC 10; hp 30; vulnerability to fire damage; resistance to cold, force, and piercing damage; and immunity to bludgeoning, poison, and psychic damage.

- Until initiative count 20 on the next round, any non-spider creature that tries to cast a spell using a spell slot of 6th level or higher inside the lair is afflicted by poison. The creature must make a DC 14 Constitution saving throw. On a failed save, the caster takes 1d8 poison damage per level of the spell slot used to cast the spell, and the spell has no effect and the spell slot is lost. On a successful save, the spellcaster takes half damage and casts the spell normally.

Regional Effects

The region surrounding a web reaver's lair is warped by its magic in the following ways:

- The land within 3 miles of the lair is thick with spider webs, making the entire region both difficult terrain and lightly obscured.

- While they are within 1 mile of the lair, non-spider creatures that are normally immune to poison damage instead merely have resistance to poison, and those with resistance to poison lose that resistance.

If the web reaver is destroyed, the suppression of poison resistance and poison immunity fades immediately. The webs don't disappear, but they gradually thin out over 1d6 days so that the region is no longer difficult terrain or lightly obscured.

Tactics. If it is attacked by a lone assailant, a reaver responds by webbing its attacker and then biting the opponent to apply its paralytic poison. It hurls webs or spike-like hairs at attackers too far away for it to reach immediately with its bite. Against a small number of nearby targets that are close together, the reaver prefers to use its crush attack, pinning them, and then shifts around in subsequent rounds to bite them one at a time.



Web Reaver

Gargantuan monstrosity (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	20 (+5)	4 (-3)	13 (+1)	16 (+3)

Armor Class 19 (natural armor)
Hit Points 310 (20d20 + 100)
Speed 50 ft., climb 50 ft.

Saving Throws Dex +6, Wis +7, Cha +9
Skills Perception +7, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, unconscious
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages Titan Speech (can't speak)
Challenge 19 (22,000 XP)

Legendary Resistance (3/Day). If the web reaver fails a saving throw, it can choose to succeed instead.
Spider Climb. The web reaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Web Sense. While in contact with a web, the web reaver knows the exact location of any other creature in contact with the same web.
Web Walker. The web reaver ignores movement restrictions caused by webbing.

Actions

Multiattack. The web reaver can use its Frightful Presence. It then makes one bite attack and one slam attack.
Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage, and the target must make a DC 20 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.
Slam. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the target must make a DC 20 Strength saving throw or be pushed 10 feet away from the web reaver and knocked prone.
Barbed Hairs. *Ranged Weapon Attack:* +13 to hit, range 30/120 ft., one target. *Hit:* 24 (5d6 + 7) piercing damage.
Web (Recharge 5-6). *Ranged Weapon Attack:* +13 to hit, range 30/120 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 20 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 30; vulnerability to fire damage; resistance to cold, force, and piercing damage; and immunity to bludgeoning, poison, and psychic damage).
Frightful Presence. Each creature of the web reaver's choice that is within 120 feet of the web reaver and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the web reaver's Frightful Presence for the next 24 hours.

Legendary Actions

The web reaver can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The web reaver regains spent legendary actions at the start of its turn.
Detect. The web reaver makes a Wisdom (Perception) check.
Slam Attack. The web reaver makes a slam attack.
Crush (2 Actions). The web reaver moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the web reaver enters a creature's space, the creature must make a DC 20 Dexterity saving throw. On a successful save, the creature can choose to be pushed back or to the side, into a space of its choice within 5 feet of the web reaver. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the web reaver enters the creature's space. The creature takes 14 (2d6 + 7) bludgeoning damage and is knocked prone. If the web reaver does not leave the prone creature's space, the creature is restrained and takes 14 (2d6 + 7) bludgeoning damage at the start of each of the web reaver's turns. Once the web reaver moves out of the creature's space, the creature is no longer restrained. A restrained creature can try to escape by taking an action to make a DC 20 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the web reaver

WILLOW TREE WARRIOR

Khorin drained his mug again and looked hard-eyed at the youths in front of him. He reminded himself that they (and their parents) had money and would need to be impressed if they were going to hire him. "So there we were; betrayed by our undead escort! When suddenly, in the distance, the forest began to move! I could scarcely believe my eyes. Giant trees strode forward, attacking the undead. Between my stout sword and their great tree-limbs, we soon destroyed them all, and I streered the caravan into Almathea."



The slender young willow sways as if in a breeze — then its roots erupt from the ground and splay out like feet as it lurches forward. A pair of massive branches reach out, as if they are grasping arms, revealing ripples in its otherwise smooth bark that bear the semblance of a face. The creature is over 10 feet tall, lean and supple with smooth bark and long hair strands like willow branches. Their two branch-arms end in hands that are masses of thick, corded willow branches.

Arborians. Willow tree warriors are arborians, created by Denev as soldiers in the Divine War. Since the end of the war, few new warriors have been created but those that remain can be found defending groves, springs, mountains and other places sacred to Denev. At her call, they sometimes march out in small copses or even forest-sized troops to right a wrong done to the goddess, her holdings, or her followers.

Tactics. A willow tree warrior prefers to wait in hiding until its target comes close. It then bursts into action, hoping to surprise its opponents, grasping at each new opponent. Once it has two grappled targets, it will try to squeeze the life out of them before moving on to new threats. Willow tree warriors answering Denev's call will fight until they perish, unless the situation calls for a strategic retreat.

Willow Tree Warrior

Large plant, neutral

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	10 (+0)	15 (+2)	10 (+0)

Armor Class 15 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 30 ft.

Damage Resistances bludgeoning, piercing
Damage Vulnerabilities fire
Senses passive Perception 12
Languages Druidic, Elvish, Ledean, Sylvan
Challenge 4 (1,100 XP)

Constrict. The warrior can use its bonus action to do 7 (1d8 + 3) bludgeoning damage to each grappled opponent.
False Appearance. While the warrior remains motionless, it is indistinguishable from a willow tree.
Siege Monster. The warrior deals double damage to objects and structures.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage and if the target is Medium size or smaller it is grappled (escape DC 13). The warrior can have only two targets grappled at a time.

WINDIGO

Covered in shaggy white fur, this creature is towering and muscular yet at the same time gaunt and...insubstantial? Closer inspection reveals that it is slightly translucent, like a ghost, yet it leaves footprints in the snow. As it attacks it howls with a piercing shriek.

Curse of Gluttony. In the cold northern wastes, where the gods are said to have defeated and buried Gaurak the Glutton, the land is tainted by a foul essence. Local lore has it that any being who tastes the flesh of its own kind, whether intentionally or not, is possessed by the taint of Gaurak and transformed into a crazed and ravenous windigo.

Incorporeal. The cursed windigo is forever trapped on the border between the ethereal and material, never fully one nor the other. Its predicament does offer benefits, though, as it can selectively shift partly in and out of the material plane at will, making it an elusive foe. It roams the northern wastes, slaying all those who cross its path, its fearsome howl echoing in the long night of the northern lands and filling the hearts of natives with terror. Being incorporeal, it cannot devour the beings it kills, though, which does nothing to improve its disposition. Instead it tries to possess its victims — the more sentient the better — and use its host to slay and devour other creatures, even though doing so does nothing to satiate its eternal hunger.

Windigo

Large monstrosity, chaotic evil

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	5 (-3)	13 (+1)	16 (+3)

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

Saving Throws Con +6, Cha +6
Skills Perception +4, Stealth +3, Survival +4
Damage Resistances bludgeoning, piercing, slashing from nonmagical weapons
Damage Immunities cold
Damage Vulnerabilities fire
Condition Immunities exhaustion, frightened
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 8 (3,900 XP)

Howl. Before the the windigo has made any attacks, or after it has reduced a creature to 0 hit points, as a bonus action it can howl. All creatures within 120 feet who can hear it must succeed at a DC 14 Wisdom saving throw or become frightened of the windigo for 1 minute. A creature that succeeds at the initial saving to Howl is immune to the effect for 24 hours. A creature that fails may make another saving throw at the end of each of its turns, but success does not grant further immunity.

