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## Questiary

# Adjudicon

## ASSASSIN OF THE GODS

**A**n adjudicon is a celestial assassin sent from the Upper Planes by vengeful deities to hunt down a single individual who has grievously wronged a god. These shapeshifting beings can pose convincingly as mortals for the purposes of reaching their target, but often leave a trail of bodies in their path as they pursue their prey.

### MOTIVATION

Adjudicons are primarily motivated by the orders they are given, and though they can exercise discretion in the means through which those orders are carried out, they nonetheless obey without question. Adjudicons are assigned specific targets — individuals who may have wronged a god personally, or who are the leaders of particularly blasphemous and influential cults. Despite their divine nature and their celestial masters, the righteousness of an adjudicon's task is not assured. Some gods of the Upper Planes can be wrathful and amoral as often as others are caring and benevolent. They follow and harass their targets for days or weeks at a time, making a public example out of their punishment, often striking down others who stand in their way or those who have aided or abetted the target in committing wrongs.

### PRESENCE

Every corpse left by an adjudicon is marked with the symbol of the deity who sent it. In some cases, these symbols are easily recognizable representations of well-known deities. In other cases, the symbols or deities are obscure and esoteric. During their hunts, adjudicons also leave prominent messages for both their target and any bystanders, such as text that appears scratched in stone or formed in the clouds. These messages scold the sinner and hint at their punishment to come while also serving as a warning for anyone else who would dare follow in their footsteps.



## VULNERABILITIES

Adjucons stagger when they are directly opposed by the will of another deity of equal or greater rank to their master. Those who wish to stop the hunt of an adjudicon can best prepare themselves by petitioning and seeking blessing from a rival deity. A vial of holy water or a simple spellbook may prove lethally effective in combat if blessed by an intervening deity of appropriate rank and influence.

## TACTICS

The adjudicon is unlikely to use any of its spellcasting in direct combat. Against a party of adventurers, it uses its fly speed to evade bulkier frontline enemies to target any lower hit point, easier-to-hit enemies in the backline, focusing damage on one target at a time. In many cases, it will fly out of range of any melee characters, and if it can successfully

avoid a ranged bombardment, it will remain at a distance until it can land a Guiding Bolt attack, at which point it will fly into range on its next turn to use two Thorned Axe attacks on the same target.

## LAIR

During a hunt, when adjudicons are likely to find themselves beyond the Upper Planes, they rest and make their lairs in temporary pocket demiplanes they can summon and dismiss at will using their innate magic. An adjudicon can transport itself instantly into such a demiplane. The nature of these pocket demiplanes depend on the type of deity that the adjudicon serves; the lair of an adjudicon serving a god of nature may be choked with vines and blooming flowers, while one associated with a god of wrath and thunder may be filled with wet stone and thundering clouds.

d6

## Rumor

- 1 The chest of an adjudicon is marked by celestial tattoos, even when it assumes mortal form.
- 2 When adjudicons leave a plane by entering their demiplane lairs, trace amounts of residual silver dust are left where the adjucon was last standing.
- 3 The silver dust left by an adjucon when it enters its demiplane can be used in a ritual to force open a portal to its pocket demiplane lair.
- 4 An adjudicon can only be permanently destroyed in the Upper Planes. If destroyed anywhere else, it eventually reforms.

## LOOT

It is said that those who ingest the blood of an adjudicon will be cured of any ailment or disease that afflicts them. The teeth of an adjudicon can function as warding charms that repel the influence of forces opposed to their associated deity.

A PC can make a DC 15 Wisdom (Survival) check, or other check the GM deems appropriate, to obtain loot from the adjudicon. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a vial of adjudicon blood. A PC can choose to have another make their skill check if they so choose.

d4

Loot

- 1 Adjudicon Teeth
- 2 Adjudicon's Third Eye
- 3 Adjudicon's Thorned Axe
- 4 Vial of Adjudicon Blood

## ITEM EFFECTS

**Adjudicon Teeth.** These teeth can be fashioned into a bracelet or necklace. While wearing it, you are immune to mind altering spells and spell-like effects from forces that oppose the adjudicon's deities ideals and commandments.

**Adjudicon's Third Eye.** A creature that swallows this eye whole gains a third eye. As an action you can open this eye to gain advantage on Wisdom (Perception) checks. You can use the eye for up to 1 hour, all at once or in several shorter periods, each one using a minimum of 1 minute from the duration. The eye regains 30 minutes of sight capability for every 12 hours it isn't in use.

If you are using the eye when the duration expires, you can make a DC 16 Constitution saving throw to keep the eye open for one additional hour on a successful save. On a failed save, the eye remains open but you gain one level of exhaustion until the eye's sight capability returns to 1 hour.



**Adjudicon's Thorned Axe.** This weapon is a battle axe. When you hit a creature while attuned to this weapon it must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour. While poisoned the target can't regain hit points. If a target's saving throw is successful or the effect ends for it, the target can't be poisoned by this weapon for the next 24 hours.

**Vial of Adjudicon Blood.** When you drink this vial of blood, you end one disease or condition afflicting you.

## ADJUDICON

MEDIUM CELESTIAL, ANY ALIGNMENT

**Armor Class** 16 (leather armor)  
**Hit Points** 127 (15d8 + 60)  
**Speed** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20	18	18	17	20	20
(+5)	(+4)	(+4)	(+3)	(+5)	(+5)

**Saving Throws** Wis +9, Cha +9  
**Skills** Perception +9, Religion +7, Stealth +12, Survival +13

**Damage Resistances** Fire; Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Condition Immunities** Charmed, Exhaustion, Frightened

**Senses** Darkvision 120 ft., Truesight 30 ft., Passive Perception 19

**Languages** All, Telepathy 120 ft.

**Challenge** 10 (5,900 XP)

**Proficiency** +4

**Ambusher.** The adjudicon has advantage on initiative rolls.

**Angelic Weapons.** The adjudicon's weapon attacks are magical. When the adjudicon hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

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

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

### ACTIONS

**Multiattack.** The adjudicon makes two Thorned Axe attacks.

**Guiding Bolt.** *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 14 (4d6) radiant damage, and the next attack roll made against this target before the end of the adjudicon's next turn has advantage.

**Thorned Axe.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) acid damage plus 22 (5d8) radiant damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour. While poisoned the target can't regain hit points. If a target's saving throw is successful or the effect ends for it, the target can't be poisoned by the adjudicon's Thorned Axe for the next 24 hours.

**Spellcasting.** The adjudicon casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 17):

\* At will: *commune*, *find the path*, *light*, *thaumaturgy*

- \* 3/day each: *dispel magic*, *lesser restoration*, *sending*
- \* 1/day each: *greater restoration*, *freedom of movement*, *pass without a trace*, *protection from evil and good*, *scrying*, *silence*

## BONUS ACTIONS

**Change Shape.** The adjudicon transforms into a form that resembles a Medium Humanoid or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

## BREAKABLE PARTS

The adjudicon has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

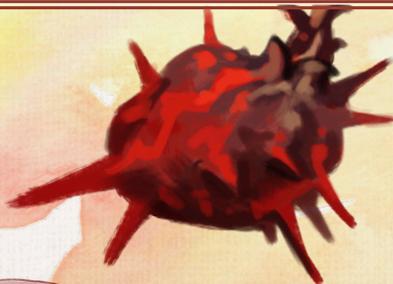
When a creature makes an attack against the adjudicon or uses a spell that targets one creature, it can choose to target one of the adjudicon's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the adjudicon) from the list below.

- \* **Arms (DC 14).** (AC 18; 30 HP). The adjudicon has two arms. When the first

arm is broken, it can't use spells that require a somatic component while holding something in its other hand. When the second arm is broken, it has disadvantage on the second attack of its multiattack.