Insubstantial. Although the windigo is vulnerable to fire, it can sometimes become ethereal quickly enough to escape damage. It has advantage on saving throws made to avoid fire damage, and if successful takes no damage. Fire-based attack rolls against the windigo are made with disadvantage.

Keen Scent. The windigo has advantage on any Wisdom (Perception or Survival) rolls that rely on smell.

Actions

Multiattack. The windigo makes two incorporeal claw attacks.

Incorporeal Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and 7 (2d6) cold damage.

Frost Breath (recharge 5-6). The windigo exhales frost in a 40-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

Possession (recharge 5-6). The windigo enters the space of another creature, who must succeed on a DC 16 Charisma saving throw or be possessed by the windigo; the windigo then disappears, and the target is incapacitated and loses control of its body. The windigo now controls the body but doesn't deprive the target of its awareness. The windigo can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, immunity to being frightened, and Frost Breath. It otherwise uses the possessed target's statistics and attacks, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, or the windigo ends it as a bonus action. If the target takes fire damage the windigo must make a Charisma saving throw with a DC equal to half the damage taken, or 10, whichever is greater. On a failure the windigo is forced out. Exposing the target to a strong heat source, such as holding it next to a bonfire, continuously for 1 minute will also force out the windigo. When the possession ends, the windigo reappears in an unoccupied space within 5 feet of the body. The target is immune to this windigo's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Reactions

Ethereal Shift. When the windigo is subject to the grappled or restrained condition, or moved against its will, as a reaction it can shift far enough into the ethereal plane to negate the effect.

WINDIGO

Unstable Servants. Some wicked northern shamans have learned the secret of how to trap a windigo spirit and use it to possess or slay a chosen victim. They jealously guard this knowledge, teaching it only to a designated successor as the culmination of their training.

Tactics. The windigo stalks and ambushes prey, first howling and then using its breath weapon. Against multiple enemies it will try to kill all but one, then possess the survivor and gorge on the fallen. If that plan is going poorly it will try to possess whoever appears to be physically strongest, and continue doing that each time it is forced out.



WINDRIDER

Windriders are malicious elementals that once performed for the pleasure of a forgotten, legendary "Lady of Winds," luring sailors to their doom all along Scarn's rugged coastline. Since the fall of the titans, these spirits have haunted the coasts and seas, feeding on the fear and desperation of ship crews and taking revenge for the fall of their mistress.

A windrider looks human, but as though made entirely of mist, continually whipped by winds. Its face is angular and cruel, alight with malicious intelligence.

Windrider

Medium elemental (titanspawn), chaotic evil

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	15 (+2)	14 (+2)	18 (+4)

Armor Class 13
Hit Points 58 (9d8 + 18)
Speed 40 ft., fly 90 ft. (hover)

Skills Deception +6, Insight +4
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages Primordial (Auran), Titan Speech, plus any two other tongues
Challenge 4 (1,100 XP)

Air Form. The windrider can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.
Innate Spellcasting. The windrider's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components.
At will: *charm person, gust of wind, invisibility*
3/day each: *suggestion, thunderwave*
1/day each: *fear, wind walk*

Actions

Multiattack. The windrider makes three slam attacks.
Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Wicked Tricksters. Though windriders are capable of causing considerable damage to a ship all on their own, they prefer to manipulate sailors. The elementals encircle a craft invisibly and whisper in sailors' ears as they sleep, enticing them to acts of vandalism and sabotage, such as setting fire to the sails or contaminating the water supply. When one sailor is punished for his deeds, an elemental moves to the next, and so on through the crew until the situation becomes desperate and tensions are at a fever pitch. At this point, a windrider attempts to push one or more crew members into mutiny and then sits back to enjoy the bloodshed.

Tactics. If confronted, a windrider attempts to kill or drive off an attacker by hurling the creature back using its mastery of the winds or by using *suggestion* to incite an innocent bystander into fighting on its behalf. If all else fails, the elemental uses fear to send attackers scattering or hurls them about with *thunderwave*.



WITCH TOTEM

1/4

A witch totem is a tiny, doll-like thing constructed from carved wood and fibrous bundles of twigs, leaves, grass, and other natural materials. It stands not much more than a foot high and bears a rune etched upon its forehead. Witches' totems rarely initiate combat unless specifically commanded to do so. Instead, they usually remain hidden and then report enemies and interlopers back to their masters.

Tools of Mormo. Witches' totems are created by high gorgons and others who worship the Queen of Witches, particularly in and around the Hornsaw Forest. While of generally flimsy construction, the totems (sometimes called "totems of Mormo" or "Mormite tokens") can be dangerous opponents. They are virtually invisible in the forest because they are made from its natural elements, and they can easily bypass guard dogs and other beasts. Once close to an enemy, a totem can unleash a nauseating dart attack.

Tactics. If forced or commanded to fight, a totem favors using darts. It uses its tiny claws only as a last resort, preferring instead to flee from enemies, sometimes escaping up into trees or other vegetation.

Witch Totem

Tiny construct (titanspawn), any evil

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	8 (-1)	11 (+0)	6 (-2)

Armor Class 13 (natural armor)
Hit Points 7 (2d4 + 2)
Speed 20 ft., climb 20 ft.

Skills Stealth +5
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Titan Speech (can't speak)
Challenge 1/4 (50 XP)

Forest Camouflage. While it is in forest terrain and remains motionless, a witch totem is invisible.

Regeneration. The witch totem regains 1 hit point at the start of its turn. If the totem takes acid or fire damage, this trait doesn't function at the start of its next turn. The witch totem is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Traceless Passage. The witch totem can't be tracked except by magical means. It leaves behind no tracks or other evidence of its passage.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) slashing damage.

Dart. *Ranged Weapon Attack:* +3 to hit, range 10/30 ft., one target. *Hit:* 1 piercing damage plus 3 (1d6) poison damage.



WOODS HAUNT

"Hey Captain!"
"What?" Korvos growled. He was at his wits' end with these recruits.
"I… uh, I saw a face in the tree. But it's not there any more."
"Idiot." grumbled the captain under his breath. But he felt eyes watching him. He gripped his sword hilt. Twenty years of experience told him that something was going on…

Most spirits of the forest are benign creatures, content to observe and sometimes assist travelers in times of need. Yet certain deep forests across the land are ancient and twisted and bear no love for any human or elf. Such a forest is often the home of a woods haunt, a spiteful spirit that delights in leading traveling parties to their doom.

A Price to Pay. The woods haunt uses its powers of illusion to lure forest travelers into many dangerous situations: tricking them into walking in circles for days on end, deceiving them as to the strength and depth of a river, or leading them straight to the lair of a fearsome predator, to name just a few possibilities. Followers of Denev may sometimes draw out the spirit and convince it to cease its interference, but something is always demanded in return, such as a special act of devotion or a hazardous errand on behalf of the forest.

Tactics. The woods haunt does not engage in combat directly. It uses its supernatural powers of illusion to trick the unwary to their deaths instead.

Woods Haunt

Tiny fey (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
4 (-3)	25 (+7)	12 (+1)	12 (+1)	17 (+3)	11 (+0)

Armor Class 17
Hit Points 14 (4d4 + 4)
Speed 10 ft., fly 60 ft. (hover)

Skills Stealth +9
Senses darkvision 60 ft., passive Perception 11
Languages Sylvan, Titan Speech
Challenge 1/2 (100 XP)

Perfect Invisibility. The woods haunt is invisible and casting spells or making attacks does not cause it to become visible.

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

At will: *detect magic, druidcraft, silent image, speak with animals, thaumaturgy*
1/day each: *dancing lights, sleep*

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

Actions

Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



Tricksters of the Forest. A woods haunt is rarely seen, preferring to remain at a distance and use its magic to alter their perceptions. Ranger lore describes these spirits by the effects that they have on their surroundings, turning a knot of a tree into a cruel, leering face or a swirl leaves becoming the shape of a tall, gaunt man. These strange effects are the only means to detect a woods haunt's presence without magic and many wanderers are unaware of their peril until it is too late.

WYRMSPAWN

"Farmer says his cow fell over dead in the field and all these little snakes started wiggling out of it. We're hired to look into it and clean up the mess. It's going to be the easiest bit of coin ever."

— Jurkart the Unlucky

Adult wyrmspawn are the size of dogs with reptilian snouts, long serpentine bodies and four narrow limbs. Between the forelimbs and body are a bat-like wing membranes that allow the wyrmspawn to fly for short distances. It nests in trees and ventures out at night to feast upon rodents and other small animals. They are found everywhere from the Hornsaw Forest to the Kelder Mountains.

Spontaneous Reproduction. Most scholars of the Scarred Lands do not know how wyrmspawn reproduce and legends are told about how they grow from rotten fruit, or rise from the body of someone who died performing an evil deed, or are born on moonless nights when the lightning crashes. In truth, adult wyrmspawn spread their young by breathing out a noxious gas at a suitable host (usually a sleeping one). The tiny creatures take root in the lungs of the host, bursting forth days later as horrid, snake-like beasts. Often their poison paralyzes the host and they have their first meal ready-made for them. An active host can be cured by using the *lesser restoration* spell.

Cautious Hunters. Adult wyrmspawn prefer to attack weak and exposed targets from the air. If a flock gathers, it will begin to hunt larger prey, such as livestock and humanoids.

Tactics. Wyrmspawn young display no tactics. They will attack their host or any suitable creature that they can get to, stopping only after they have eaten their fill. Adult wyrmspawn are much more cautious, preferring to wait in hiding until they can either attack in unison or use flight to their advantage. They will use their larval cloud to cover their escape (wyrmspawn are absent parents and won't return, even to check on their offspring).

Swarm of Wyrmspawn Young

Small swarm of Tiny beasts, unaligned

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

Armor Class 13
Hit Points 28 (8d6)
Speed 20 ft.

Condition Immunities charmed, frightened, prone
Senses blindsight 10 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Paralysis. If the swarm successfully bites a creature, it can use a bonus action to inject its venom into the target. The creature must make a DC 8 Constitution saving throw or become paralyzed for 1 minute. A creature can repeat the saving throw at the end of its turn, ending the effect on a success.

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 wyrmspawn. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 piercing damage or 2 piercing damage if the swarm has 14 or fewer hit points.

Wyrmspawn Adult

Small beast, unaligned

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	12 (+1)	1 (-5)	13 (+1)	1 (-5)

Armor Class 14
Hit Points 18 (4d6 + 4)
Speed 20 ft., fly 80 ft.

Senses darkvision 120 ft., passive Perception 11
Languages —
Challenge 1 (200 XP)

Cowardly. A wyrmspawn that starts its turn with less than 9 hit points becomes frightened of all hostile creatures and will take the Disengage action and flee.

Paralysis. If the wyrmspawn successfully bites a creature, it can use a bonus action to inject its venom into the target. The creature must make a DC 11 Constitution saving throw or become paralyzed for 1 minute. A creature can repeat the saving throw at the end of its turn, ending the effect on a success.

Actions

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

Larval Cloud (1/day). The wyrmspawn can expel a cloud of noxious gas 10 feet in diameter. Each creature must succeed at a DC 13 Constitution saving throw or become blinded for 1 minute. After the blindness ends, each affected creature must make another DC 13 Constitution saving throw. Creatures that fail will be surprised by a swarm of wyrmspawn young emerging from their body 1d4 + 2 days later. The young automatically hit and do double damage the round that they emerge.



MAPS AND ENCOUNTERS

This appendix provides a selection of encounters and maps using the Creatures provided in this book. The GM is encouraged to use these as they are, to tweak, alter, and amend as they see fit, and as inspiration for additional encounters. The maps are intended to be reused.

These encounters have been created to be suited to drop into most campaigns as "happenings along the way", and they progress in Challenge Rating from low to high.

RATS IN THE NIGHT

Challenge

This encounter is designed for four characters of 1st level. You can increase the challenge for higher level characters or more party members by having more than one swarm attack.

Location

The party is somewhere in the wilderness, at a campsite of their choosing. It is either late at night or early in the morning when the swarm of flesh strippers sees the resting characters and decides to attack.

Background

This group of flesh strippers has been terrorizing the local area for some time now. They usually feed on smaller animals but they are bold and careful, always sending out a single rat first.

Description

It's quite likely that the encounter begins with only a single character awake (assuming that the party has set a watch). You can either have the scout attack the awake character directly (hoping to poison them) or have it sneak up — a Dexterity (Stealth) check against the watch's passive Perception score and attack a sleeping character.

If successful, the entire swarm will attack soon. The watch character will certainly notice this and then might be able to get everyone other than the victim to wake up and join the fight.

The flesh strippers are hungry and will continue to attack until reduced to 0 hit points, at which time any remaining rats flee, hopping away into the darkness.

Rewards

Defeating a flesh stripper swarm is worth 200 XP. Characters that bother to track the rats back to their small underground lair (just a small tunnel under tree roots or a rock) can recover minor treasure equal to a total of 4d6 gp by carefully sorting through the detris of the lair.





THE MILLER'S CHILD

Challenge

Four characters of 3rd level is ideal for this scenario. Increase the challenge by adding a scar twin that attacks another of the characters.

Location

The action takes place in a restored manor house in a mostly ruined village, which could be anywhere, with any name. The NPCs will have names of the local style.

Background

Many villages were destroyed in the Titanswar and left abandoned. The Miller set up shop in such a village, restoring both the mill and a manor house for his home. Customers soon returned and he restored the rooms of his house, so that farmers could stay while he milled their grain. He prospered, hiring a Butler and Maid. But rumours remain that the village is haunted. Fortunately, the Brother of the Butler arrived a few days ago and is settling into a small house at the edge of the village. Perhaps more will come. But with good news comes bad: the Miller's Child is sick, with mysterious bruises on their body. (The Brother is a scar twin, but only the Butler knows this — his love for his brother clouds his judgement.)

Description

The day is ending and the party is thinking about a campsite. Surely staying at a friendly Miller's house is more inviting than roughing it, even if the village might be haunted, right? The Miller welcomes the travellers and charges half of the normal rate (4 sp/night). After the PCs arrive, the Butler disappears for a little while — passive Perception 15 to notice this. If questioned, he will say that he took his Brother some food (which is true, but not the entire story, as the Butler begged him to target one of the PCs and stop attacking the Child).

Becoming Involved

You can run this as an investigation or as an attack. If the characters are cautious, then an attack is simplest — the scar twin returns tonight, attempting to steal a possession from one of them. If the scar twin can steal an item from a character undetected or a compassionate healer becomes intrigued by the hurt Child, then the investigation might lead to the small single-room cottage that the Brother occupies. If the party stays at the house, they will be served a meal (included in the above cost). The Child remains in their room, sick. The Butler and Maid will retreat to a nearby cottage afterwards, returning at first light to resume their work.

A. Pantry

This room holds foodstuffs and other household provisions.

B. Passage to Exterior Kitchen

This has food preparation space and leads outside to a firepit.

C. Steps to Cellar

Narrow stairs descend to a small cellar for excess ale and other supplies.

D. Buttery

This has brewing equipment and fresh batches of light ale for everyone, plus a few casks of wine reserved for special guests.

E. Screens Passage

These two open but screened doorways are the primary ventilation for the household.

F. Steps to Upper Floor

These wide stone steps go up to the upper floors.

G. Main Hall

The primary room of the manor house, where meals and public business are conducted. It has no upper floor and you can see the smoke-stained rafters and stone roof above.

H. Fire Pit

A low and open stone-lined trench for a fire in the colder months.

I. Family Table

This used to be part of the manor house. Despite the name, visitors are welcome. Everyone sits on stools or benches.

J. Parlour

These are the private rooms of the Miller and his Wife.

K. Solar

Once a meeting room, now a lumber room.

L. Visitor Rooms

Each of these rooms is sparsely finished with a couple of small beds, a desk and a chamber pot.