- \* **Wings (DC 17).** (AC 17; 25 HP). The adjudicon has four wings. When a wing is broken its flying is reduced by 20 feet.
- \* **Third Eye (DC 20).** (AC 21; 10 HP) When the adjudicon's eye is broken, its true-sight is reduced to 0.

Dealing damage to a part deals damage to the adjudicon. When the adjudicon finishes a short or long rest, all broken parts are healed.



# Araknetti

## THE SNOW HIDES MANY SORROWS

**A**raknetti are gruesome creatures that resemble a cross between a yeti and a giant spider. These carnivorous creatures make their homes in frozen tundras and snow-capped mountain ranges, feeding on creatures that range in size from hares to bison.

### MOTIVATION

Araknetti are food-motivated beasts, though they are intelligent enough to adapt their hunting strategies to better suit their prey and environment. Araknetti hunt by digging pits and burrows into the frozen ground, and filling the bottom of the pits with a layer of their corrosive saliva. They then conceal these burrows with a thin layer of ice and snow that they secrete from their abdomen, and wait for unsuspecting creatures to fall through the ice and become trapped. Any prey that does not perish to the araknetti's saliva is swiftly finished off when the beast returns to collect its meal.

### PRESENCE

Pit traps left by the araknetti are nearly invisible to those not looking specifically for them. Closer examination and physical inspection of slightly elevated mounds of snow, however, will reveal thin layers of ice, and below that, a pit coated in a layer of greyish slime. Araknetti do not consume the bones of their victims — they are prone to leaving them scattered around their traps and lairs, marked by their identifiable claws and incisors.

### VULNERABILITIES

Peppermint is highly toxic to araknetti. Weapons coated in peppermint oil or bait bathed in peppermint oil and left in one of their pit traps will prove effective against the creatures. Those who ritually burn diatomaceous earth and inhale the vapors will have resistance against the araknetti's attacks.





*Arakyetti's spinneretes are placed along their ribs, just below their upper set of arms.*

### LAIR

Arakyetti's dwell in labyrinthine caverns that they carve out of earth, rock, and ice, underground and into the sides of cliffs and mountains. Their lairs may be filled with half-eaten prey, the eggs of their young, and any other creatures that share a symbiotic relationship with the arakyetti.

### TACTICS

The arakyetti is aggressive and reckless in combat. If confronted in its lair, the area is likely to be filled with concealed pits dug by the arakyetti. It attempts to use its Icy Web to hit as many creatures as possible as often as it recharges, and then follow up with its Claw and Bite attacks on restrained targets so that it has advantage.

### 46

### Rumor

**1** Some arakyetti have been observed to create strange and horrifying ice sculptures using their abdominal secretions.

**2** For reasons unknown, some arakyetti grow to sizes as large as two story buildings.

**3** Frost giants have been known to tame arakyetti and use them to defend their strongholds.

**4** Arakyetti and remorhazes are natural allies. The arakyetti lay traps in tunnels dug by the remorhazes, and the remorhazes are soothed by arakyetti saliva.

**5** An Arakyetti raised from birth may prove a capable mount for traversing mountainous terrain.

## REWARD

Saliva harvested from an arakyeti's salivary glands may be mixed with salt to create a paste that can melt through materials such as metal and stone. Armor crafted from pieces of arakyeti exoskeleton grants the wearer resistance to slashing and piercing damage.

A PC can make a DC 16 Wis-

dom (Survival) check, or other check the GM deems appropriate, to obtain loot from the arakyeti. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a Arakyeti Salivary Gland. A PC can choose to have another make their skill check if they so choose.

d4

Loot

1 **Arakyeti Exoskeleton.** You can combine this exoskeleton with any nonmagical armor transforming it into Armor of Arak by spending 1 hour with the materials and succeeding on a DC 16 Strength or Intelligence check using Smith's Tools. While attuned to the Armor of Arak, you can use an action to cover it in icy webbing, gaining resistance to piercing or slashing damage (your choice) for 1 minute. Once you use this property, you can't use it again until the next dawn.

2 **Arakyeti Salivary Gland.** You can combine the saliva from this gland with salt to create an acidic paste by succeeding on a DC 16 Intelligence or Wisdom check using Alchemist Supplies. When you apply this paste to the surface made of nonmagical stone or metal, it dissolves a 5-foot cube of the material over 2 minutes.

3 **Arakyeti Legs.** When you spend one hour working with material you can make a DC 14 Intelligence or Wisdom check using leatherworker's tools to create Slippers of Spider Climbing on a success, or extremely comfy slippers on a failure.

4 **Arakyeti Spinneret.** When you cast the web spell while holding this spinneret, a creature restrained in the web takes 7 (2d6) cold damage at the start of each of its turns.

# ARAKYETTI

## LARGE MONSTROSITY, UNALIGNED

**Armor Class** 17 (natural armor)  
**Hit Points** 195 (17d10 + 102)  
**Speed** 40 ft., burrow  
30 ft., climb 40 ft.

**STR DEX CON INT WIS CHA**  
24 16 22 7 (-2) 13 9 (-1)  
(+7) (+3) (+6) (+1) (+1)

**Skills** Stealth +7, Survival +5

**Damage Immunities** Cold

**Senses** Blindsight 10  
ft., Darkvision 60 ft.,  
Passive Perception 11

**Languages** —

**Challenge** 12 (8,400 XP)

**Proficiency** +4

**Ambusher.** The arakyetti has advantage on initiative rolls.

**Fear of Fire.** If the arakyetti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Snow Camouflage.** The arakyetti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

**Spider Climb.** The arakyetti 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 arakyetti knows the exact location of any other creature in contact with the same web.

**Web Walker.** The arakyetti ignores movement restrictions caused by webbing.

## ACTIONS

**Multiattack.** The arakyetti makes two Claw attacks and one Bite attack.

**Bite. Melee Weapon Attack:** +11 to hit, reach 5 ft., one creature. **Hit:** 16 (2d8 + 7) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 18 (4d8) 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.

**Claw. Melee Weapon Attack:** +11 to hit, reach 5 ft., one target. **Hit:** 14 (2d6 + 7) slashing damage plus 7 (2d6) cold damage

**Icy Web (Recharge 5–6).** The arakyetti sprays icy webbing at a point within 60 feet of it. Each creature in a 15-foot-radius sphere centered on that point must succeed on a DC 18 Dexterity saving throw or be restrained by webbing, and take 24 (7d6) cold damage at the start of each of its turns. As an

action, the restrained target can make a DC 18 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10;

hp 10; vulnerability to fire damage; immunity to poison, and psychic damage).

### BREAKABLE PARTS

The arakyetti has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the arakyetti or uses a spell that targets one creature, it can choose to target one of the arakyetti's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the arakyetti) from the list below.

\* *Claws (DC 15)*. (AC 17; hp 30). The arakyetti has four claws. When two of its claws are broken, it is un-

able to make a claw attack while climbing. When four of its claws are broken, its spider climb is suppressed.

\* *Fangs (DC 17)*. (AC 19; hp 50; immune to poison and psychic damage). When the fangs are broken, the arakyetti's bite attack no longer deals poison damage.

\* *Spinneret (DC 21)*. (AC 19; hp 60; immune to poison and psychic damage). When the spinneret is broken, the arakyetti's icy webs recharge changes to (Recharge 6).

Dealing damage to a part deals damage to the arakyetti. When the arakyetti finishes a short or long rest, all broken parts are healed.



# Chivalrot

## CHIVALRY IS UNDEAD

**C**hivalrots are undead knights propelled by their unfinished business, their names and causes lost to time. All chivalrots originally set out on a quest that led inevitably to failure and death. In the years that have passed since, they have roamed the land, perhaps searching for a kingdom which no longer exists, or a new quest they can complete to restore themselves to glory. Their souls are frayed and have become entwined with chivalric oaths and codes that have been twisted by death and decay, the only way for them to form an incoherent and primitive understanding of the world they remain bound to.