M. The Child's Room

Few children have a separate room but there's plenty of room in this house. There is a bed, a small desk, a rug with a few wooden toys on it and a tapestry recovered from the original owners. The Child's favorite toy (a windup soldier made to resemble a Hollow Knight) is missing. The Child rests under linens, hiding bruises and welts.

Rewards

The scar twin is worth 700 XP and the GM might wish to award up to 500 XP depending on the investigation process. The Miller will pay up to 50 gp for the Child's recovery.





THE GIRL WHO CRIED 'FIRE!'

Challenge

A group of four 5th level characters should be able to take on the charfiends, though you can adjust the difficulty lower by reducing the number of monsters or up by either increasing the hit points or the total number of charfiends.

Location

An idyllic hillock that serves as pastureland for a group of sheep, which could be in the foothills of any mountain range, especially the Kelder Mountains.

Background

Loryana is a young manticora who belongs to a tribe experimenting with keeping livestock. It is just her and her sheepdog (use the mastiff entry in the core rules if needed), moving through the foothills in search of greener pastures as the winter snows retreat and expose new grass. The last two nights she has seen fires burning nearby and they seem to be getting closer. She asks the heroes for aid, hoping that they will stop long enough to help her withstand an actual attack.

Description

You can foreshadow this encounter by having the party find one or more burnt glades as they travel along whatever path is carrying them to their destination. As it gets close to evening and the players are thinking about a campsite, then you can have them see the hill, the flock of sheep and their unusual shepherdess.

She will hail the group, expecting a friendly greeting unless the party is clearly composed of those who would not take kindly to a manticora. But even if they are not friendly, she will still tell them of the fires that she has seen at night and her fears for herself and her flock. She has nothing to offer (except perhaps for some mutton on the hoof, if the characters are interested) but hopefully the characters are heroes. (Or you can have the charfiends attack while negotiations are still in progress and the characters might willingly fight and argue about rewards later.)

The fires have been set by charfiends for their own amusement and destroying the flock would entertain them greatly. There are two charfiends for each hero — if you want to increase the group's tactical options then you can allow them to control the shepherdess and her dog and add another charfiend or two. They attack until at least half of them have been slain, or if they have set fire to at least a dozen creatures.

See *Preparations* on page 214 if you wish to allow the party enough time to do a series of montage actions to defend the hill.

A. Ruins

These are some tumbledown ruins that shepherds or other travellers sometimes use as shelter. There's nothing of value here, other than having a sturdy wall at your back.

B. Open Hill

This is where the flock beds down for the night. The area is considered difficult terrain, as the characters must maneuver through the sheep.

C. The Forest

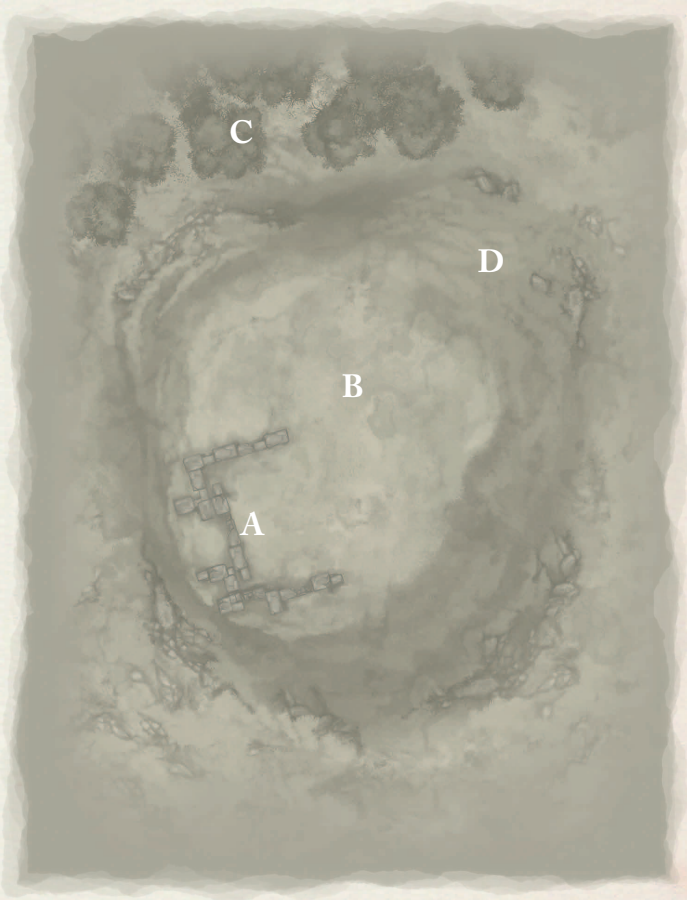
This is the location where the charfiends will emerge. The tangled trees and roots mean difficult terrain and the tree trunks themselves provide half cover for anyone inside the treeline.

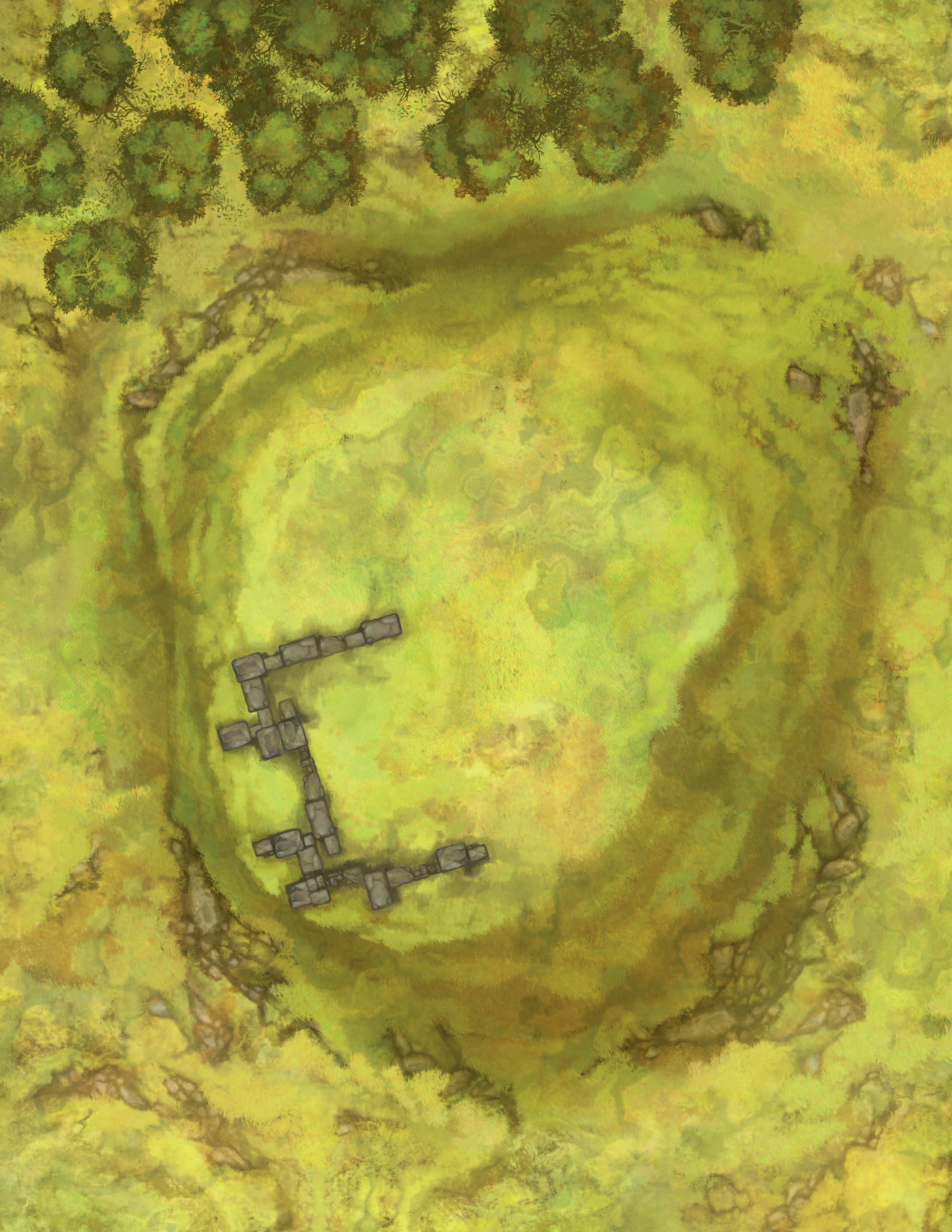
D. Gentle Slope

This is the least steep way up the hill, and was used by the sheep and will likely be used by the charfiends as well.