### MOTIVATION

Chivalrots are generally aimless, wandering undead, though they are known for their strict adherence to a specific code of chivalric law. Their understanding of code and law, however, has become warped by their undeath. Certain chivalrots may be motivated to attack churches, temples, and their clergy, believing them blasphemous. Others pursue any who outwardly affiliate themselves with crown or state, such as guardsmen, soldiers, or court members. Some prey exclusively on women, the elderly, and children, for the weak, as defined by their chivalric code, must be purged. All of this the chivalrots do for the sake of their misguided sense of protection and justice.

### PRESENCE

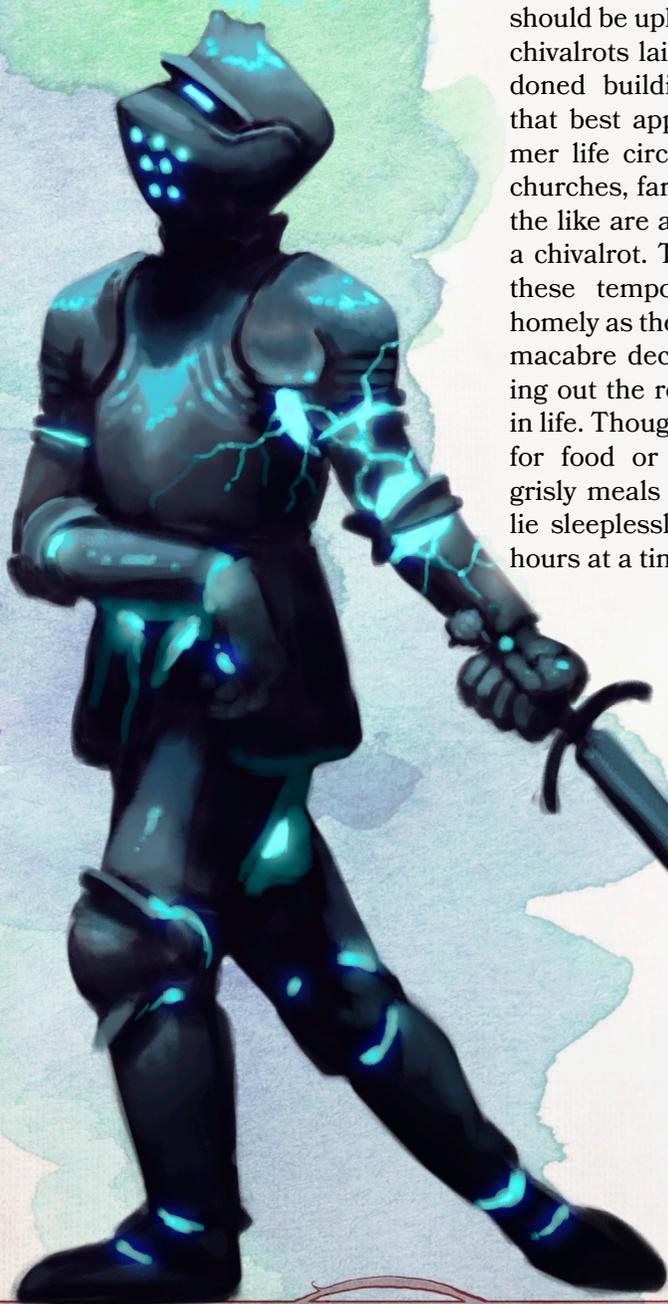
Chivalrots share an appreciation for beauty, though it is something they can never grasp. The creatures collect blooming flowers that immediately wither in their hands. They leave these flowers upon the bodies of any they have slain. They leave a scent that smells of blood and body odor. They cry tears of acid that leave burn marks on the ground where they land.

### VULNERABILITIES

Chivalrots are hesitant to strike directly at royalty. They can be deceived by those wearing crowns, even ones that have been fashioned from common materials. Blunted weapons soaked in the blood of rulers will pound the bones of a chivalrot to dust.

## LAIR

Chivalrots typically roam from countryside to countryside. They do, however, become temporarily fixated on certain areas in which they believe their code should be upheld. In these cases, chivalrots lair in whatever abandoned buildings they can find that best approximate their former life circumstances. Ruined churches, farmsteads, mills, and the like are all potential lairs for a chivalrot. The creatures make these temporary dwellings as homely as they can by setting out macabre decorations and carrying out the routines they upheld in life. Though they have no need for food or rest, they prepare grisly meals for themselves and lie sleeplessly on dirty beds for hours at a time.



## TACTICS

Chivalrots are eager to engage in direct combat. They pre-cast shield of faith on themselves before any fighting. They use their Smite bonus action as often as it recharges, cycling through Blind, Stagger, and Wrathful as determined by the circumstances in combat. When in doubt, chivalrots default to their Staggering Smite. Legendary actions are prioritised on Spellcasting, or to Move as applicable to reach lower hit point targets or to avoid becoming surrounded.

d6

### Rumor

- 1 Chivalrots never attempt to sneak up on their targets. They loudly announce their presence.
- 2 Some chivalrots protect the entrances to old tombs and ancient, ruined temples.
- 3 Chivalrots enjoy hearing stories of heroic bravery and achievement. They can be momentarily sedated by a skilled orator.
- 4 A chivalrot remains alive for as long as its skull remains intact, regardless of destruction to the rest of its body.

### d8 Example Chivalric Oaths

- 1 I must act according to my god's tenets, and strike down those who do not
- 3 I must put my country above all else and eliminate those who might pose a threat to its borders and ideals
- 4 I must purge those who can not wield a sword. Weakness shall not prosper
- 5 I must serve the crown and protect any who carry the royal blood
- 6 I must never lie or go back on my word
- 7 I shall see to it that none shall profit off of injustice
- 8 I must find the the ancient relic I was tasked to recover.

## LOOT

The heart of a chivalrot is the primary ingredient in a potion that is said to purify even the darkest of hearts. Chivalrot armor can be melted down and reforged into new equipment that protects the wearer from necromantic magic.

A PC can make a DC 13 Wisdom (Survival) check, or other check the GM deems appropriate, to obtain loot from the swordbearer. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a Chivalrot Longsword. A PC can choose to have another make their skill check if they so choose.

d4	Loot
1	Chivalrot Longsword
2	Chivalrot's Gauntlets
3	Chivalrot Heart
4	Chivalrot Armor

## ITEM EFFECTS

**Chivalrot Armor.** This armor can be melted down and reforged with a set of Medium (except Hide) or Heavy armor by succeeding on a DC 16 Strength or Intelligence check using Smith's Tools. The reforged armor becomes Armor of Resistance (Necrotic).

**Chivalrot Gauntlets.** When you make an unarmed strike while attuned to these gauntlets and hit the target, you can use your Lay on Hands to deal extra damage equal to half the number of points you expended as necrotic damage (maximum 20 points).

**Chivalrot Heart.** This material acts as the primary ingredient in a potion that is said to purify even the darkest of hearts. It can be combined with other ingredients (determined by your GM) by succeeding on a DC 20 Wisdom or Intelligence check using Alchemist Supplies. A humanoid with an Evil alignment that drinks this brew has its alignment changed to its mirrored Good alignment.

**Chivalrot Longsword.** The spell save DC of spells with the word Smite in its name is increased by 2 while you are attuned to this longsword.



# CHIVALROT

MEDIUM UNDEAD, TYPICALLY LAWFUL EVIL

**Armor Class** 18 (plate, or 20 with shield of faith)

**Hit Points** 84 (13d8 + 26)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**  
**18 10 15 7 (-2) 12 18**  
**(+4) (+0) (+2) (+1) (+4)**

**Saving Throws** Wis +4, Cha +7

**Skills** Athletics +7,  
Intimidation +7

**Damage Resistances** Necrotic

**Damage Immunities** Poison

**Condition Immunities**

Charmed, Exhaustion,  
Frightened, Poisoned

**Senses** Blindsight 10  
ft., Darkvision 60 ft.,  
Passive Perception 11

**Languages** understands  
the languages it knew  
in life but can't speak

**Challenge** 6 (2,300 XP)

**Proficiency** +3

**Aura of Disparagement.** When a hostile creature within 10-feet of the chivalrot must make a saving throw, it subtracts 4 from the number rolled.