Rewards

All of the charfiends are worth 1,600 XP total. Loryana cannot offer any money as payment, but is willing to give the party one or more sheep (up to one sheep per hero at maximum), each of which is worth 1-2 gold pieces at market.





THE DEAD FORGE

Challenge

A group of four 7th level characters will find dealing with the coal goblins and the forge wight a reasonable challenge. You can increase the difficulty of the scenario by increasing the number of goblins or their tenacity, and you can reduce it by making them flee earlier or by having fewer.

Location

This is an underground location, probably originally built by dwarves. It could fit into a larger complex by being substituted in for a dead end somewhere, or it might be possible that the area A hallway leads to the entrance and the H area leads to a natural chimney or other tunnel.

Background

Long ago, this was a natural cave, with a chasm separating the two areas. For whatever reason (perhaps due to presence of natural chimney passages or because of the ore exposed by the chasm) someone built the forge complex and contrived the column and platform to allow them to safely cross the gap without making it easy for attackers to do so.

Description

Each square on the map is 5 feet, and the ceilings are 10 feet tall and made of stone.

A. South Tunnel

This 10-foot wide tunnel leads either to an unremarkable entrance or another part of a larger complex. It is how the party reaches this area.

B. Chasm

The opening is, on average, around 25 or 30 feet wide. The edge is treacherous, but there are some iron hooks (and possibly even some lengths of rope) set in the stone that were once used to quarry the walls.

C. Swing Platform

This is a smooth column of stone that extends from the top of the ceiling 20 feet above and down to the bottom of the chasm, about 150 feet below. At the level where the forge is built there are deep grooves in which the platform travels. It is counter-balanced so that there is a thick center area and thinner platform. In order to reach the other edge of the chasm, the party will need to somehow cause the platform to swing to their side and then swing it back to the other side. Moving the platform initially will probably require ropes and grappling hooks. Once standing on the platform, one or more characters can grab the stone column and use it to pull themselves so that the platform swings to the other side. Doing this alerts the goblins in area E.

D. North Tunnel

This is another tunnel that is very similar to the one on the other side of the chasm. However, after about 15 feet it ends in rubble, where the tunnel has been collapsed (the coal goblins intentionally did this to prevent other creatures in the larger complex from using this passage).

E. Storage Room

There are three Coal Goblins here, supposedly on watch, but mostly amusing themselves in this room that is full of junk that they've scavenged from elsewhere. They automatically hear any movement of the stone platform in Area C but other attempts to sneak up on them use their passive Perception of 14. If the party is using the platform, they will take potshots at them with their shortbows and then retreat to Area F and wait to ambush the characters there.

F. Living Area

This is where the Coal Goblins reside, only venturing to the forge itself to collect water and crossing the chasm to go raiding. If the goblins from Area E have warned of the party's approach, all surviving goblins will hide at the entrance to Area G, hoping to surprise the characters with their nets and gain the upper hand.

G. Side Tunnel

This tunnel leads from the room that the Coal Goblins use as a living area and wraps around to the forge area. It is interrupted by the rubble from the collapsed tunnel in Area H, but the goblins have dug out enough that any Medium character can squeeze through the gap to reach the forge.

H. Rubble

The stone here is from the ceiling that the goblins intentionally collapsed. There's enough of a gap to reach the forge. If the goblins were forced to flee the characters, they might have also squeezed through smaller gaps and headed into the tunnel heading north, the contents of which are up to you to work out.

I. The Forge

This large room is dominated by three things — a large but well-rusted anvil, a pool of water that is fed from a constant drip from above (the water is fresh, but with a somewhat unpleasant taste of stone and chemicals) and a forge that at first appears entirely dead. However, if the characters investigate either the anvil or the forge then the Forge Wight will appear and attack. A GM may decide to place a magical item or other treasure here, but the goblins have been here many times and it is not likely that much useful stuff remains.

Rewards

Defeating all of the Coal Goblins is worth 2,250 XP and the Forge Wight offers 200 more XP. Rummaging through the goblins' belongings can scrounge up 2d20 silver pieces for each character. As discussed above, a generous GM could allow a magical item to be discovered, especially if the Forge Wight is slain outright.





THE TEMPLE OF THE STARS

Challenge

A group of four characters of about 9th level should be able to investigate the temple. For lower level groups, do not have the obelisk fire *lightning bolts*, reduce the Thunder Orbs to one, and/or remove the Dunefish. For higher-level groups, add another Dunefish Swarm to the sandpit, and/or allow the obelisk to cast *chain lightning* instead.

Location

The Temple of the Stars was built by the Asaatthi long, long ago, in a climate hospitable to the serpent-folk. But the Titanswar ravaged the entire world and now the Temple can be found in a desert-like environment, perhaps the Ukrudan Desert or the Bleak Savannah or the Desert of Onn.

Background

Long ago, the Asaatthi built a complex of temples that tracked the movements of the stars and moons in order to keep track of the complex calendar that is now known as Serpentreckoning. The temples were to be visited on specific days: defences kept away thieves from the temple the rest of the year. Now, with the world changed, the Visiting Day for this Temple will never come again. Due to the temple's defenses, a swarm of dunefish have taken up residence in the soft sand that fills what used to be the sacred pool of the temple. They feed on anything foolish enough to get too close to the temple.

Description

From a distance, the party can see the broken columns and some of the stone lintels that lay half-buried in the sand-dunes around the ruins. The desert heat makes the scene hazy, and the central obelisk looks just like another broken column at this distance.

When the PCs get closer, use the map to describe the various areas:

A. Ruined Columns

These columns once supported the temple structure. Some of them are still standing, at least partially. Other pieces of rubble are buried in the sand nearby. A character that spends some time examining the architecture and succeeds at a DC 10 Intelligence (History) check will recognize the temple as Asaatthi.

B. Temple Steps

Once these wide, shallow steps led visitors to the temple to the sacred pool, where they could engage in rituals on a Visiting Day. Sand now covers many of the steps.

C. Sacred Pool

This used to be filled with clear water, but it is now filled with loose sand. A character looking at the space can make a DC 18 Wisdom (Survival) check to notice the ripples typical of a Dunefish Swarm. Otherwise, a PC that spends a minute or more observing the pool can make a DC 13 Wisdom (Perception) check, spying a Dunefish on a success.

If a character enters the sacred pool, the soft sand is difficult terrain and the Dunefish Swarm attacks the next round.

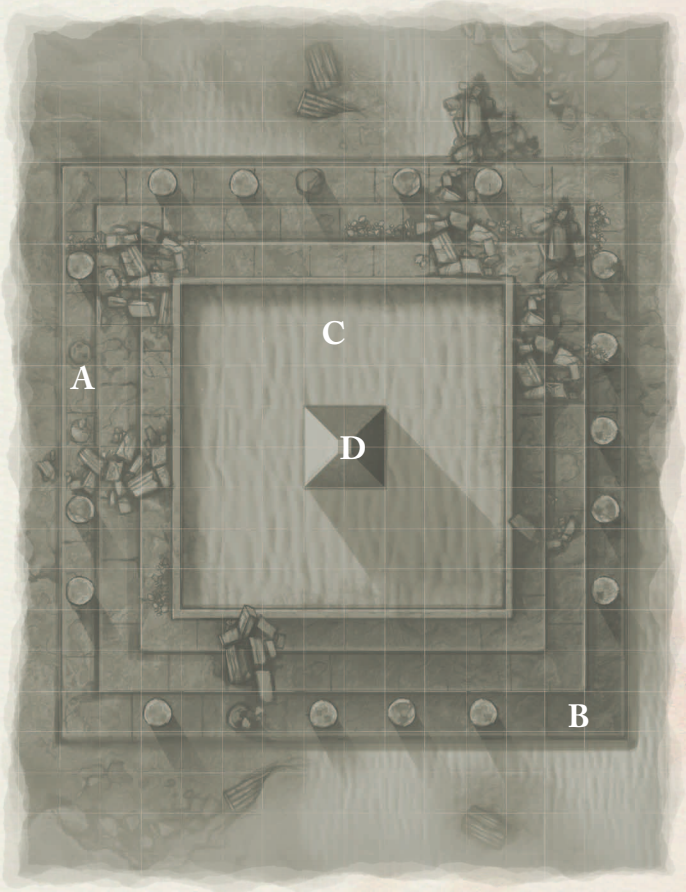
D. Obelisk

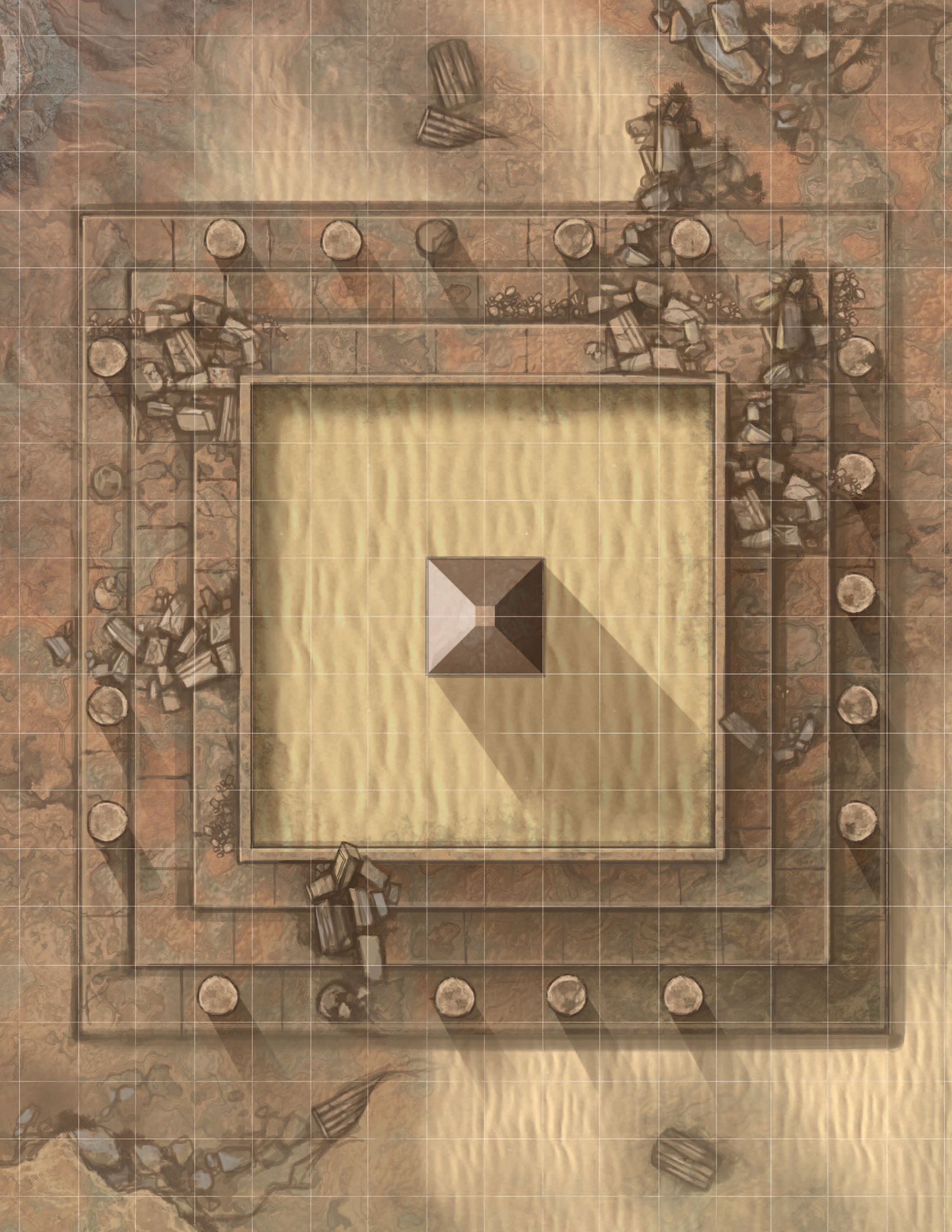
Positioned in the center of the sacred pool, the four-sided obelisk seems to be the only part of the temple that has survived intact. On two sides of the obelisk, about half-way up, are black bulges several feet in diameter. These are the Thunder Orbs, which stay in their recesses until someone enters the sacred pool.

At the top of the obelisk is a pyramid shaped capstone covered with carvings. The capstone is a series of smaller assemblies, and their configuration determines the temple's Visiting Day. A character within 5 feet of the capstone can spend an action to study it, making a DC 15 Intelligence (Arcana or History) check. Asaatthi have advantage on this check. On a success, a character can spend four rounds to reconfigure it to make today the Visiting Day. On a failure, the PC must try random combinations and it takes eight rounds. Otherwise, if a creature is within 30 feet of the obelisk, its defense system activates and the Thunder Orbs are released. On initiative count 20, losing all ties, roll 1d20 for the obelisk's lair action. On a 20, the obelisk casts *lightning bolt*, targeting the nearest creature. On a 1, the obelisk casts *lightning bolt,* targeting the farthest creature within range of the spell.

Rewards

The entire encounter is worth 4,500 XP. At the base of the obelisk characters might find a hidden compartment with offerings to the temple, such as a book of knowledge, a fangstooth weapon, moltleather armor, or a serpent fang.





AGAINST ALL ODDS

Challenge

This encounter works for a group of four characters of 13th level, though a well-prepared lower level group could complete the challenge. Adding mill slugs increases the challenge.

Location

The setting for this encounter is the little village of Turner's Ferry, which can fit alongside any river or stream.

Background

Mill slugs usually attack windmills, but news of the slugs attacking watermills like Turner's means the villagers want to hire the heroes.

Getting the Heroes to Bite

The villagers are poor, but noble PCs might take the mission immediately. Otherwise, create a personal connection (e.g. the burgomeister is a distant cousin of a ruler that they need to impress or one of the villagers knows about a character's grandparent's escapades and has an old map…).

Description

The village's important sites are described below. The mill slugs attack in waves so that the heroes feel in control and then things get worse.

Preparations

You can present a montage of preparations, where the characters set various clever traps, train the villagers and prepare some last minute tricks. Each player can either:

- Propose up to three ideas, describing what they do and how they achieve their goal. The GM should be generous in accepting the ideas, saying 'yes' more often than 'no' but also keeping in mind this is a rural village.
- Make a DC 10 Intelligence check. On a success, the player gets one prepared effect, on a success by 5 or more they get two effects, on a success by 10 or more they get three effects.

Effects

Chose a category for each:

- **Direct damage.** Barrels of salt, coordinated attacks by the villagers, deadfalls, hidden pits and other such traps. 2d6 to 6d6 damage, depending on the GM's judgement.
- **Delay.** Blockades, distractions, tar, spikes, torch-bearing villagers or other tricks to allow the party to have one or more rounds where they are not under direct attack.
- **Benefit.** The party might also hide useful things in the village, like a cache of arrows, extra weapons or magic items. These can remain vague and the player gets exactly what they need in the fight.

A. Ferry

The mill slugs won't be deterred by getting a bit wet.

B. Warehouse

Milled flour and grain yet to be milled are stored here. Mill slugs might get delayed by gorging themselves on the food here.