**Stench.** Any creature other than a chivalrot that starts its turn within 5 feet of the chivalrot 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 chivalrots for 1 hour.

## ACTIONS

**Multiattack.** The chivalrot makes two attacks, using Javelin, Longsword, or both.

**Javelin.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 4 (1d8) necrotic damage, or 5 (1d10) slashing damage plus 4 (1d8) necrotic damage if used with two hands.

**Spellcasting.** The chivalrot casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15; +7 to hit):

- \* 2/day each: *dispel magic, find steed, inflict wounds, shield of faith*

## BONUS ACTIONS

**Smite (Recharge 5-6).** Immediately after the chivalrot hits a target with an attack roll, the chivalrot can force that target to make a DC 15 Constitution saving throw. On a failed save, the target suffers one of the following effects of the chivalrot's choice:

**Blind.** The target takes an extra 10 (3d6) radiant damage and is blinded for 1 minute. The blinded target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

**Stagger.** The target takes an extra 14 (4d6) psychic damage and has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn

**Wrathful.** The target takes an extra 10 (3d6) psychic damage and is frightened of the chivalrot for 1 minute. The frightened target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

### LEGENDARY ACTIONS

The chivalrot can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The chivalrot regains spent legendary actions at the start of its turn.

**Attack.** The chivalrot makes one Javelin attack.

**Move.** The chivalrot moves up to half its speed without provoking opportunity attacks.

**Wound.** The chivalrot uses Spellcasting to cast *inflict wounds*.

**Cast a Spell (Costs 2 Actions).** The chivalrot uses Spellcasting.

### BREAKABLE PARTS

The chivalrot has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the chivalrot or uses a spell that targets one creature, it can choose to target one of the chivalrot's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the chivalrot, in addition to gaining those listed in the parts statistics) from the list below.

- \* **Right Hand (DC 13).** (AC 18; 15 HP). When the chivalrot's right hand is broken, it can no longer use its longsword with two hands.
- \* **Sword (DC 15).** (AC 18; 20 HP; immune to poison and psychic damage). When the chivalrot's longsword is broken, its smite recharge changes to a Recharge 6.
- \* **Armor (DC 19).** (AC 18 or 20 with shield of faith; 25 HP; immune to poison and psychic damage). When the chivalrot's armor is broken its AC is reduced by 4, but it gains the following trait:  
Dealing damage to a part deals damage to the chivalrot. When the chivalrot finishes a short or long rest, all broken parts are healed.

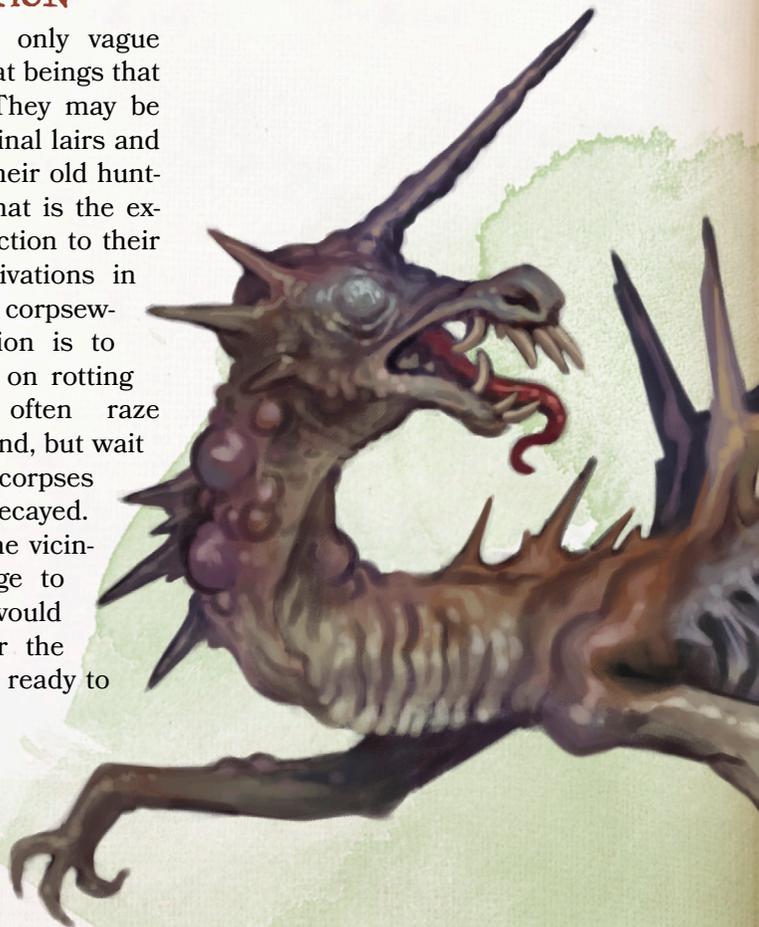
# Corpsewing

## THE DECAYING SOUL LAID BARE

**A** corpsewing is the result of a dragon's failed attempt at lichdom. Instead of successfully storing its soul in a soul cage during the ascension ritual, the dragon's soul becomes dulled, broken, and trapped in its body, which is twisted by necrosis and dark magic through the failed ritual. Caught between life and death, it is trapped within its own rotted corpse, retaining only a dim light of its former consciousness.

### MOTIVATION

Corpsewings have only vague instincts of the great beings that they used to be. They may be drawn to their original lairs and feel familiarity in their old hunting grounds, but that is the extent of their connection to their thoughts and motivations in life. In undeath, the corpsewing's only motivation is to feed — exclusively on rotting flesh. Corpsewings often raze villages to the ground, but wait to feast until the corpses are sufficiently decayed. They will lurk in the vicinity of their carnage to ward off any who would attempt to recover the dead until they are ready to feed.



## PRESENCE

The bile belched by a corpsewing rots the ground it touches; it blackens soil, withers plant life, and leaves a strong acidic scent in the air that persists for days. Corpsewings never consume skulls. Skulls will be cracked open so that the corpsewing can swallow the innards, but the bones of the head will not be eaten. Corpsewings do, however, eat all other bones.

## VULNERABILITIES

Unpolluted rainwater is corrosive to the form of a corpsewing; the creatures will never fly in the rain. Addressing a corpsewing by the name it used in life causes it great, primal anguish that it only subconsciously understands.

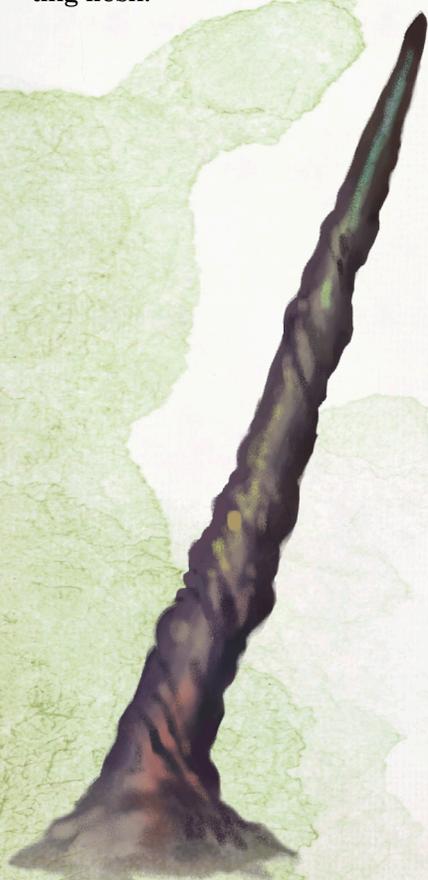
## TACTICS

In combat, the corpsewing uses its rotting breath as often as it can, positioning itself to hit at least two targets, if possible. Using its fly speed, it will attempt to retreat after using its breath to create distance until the breath recharges. It will only land and remain on the ground at the end of its turn if it thinks it can avoid taking attacks from three or more enemies before its next turn. It does everything it can to prevent itself from becoming grounded or surrounded, and would prefer to focus down one enemy at a time before moving on to new targets. It attacks downed characters immediately, and uses its Corpse Eater ability as soon as it can, disengaging from combat if necessary to allow its health to regenerate.



## LAIR

Corpsewings often retain the lairs that they occupied in life, though their necrotic presence has transformed them. A red-dragon-turned-corpsewing might lair at a great volcano, within ancient dwarven halls full of corroded and disfigured sculptures and statues that pulse with unholy magic. A former green dragon might lair in a once-lush grove, now choked by vines blackened and browned and dotted by flowers that look and smell like rotting flesh.



d6

## Rumor

- 1 Corpsewings cannot resist the presence of food. They can be easily lured by rotting meat.
- 2 Corpsewing excrement, if left undisturbed and fertilised with urine, will grow into necrotic flowers that twist into unnatural shapes.
- 3 Those slain by the corpsewing but not eaten by the corpsewing raise as zombies after one week.
- 4 The birth of a corpsewing is a slow process. Dragons that fail their ascent to lichdom only rise as corpsewings hundreds of years after their ascension ritual attempt.
- 5 The ghosts of those killed by an aspiring dracolich to facilitate its ascension ritual continue to haunt its lair long after the corpsewing's failure.
- 6 The head of a corpsewing can survive for a period of years after being severed from the body.

## LOOT

It is said that if they can weather the nightmares that follow, those who consume the heart of a corpsewing reduce their physical age by ten years. Its excrement, when smeared on the skin, protects the wearer from evocation spells.

A PC can make a DC 16 Wisdom (Survival) check, or other check the GM deems appropriate, to obtain loot from the corpsewing. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets one corpsewing oil. A PC can choose to have another make their skill check if they so choose.

d4

Loot

- | d4 | Loot             |
|----|------------------|
| 1  | Corpsewing Oil   |
| 2  | Corpsewing Heart |
| 3  | Corpsewing Fang  |
| 4  | Corpsewing Eye   |

## ITEM EFFECTS

**Corpsewing Oil.** The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature is immune to the damage and effects of evocation spells for 1 hour.

**Corpsewing Heart.** When you consume this heart raw you must succeed on a DC 10 Constitution saving throw. On a successful save you reduce your physical age by 10 years. On a failed save, you throw up heart chunks and are poisoned for 1 minute. If you cook the heart before you consume it, your physical age is reduced by 1 year.

**Corpsewing Fang.** This material can be carved into a wand by making a DC 16 Dexterity check using Woodcarver's Tools. On a successful check it becomes a Wand of Vampiric Touch. This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the vampiric touch spell (save DC 15) from it. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

**Corpsewing Eye.** This material can be inset in any nonmagical armor by making a DC 16 Strength, Intelligence, or Wisdom check using Smith's Tools. On a success, you have resistance to necrotic damage while attuned to the armor. On a fail, the armor crumbles to dust, but the eye remains.



# CORPSEWING

LARGE UNDEAD, CHAOTIC EVIL

**Armor Class** 18 (natural armor)  
**Hit Points** 184 (16d10 + 96)  
**Speed** 40 ft., fly 80 ft.

**STR** 24 (+7) **DEX** 8 (-1) **CON** 22 (+6) **INT** 1 (-5) **WIS** 18 (+4) **CHA** 16 (+3)

**Saving Throws** Dex +3, Con +10, Wis +8, Cha +7

**Skills** Perception +8

**Damage Resistances**

Necrotic, plus the resistances it had in life

**Damage Immunities** Poison

**Condition Immunities**

Charmed, Exhaustion, Frightened, Poisoned

**Senses** Darkvision 120 ft., Passive Perception 18

**Languages** —

**Challenge** 12 (8,400 XP)

**Proficiency** +4

**Legendary Resistance** (1/Day).

If the corpsewing fails a saving throw, it can choose to succeed instead.

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

**Pluviophobia.** The corpsewing takes 20 acid damage if it ends its turn and rain is falling on it. Additionally, its flying speed is reduced to 0 when rain is falling on it.

**Unholy Aura.** At the start of each of the corpsewing's turns, each creature within 15 feet of it takes 10 (3d6) necrotic damage, and nonmagical plants that isn't a creature in the aura, such as a tree or shrub, simply wither and die. If this damage reduces a humanoid to 0 hit points, it dies and rises as a zombie at the start of its next turn.

## ACTIONS

**Multiattack.** The corpsewing makes one Bite attack, one Claw attack, and one Tail attack.

**Bite. Melee Weapon Attack:** +11 to hit, reach 10 ft., one target. **Hit:** 18 (2d10 + 7) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the corpsewing regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. If the target is an Undead, it takes an extra 11 (2d10) piercing damage.

**Claw. Melee Weapon Attack:** +11 to hit, reach 5 ft., one target. **Hit:** 14 (2d6 + 7) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17).

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage, or 11 (1d8 + 7) bludgeoning damage if its tail is broken. If the target is a Medium or smaller creature, it must succeed on a DC 19 Strength saving throw or be pushed 10 feet away and knocked prone.

**Corpse Eater.** The corpsewing eats the body of one Medium or smaller creature that died. If the body remains in the corpsewing for 1 minute, the corpsewing regains a number of hit points equal to its challenge rating or character level (minimum of 1) and the body is dissolved. If the creature died 24 hours prior or longer, the corpsewing regains only half as many hit points (minimum of 1).

**Rotting Breath (Recharge 5-6).** The dragon exhales rotting discharge in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 40 (9d8) necrotic damage on a failed save, or half as much damage on a successful one. If this damage reduces a humanoid to 0 hit points, it dies and rises as a zombie at the start of its next turn.

## BREAKABLE PARTS

The corpsewing has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the corpsewing or uses a spell that targets one creature, it can choose to target one of the corpsewing's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the corpsewing) from the list below.

- \* **Tail (DC 15).** (AC 18; 40 HP). When an arm is broken, it is cut in half, reducing its tail attack's reach by 10 feet and its damage is reduced by 1d8.
- \* **Wing (DC 17).** (AC 18; 30 HP). The corpsewing has two wings. When a wing is broken its flying is reduced by 40 feet.
- \* **Neck (DC 21).** (AC 20; 60 HP) When the corpsewing's neck is broken, its Rotten Breath range is reduced to a 30-foot cone and it can't use Corpse Eater.

Dealing damage to a part deals damage to the corpsewing. When the corpsewing finishes a short or long rest, all broken parts are healed.

# Eichkonig

## THE SEETHING ROT

**E**ichkonigs are towering treants that are corrupted by dark magic. They may originally have been trees awoken by necromancers or crazed druids, or treants that succumbed to the greater, wide-scale destruction of an entire forest. Their root systems spread deep beneath the ground, slowly infecting the surrounding earth with their malevolent intent. They creep into burrows, strangling the animals inside, consuming their essence as sustenance and raising them again as mindless undead servants.

### MOTIVATION

While a treant may be a wise and ancient being with a duty to protect the forest, eichkonigs are perverted reflections of their former selves. They retain only a dim conscious awareness and are propelled by a vague instinct to spread their hivemind of un-death as far as they can muster. Each creature that succumbs to the twisting, rotting roots of the eichkonig becomes an extension of the eichkonigs mind, through which the tree can sense and communicate.