C. Millhouse

The mill slugs are attracted to the wheel, especially if it is turning.

D. Miller's House

This is a larger, two-story house belonging to the miller. They have fine dinnerware, a few weapons of above average make but nothing else.

E. Turner's House

Walt Turner is a human male over 80 years old. He still works the raft and does woodturning and whittling in his spare time. There are iron cutting tools and wood scraps to make traps.

F. The Burgomeister's House

The human chieftain of the village, he is cowardly, but promises anything for the help of the party.

G. The *Vine and Trellis Inn*

Named for an ornate feature out of place in this sleepy village, the owners (a married dwarven couple of Doli and Bordak) are fond of fine things and run the inn as if it were in a major city instead of a little village. The villagers don't mind the taste of the high life and travellers have no choice.

H. Butcher's Shop and Yard

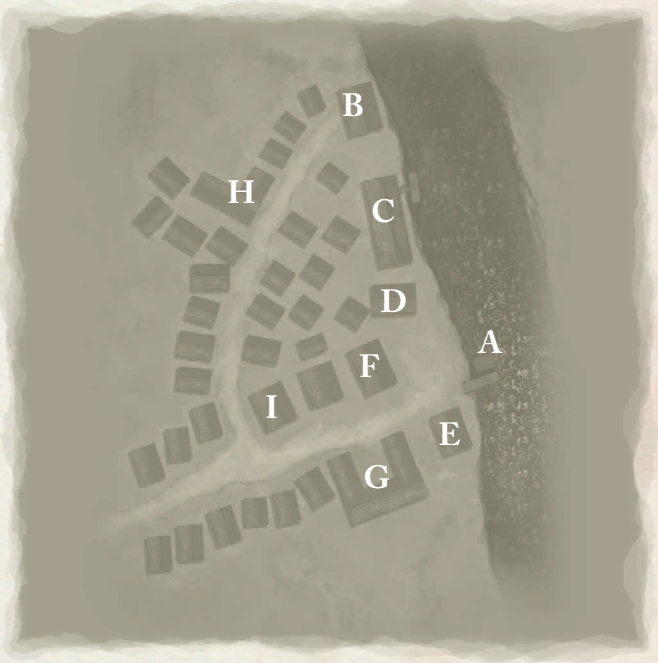
The yard where any livestock sold to market are held. The party can obtain copious amounts of salt here.

I. General Store

This store has most items that villagers or regular travellers might need, though the proprietor Lathana Morsteli (a female half-elf) likely only has a few of any particular item. She does not carry anything magical or exceptionally rare.

Rewards

The mill slugs are worth 2,300 XP each, for slaying or driving them away. The Burgomeister offers 100 gp to each hero, and will try to fulfill any promises made to the characters.





THE GUARDIAN OF THE SHRINE

Challenge

This scenario has the characters face a singular foe of Challenge rating 16. A lower level group that is cautious and clever might also be able to face the Jungle Squid, but the monster will use its environment to great effect.

Location

The characters will explore a ruined shrine, built to honor Denev (or perhaps to appease Gaurak). While it is most logical that this location would be somewhere deep in Termana, it could be placed anywhere in the world.

Background

That this was once a shrine is of secondary importance to the Jungle Squid that occupies it, valuing instead the crumbling nature of the ruins that allow it to move from area to area by crawling through overhead passages and the enchantment that foils almost every attempt to bring light to this dark place.

Description

Each square on the map is 5 feet, and the ceilings are 30 feet tall. The stone construction often consists of gargantuan pieces of stone, dry-fitted in with smaller pieces. Broken bits of the wall allow additional passage between rooms, but each of these tunnels is 20 to 25 feet up the crumbling edifice, requiring a DC 15 Strength (Athletics) or Dexterity (Acrobatics) to reach, and, of course, one is likely to come head-to-chitinous beak with the Jungle Squid. Each area of the shrine (other than A) has ancient spells laid on it that prevent magical lights from operating and even mundane lights cannot raise the level above dim light. At the beginning of each round, roll a d20. On a 10 or higher, any regular light sources are extinguished as if their fuel was entirely consumed. The Jungle Squid is likely to be in one of the more remote areas (D, F, G or H) but will begin to move once it hears the party or otherwise detects their presence. It is extraordinarily clever and will use both its natural skills and spells to gain an upper hand over the group before it attacks. It will also use *meld into stone* and *tree stride* to escape or move between areas.

A. Entrance

This is the open entrance to the shrine, surrounded by jungle. The entrance is 10 feet by 10 feet and the characters can tell that there is darkness within.

B. Reception Room

Once, long ago, visitors to the shrine would wait here before being escorted deeper within. Now nothing remains, other than dust and mud.

C. Intersection

There are four exits from this area and a nook where the attendants of the shrine once kept any gear they required for leaving the shrine, such as heavy boots, baskets and cloaks. Only bits of rotted cloth remain here now, with small whitish spiders and centipedes burrowing amid the detrius. When the shrine was in active use heavy curtains prevented folks from seeing into area H but nothing remains of them now other than some notches and holes high above.

D. Attendant Chambers

This is where the shrine's attendants once slept. In a nook there are a series of earthenware jugs, but opening them only reveals a blackish tar that is the only remnants of what they once held. In two of the chambers, enough of their beds remain to support a thick green fungus growing on the material. If someone disturbs the mattress, each creature in the room must make a DC 14 Constitution saving throw or become poisoned for 1d6+2 rounds.

E. Antechamber

This area allowed the shrine attendants to visit either the Reflection Room or the Meeting Area. Another nook allowed the attendants to divest themselves of any unneeded equipment before entering the Reflection Room.

F. Meeting Area

This is an area where the attendants once conducted business and took communal meals together on special days. It is now empty and forlorn.

G. Reflection Room

This room used to have heavy curtains leading into area H like the entrance in area C. It was used to prepare oneself to visit the shrine or to meditate upon any visions received. It feels unnaturally cold and silent here, but there are no dangers other than the Jungle Squid itself.

H. Shrine Room

This larger chamber holds the shrine itself. Nothing else remains here, other than darkness.