### PRESENCE

An eichkonig gradually kills all other trees and life within its realm of influence. This results in increased termite populations, though the termites that feed on eichkonigs and the dead wood that surrounds them begin to emanate a soft purple glow as a result of necromantic absorption. The presence of these glowing termites is one the first and obvious signs of a nearby eichkonig. Trees and other plants killed by an eichkonig begin to twist into unnatural spiralling patterns.





## VULNERABILITIES

Water blessed by sun deity or one of its priests cleanses and restores the land afflicted by an eichkonig. An ingested solution of one part sheep's blood mixed with one part salt provides resistance against the eichkonig's necrotic energies. Edged weapons touched by the tears of fairies cut through its wood like butter.

## LAIR

The forest becomes increasingly blackened and necrotic in proximity to an eichkonig. Within a half-mile radius of the eichkonig, the wood of dead trees and rotting biomass is woven together to form spiralling mazes that block out all light. These mazes are patrolled by zombified forest dwellers; extensions of the eichkonig hivemind.

## TACTICS

The eichkonig is usually aided by at least two other creatures that it has raised using its Reanimate ability. It uses its Entangling Roots ability as soon as it is able, and as often as it recharges. It prioritises enemies with lower Strength scores, if possible. If the party has a capable melee attacker in the group, the eichkonig uses its first legendary actions on its Enfeebling Root ability in an attempt to mitigate their damage. It otherwise uses its legendary actions on its Command Corpse ability, if applicable, followed by its Attack and Throw.

d4

## Rumor

1 Eichkonigs are birthed by evil gods to punish arrogant mortals that have lost their fear of the forest.

2 The hivemind of an eichkonig can communicate with multiple creatures at once. It speaks in a consistent voice regardless of its host.

3 The presence of an eichkonig can sometimes attract humanoid followers that form cults in its honor.

4 The maze of an eichkonig causes permanent madness in those that become lost in it.



## LOOT

The bark from an eichkonig's trunk is believed to be able to bring the recently deceased back to life. Its roots, when mixed with powdered silver into an ingestible powder, allow one to summon demons.

A PC can make a DC 17 Wisdom (Survival) check, or other check the GM deems appropriate, to obtain loot from the swordbearer. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets 1d6 pieces of eichkonig's bark. A PC can choose to have another make their skill check if they so choose.

d6

Loot

- | d6 | Loot                           |
|----|--------------------------------|
| 1  | 1d6 Pieces of Eichkonig's Bark |
| 2  | Eichkonig's Root               |
| 3  | Vial of Eichkonig's Sap        |
| 4  | Eichkonig's Branch             |

## ITEM EFFECTS

***Eichkonig's Bark.*** When you place this piece bark upon your chest, you can use an action to speak its command word and cast the barkskin spell on yourself. When you cast the spell us-

ing this bark, you do not need to concentrate on it. The bark dries up and cracks when the spell ends.

***Vial of Eichkonig's Sap.*** When you apply this sap to a wound on a creature that died within the last minute, that creature returns to life with 1 hit point. This sap can't return to life a creature that has died of old age, nor can it restore any missing body parts.

***Eichkonig's Root.*** You can mix this root with powdered silver by making a DC 17 Wisdom or Intelligence check using Alchemist Supplies. On a failed save, a random fiend that has a challenge rating between 0 and 5 appears in a space adjacent to you and is not in the best of moods. On a successful check you create a potion of demon summoning. As an action you can throw this potion up to 40 feet into an unoccupied space, summoning a random fiend that has a challenge rating between 2 and 7. A summoned demon does as it pleases, can't summon other demons, and remains for 1 minute.

***Eichkonig's Branch.*** A creature that spends 8 hours carving this branch into a staff must make a DC 17 Dexterity, Intelligence, or Wisdom check using Woodcarver's Tools. On a successful check, the staff becomes a Staff of Swarming Insects. On a failed save, it becomes a normal quarterstaff.

# EICKKONIG

HUGE PLANT, CHAOTIC EVIL

**Armor Class** 16 (natural armor)  
**Hit Points** 207 (18d12 + 90)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23	8	21	1	10	8
(+6)	(-1)	(+5)	(-5)	(+0)	(-1)

**Damage Vulnerabilities** Fire  
**Damage Resistances**

Bludgeoning, Piercing  
**Senses** Tremorsense 60 ft.,  
Passive Perception 10

**Languages** Common,  
Druidic, Elvish, Sylvan  
**Challenge** 14 (11,500 XP)

**Proficiency** +5

**Bound Together.** The eickkonig shares its mind with every corpse it has reanimated within 1 mile of it, and can communicate with them instantaneously and without limitation.

**Siege Monster.** The eickkonig deals double damage to objects and structures.

## ACTIONS

**Multiattack.** The eickkonig makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage

**Rock.** *Ranged Weapon Attack:* +11 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage

**Take Control.** The eickkonig sees through the eyes of a corpse it has reanimated, speaks using its mouth (if it still has one), and hears what it hears until the start of its next turn, gaining the benefits of any special senses that the corpse has.

**Entangling Roots (Recharge 5-6).**

The eickkonig's roots emerge from the ground and wrap around creatures in a 15-foot radius around it. Each creature in that area must succeed on a DC 19 Dexterity or Strength saving throw or take 18 (4d8) necrotic damage and be grappled by entangling roots (escape DC 16). While grappled, the creature is restrained, loses 9 (2d8) hit points at the start of each of its turns, and the eickkonig regains hit points equal to that amount.

## BONUS ACTIONS

**Reanimate (1/day).** The eickkonig animates up to two corpses of creatures with a Challenge Rating of 14 or lower within 15 feet of it. The corpses have the same statistics they did in life, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only weapon attack action options. A reanimated corpse is under the control of the eickkonig and acts as an ally of the eickkonig.

Each corpse remains animated until it dies; until the eichkonig dies or is more than 1 mile from the reanimated corpse; or until the eichkonig takes a bonus action to turn it back into an inanimate corpse.

## LEGENDARY ACTIONS

The eichkonig can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The eichkonig regains spent legendary actions at the start of its turn.

**Attack.** The eichkonig makes one Slam attack.

**Command Corpse.** The eichkonig targets one reanimated corpse 30 feet of it. The target can make one melee weapon attack using its reaction, if available, and has advantage on the attack roll.

**Throw (Costs 2 Actions).** The eichkonig makes one Rock attack.

**Enfeebling Root (Costs 2 Actions).** Choose one creature within 120 feet of the eichkonig. That creature must succeed on a DC 19 Strength (Athletics) or Dexterity (Acrobatics) check or be grappled by the root. While grappled, the creature deals only half damage with weapon attacks that use Strength.

## BREAKABLE PARTS

The eichkonig has two breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the eichkonig or uses a spell that targets one creature, it can choose to target one of the eichkonig's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the eichkonig) from the list below.

\* **Arm (DC 14).** (AC 18; 40 HP). The eichkonig has two arms. When an arm is broken, the number of times the eichkonig can use its Attack legendary actions per round is reduced by 1.

\* **Roots (DC 16).** (AC 16; 40 HP) The eichkonig has an unfathomable number of roots. When a root is destroyed a random reanimated corpse within 120-feet of the eichkonig is incapacitated until the end of its next turn.

Dealing damage to a part deals damage to the eichkonig. When the eichkonig finishes a short or long rest, all broken parts are healed.



# Encumbrenumbra

## THE THOUSAND-FACED VESSEL

**E**ncumbrenumbras are demonic vessels possessed by many minor fiendish spirits at once, in amounts ranging from several dozen to a few hundred. Also called “abyss eaters,” these demons feast on other, lesser demons within the Abyss. Each time they feed, a fragment of their prey’s spirit remains inside them. The will of an encumbrenumbra is in constant battle with those of the spirits that possess it as a result of its feeding.

### MOTIVATION

Encumbrenumbras are usually brought to the Material Plane by abyssal cults who have summoned them there, either purposefully or inadvertently. Like all demons, encumbrenumbras exist to inflict pain, suffering, and chaos. Unlike other demons, however, encumbrenumbras are calculating and strategic in their murder, rather than carelessly destructive. They are also some of the only demons who make vague attempts at what other creatures would call “art.” On the Material Plane, they prefer to hunt and consume creative individuals, such as painters, writers, and sculptors.

### PRESENCE

After an encumbrenumbra has killed, it always leaves a portion of the corpse behind that it does not eat. It uses these remains to construct grisly art pieces, such as entrails nailed to a wall in an abstract pattern, or using bone fragments to spell out abyssal curse words, or strategically arranging scraps of flesh so that they flap loudly in the breeze. It pulls out tufts of its hair and scratches off flakes of its skin in pained frustration as it is often overwhelmed by the voices in its head.



## VULNERABILITIES

The incessant, multi-voiced chattering of the encumbrenumbra can be quickly overwhelming. Iron plugs placed in the ears will prevent the wearer from hearing the demon's cries, whether they be auditory or telepathic.

## LAIR

Encumbrenumbra prefer to make their lairs in noisy environments to better drown out the competing voices that chatter in their heads. On the Material Plane, encumbrenumbra might lurk in caves hidden behind waterfalls, or in the cellar crawl space below a busy smithy. In the Abyss, they might lair in towers of bone and gore beside grand halls of torture, where the screams of the damned echo ceaselessly. Encumbrenumbra cover their lairs with abyssal runes and nonsensical poetry painted with their own blood.



## TACTICS

The encumbrenumbra is wildly aggressive in combat, with little regard for strategy other than being in proximity to as many possible enemies at once, so that it can make full use of its Gibbering ability and its Demonic Spirits action. It uses its Claw attack on whichever target it thinks it can kill the fastest, though because of the many spirits that possess it, it is prone to strategic errors and attacking whichever enemy last provoked it. It uses its Bite on any enemy it has successfully grappled.



d6

## Rumor

1 Encumbrenumbra are one of the few demons willing to engage members of the mortal races in conversations.

2 Encumbrenumbra wear jewellery fashioned out of the remains of their prey.

3 The summoning process of an encumbrenumbra requires the sacrifice of a particularly creative individual, to be added to the encumbrenumbra's spirit hoard.

4 When an encumbrenumbra is slain, the spirit fragments that possessed it are unleashed.

5 Encumbrenumbra cannot stand the sound of music.

6 The poetry in an Encumbrenumbra's lair can reveal hints as to the desires of its different spirits, which can be used to fuel its inner conflict.

## LOOT

The brain of an encumbrenumbra is said to permanently increase one's innate magical ability if it is prepared and consumed properly. Its blood, when used as ink to write with, can draft messages that induce madness upon their reading.

A PC can make a DC 13 Wisdom (Survival) check, or other check the GM deems appropriate, to obtain loot from the encumbrenumbra. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a vial of encumbrenumbra blood. A PC can choose to have another make their skill check if they so choose.

d4

Loot

- | d4 | Loot                 |
|----|----------------------|
| 1  | Encumbrenumbra Blood |
| 2  | Encumbrenumbra Tail  |
| 3  | Spirit in a Jar      |
| 4  | Encumbrenumbra Brain |

## ITEM EFFECTS

**Encumbrenumbra Blood.** You have an 8 oz vial of blood. The first time a creature reads a message written in this blood it must succeed on a DC 15 Wisdom saving throw or be afflicted with long-term madness for 1d10 x 10 hours.

**Encumbrenumbra Brain.** A creature can cook this brain by succeeding on a DC 25 Intelligence or Wisdom check using cooking utensils. On a successful check, a creature that consumes the brain gains a permanent +1 bonus to its spell save DC and spell attack rolls. Eating more than one brain provides no additional benefit. On a failed save or if a creature that consumes the brain raw, it gains a new character flaw from the Indefinite Madness table that lasts until cured.

**Spirit in a Jar.** You can smash this jar as an action to cast the spirit guardians spell (spell save DC 10, or your spell save DC). When cast in this way, the spell deals necrotic damage no matter what your alignment is.

**Encumbrenumbra Tail.** A creature succeeds on a DC 10 Dexterity or Intelligence check using Leatherworker's tools, the tail transforms into a quiver. When you make a ranged weapon attack using ammunition from this quiver and roll a 15 or higher on the attack die, the ammunition returns to you unbroken after hitting the target(s).



## ENCUMBRENUMBRA

LARGE FIEND (DEMON), CHAOTIC EVIL

**Armor Class** 16 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 40 ft., climb 40 ft.

**STR DEX CON INT WIS CHA**

20 15 18 13 11 14

(+5) (+2) (+4) (+1) (+0) (+2)

**Skills** Perception +3, Stealth +5

**Damage Resistances**

Cold, Fire, Lightning

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft.,

Passive Perception 13

**Languages** Abyssal, Common

**Challenge** 7 (2,900 XP)

**Proficiency** +3

**Gibbering.** The demonic spirits inside the encumbrenumbra babble incoherently while the encumbrenumbra can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the encumbrenumbra and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly

determined creature within its reach or does nothing if it can't make such an attack.

### ACTIONS

**Multiattack.** The encumbrenumbra makes two Claw attacks.

**Bite. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 18 (3d8 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if its teeth are broken. If the target is grappled by the encumbrenumbra and this damage reduces the creature to 0 hit points, the encumbrenumbra bites off its head.

**Claw. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage, and the target is grappled (escape DC 10). Until this grapple ends, the creature is restrained, and the encumbrenumbra can't use its Claws against another target.

**Demonic Spirits (Recharges after a Short or Long Rest).** Demonic spirits escape from the slits on the encumbrenumbra's body and flit around it to a distance of 15 feet for 1 minute. When a creature starts its turn or enters the area for the first time on a turn, it must make a DC 12 Dexterity saving throw, taking 13 (3d8) force damage on a failed save, or half as much damage on a successful one.

## BREAKABLE PARTS

The encumbrenumbra has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher the the DC listed below.

When a creature makes an attack against the encumbrenumbra or uses a spell that targets one creature, it can choose to target one of the encumbrenumbra's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the encumbrenumbra) from the list below.

\* **Teeth (DC 13).** (AC 18; 30 HP). When the encumbrenumbra's teeth are broken

its bite damage is reduced by 1d8 and it can no longer bite a target's head off.

\* **Legs (DC 15).** (AC 16; 60 HP). When the encumbrenumbra's legs are broken, it must succeed on a DC 12 Strength saving throw at the end of each of its turns or fall prone.

\* **Eyes (DC 19).** (AC 17; 20 HP) When the encumbrenumbra's eyes are broken, it has disadvantage on Wisdom (Perception) checks and its darkvision is reduce by 60 feet.

Dealing damage to a part deals damage to the encumbrenumbra. When the encumbrenumbra finishes a short or long rest, all broken parts are healed.