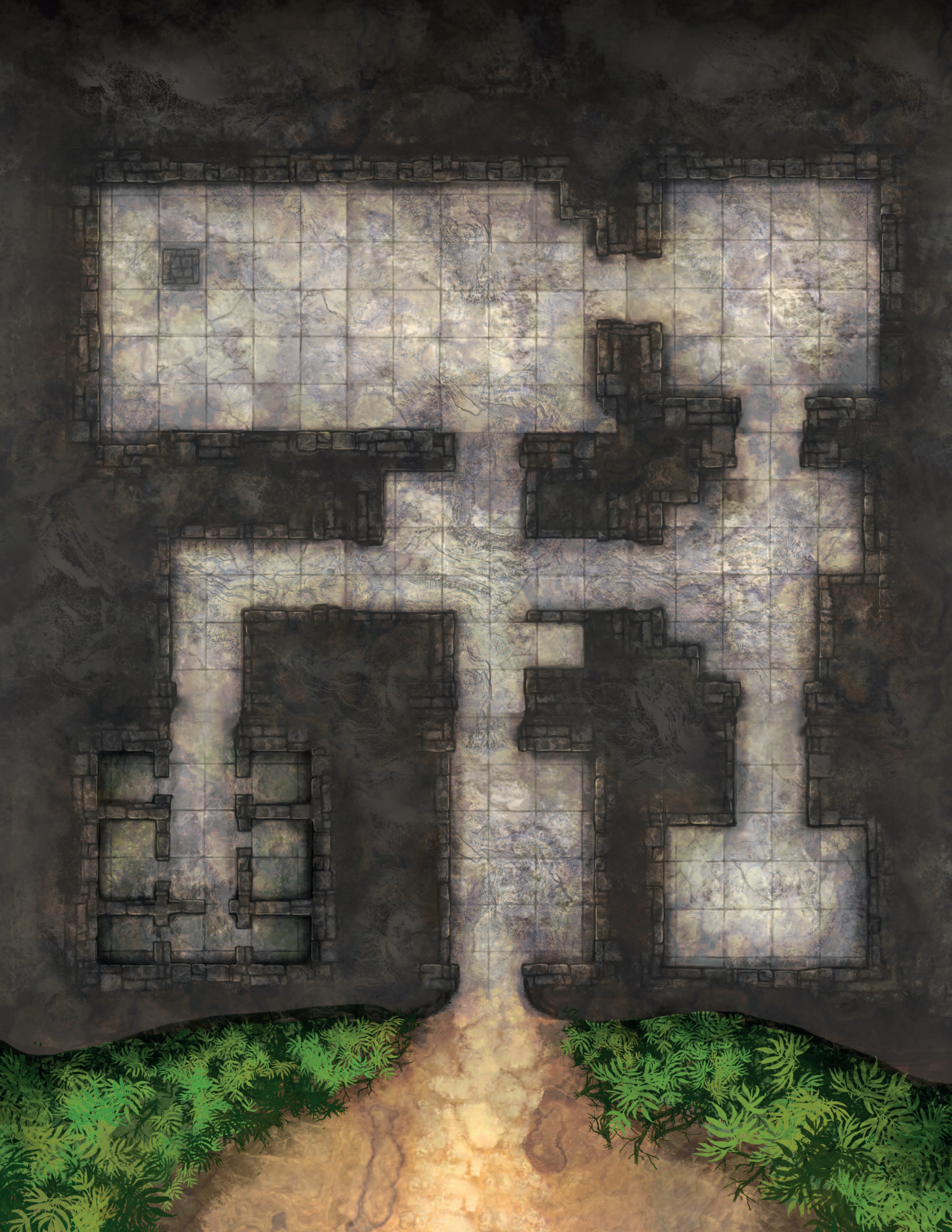
I. The Shrine

The shrine has some likeness of the deity it is dedicated to, and ancient carvings are hidden under centuries of growth from mold, fungus and vines. A dedicated effort to destroy the shrine will surely incur the wrath of the Jungle Squid.

Rewards

The Jungle Squid is worth 15,000 experience points and maybe more if the characters had to fight against any creatures that it controlled. An ancient shrine in a forgotten corner of a jungle is an excellent place to find some mysterious magic item, but what it is is up to you.





THE HORSE THIEVES

Challenge

This encounter features a largish number of opponents, each of which is tough in their own right. If the party is likely to respond violently to threats, then this group might challenge up to four characters of 18th level. However, a lower-level group of level-headed characters might be able to succeed diplomatically, even (or especially) if they're nervous about having to face the trolls in combat.

Location

A sturdy stone bridge over a fast-flowing river. Although you can set this anywhere, it is best if the river is some sort of boundary marker and the party can be sent by a local power (including themselves if they have political connections here) to prevent the trolls from entering the land.

Background

Kirsagan is the first son of a head chieftain of the steppe trolls. He is accompanied by Tokhta, the shaman of the tribe and Kirsagan's hand-picked warriors. He is in pursuit of stolen Termanan warhorses and has travelled great distances to recover the impressive mounts.

If you can fit the thieves and their goals into your campaign, it is best for the party to have some knowledge of them. It might be a rival or enemy, if you want the party to easily take the side of the trolls (which might lead to a spectacular battle with the trolls and the PCs against their shared enemy). Or you might use a neutral or even friendly 'villain' to be the thief, putting the party in a sticky situation.

Description

When the party reaches the bridge (having heard of the trolls by some means), there are just two trolls visible — Kirsagan and Tokhta — a low-lying fog bank that clouds the opposite side of the river. This is a *fog cloud* summoned by Tokhta to hide the trolls' true numbers. All of the trolls are mounted on their mighty warhorses. There are half again as many hidden trolls as party members (e.g. six trolls for four characters).

Kirsagan will approach the foot of the bridge and say, in accented Ledean, that he has come seeking a horse thief and the party should stand aside and allow him to pass.

Combat

Players who immediately engage the trolls may (or may not) be surprised by the additional trolls emerging from the fog. The map indicates areas of the riverbank that count as dangerous terrain and those that are impassable without swimming or flying over the water. The river is fast and cold and each round that a character stays in the water requires a DC 15 Constitution saving throw, with the character gaining a level of exhaustion on a failure. Characters immune to cold damage or exhaustion do not need to make a saving throw.

The trolls will attempt to charge the characters on the bridge, in order to constrain their abilities and hopefully break through to the road beyond. If they get stuck in combat, they will command their horses to Dodge, thus providing disadvantage on any attack rolls against the mount. Tokhta will linger at the rear, supporting the other trolls by using *entangle* and *gust of wind*. If you need magical weapons to challenge the characters then Kirsagan (and possibly the other trolls) can be given magical sabers or lances.

Negotiation

Characters that talk to the trolls may find out their mission. Tokhta is guiding Kirsagan by dream-visions and does not know the name of their quarry so it will take some effort by the PCs to identify the enemy.

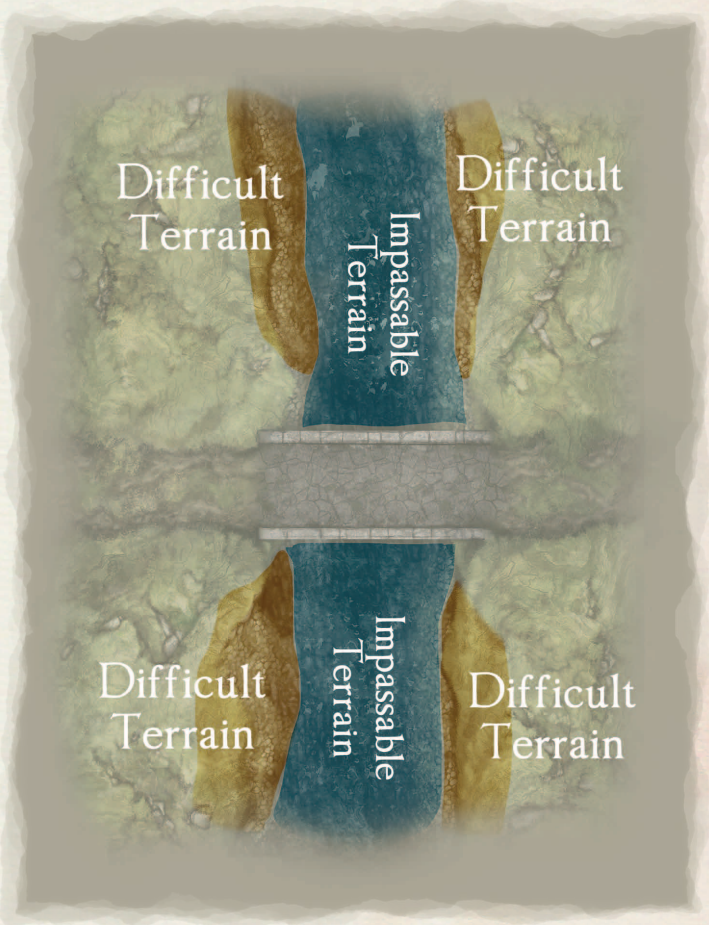
Once the enemy is identified, the party might join the trolls on their hunt or simply allow them to pass. If the PCs join them then you will want to prepare some sort of stronghold and a place where the warhorses are being kept. Or, especially if the enemy is a minor foe of the party, then you might simply narrate that the combined forces of the characters and the trolls is enough to overwhelm the enemy and reward them without playing out any exploration or combat.

Resolution

If the trolls recover the warhorses, they will return home after gifting some valuables to the party (see below). Otherwise they will continue the hunt and might become a recurring encounter.

Rewards

In combat, the steppe trolls are worth 1,100 XP each, the shaman 1,800 XP and the warhorses 200 XP, for a total of 11,100 XP. If the heroes negotiate with the trolls instead, they should receive at least 5,050 XP or even more if they end up fighting a common enemy. If the characters help Kirsagan recover the stolen warhorses, he gifts each of them with strange foreign jewelry that is worth at least 1,000 gp.





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