# Famish Geist

## THE HUNGERING DEAD

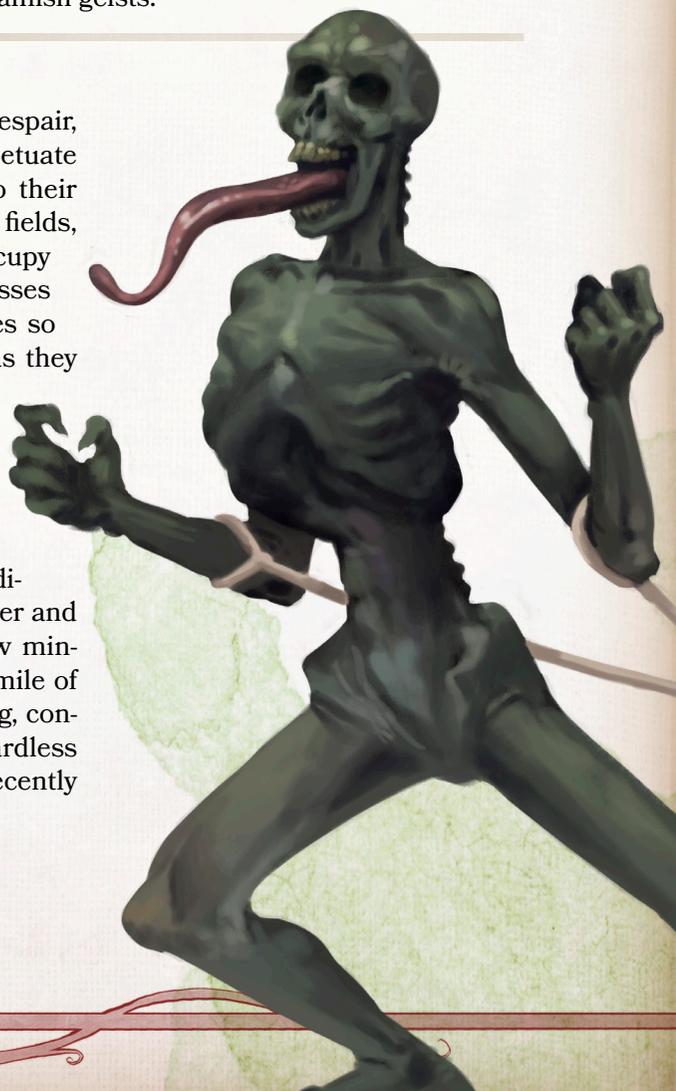
**F**amish geists are the malevolent spirits of those who died of starvation or malnourishment, either directly or indirectly. These spirits manifest most often where the causes of their deaths were the results of greedy or negligent rulers or landowners. Conditions such as crushing taxes that make the cost of living prohibitively expensive, failing local defenses that leave fields to be pillaged by bandits, and neglected agricultural infrastructure that constrains supply all might produce famish geists.

### MOTIVATION

Consumed by rage and despair, famish geists exist to perpetuate the conditions that led to their death. They wither crop fields, harass farmers, and occupy infrastructure and businesses such as mills and bakeries so that others might suffer as they did.

### PRESENCE

All food items in areas where the famish geist has passed through as well as within a 10-foot-radius of the famish geist wither and rot over the span of a few minutes. Creatures within a mile of the famish geist feel strong, consistent hunger pangs, regardless of how much they have recently eaten.



## VULNERABILITIES

Those who have abstained from food and drink for a period of two days when they engage the famish geist will find that its attacks have reduced effectiveness against them. Famish geists are repelled by refined sugar; they will have difficulty attacking any who surround themselves with it or carry a pouch of it on their person.

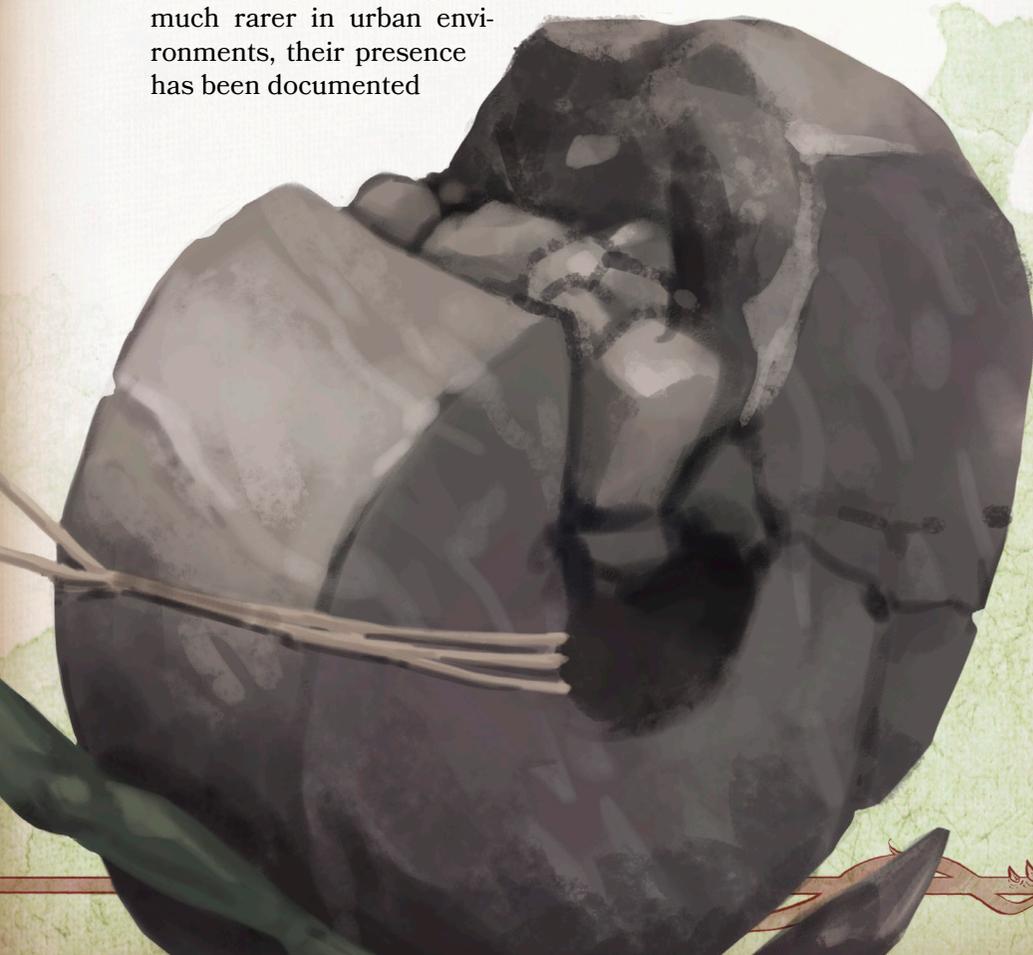
## LAIR

Famish geists linger at sites that were significant to them in life. In rural areas, old farmhouses and grain mills are common lairs. Though famish geists are much rarer in urban environments, their presence has been documented

at bakeries and butcher shops. These undead often take on appearances that reflect the lairs they inhabit — a geist occupying a mill, for example, might manifest with its arms shackled to millstones that it swings about in combat.

## TACTICS

The famish geists uses its Forked Tongue attack until it has grappled a target, and then follows up with Bite attacks against the target it has grappled. It tries to position itself to affect as many creatures as possible with its Ravenous Aura.



- 1 Famish geists can be lured by prepared food. The sights and smells of a hearty meal are sure to attract the attention of a famish geist.
- 2 Some famish geists believe a specific person, such as a gluttonous baron, is the cause of their suffering. Killing this person may put the famish geist to rest.
- 3 Those slain by a famish geist immediately have all of their flesh wither from their bodies, leaving only bones behind.
- 4 It takes a famish geist only one day and one night to render an entire farm's soil inhospitable for all plant life.
- 5 A famish geist avoids places where others who have died of famine are buried.
- 6 The famish geist's favorite food in life, a particular pie or dish seasoned with a specific rare herb, remains untouched by it's presence.



## REWARD

If the correct corresponding rituals are carried out, the essence of a famish geist can be captured in gems that confer benefits to the user. Some produce gems that instantly confer the benefits of a full night's rest. Other gems replicate the effects of spells such as ray of enfeeblement and blight.

A PC can spend one minute channeling the spiritual energy of the famish geist and making a DC 11 Intelligence (Arcana) check, or Intelligence (Religion) check. On a successful check, the PC compresses the energy into a gem and the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a chipped quartz. A PC can choose to have another make their skill check if they so choose.

d4

Loot

- 1 **Flawed Amethyst.** A gem that can be placed in a necklace or ring by spending 1 hour cutting it and succeeding on a DC 14 Dexterity, Intelligence, or Wisdom check using Jeweler's Tools. While wearing this piece of jewelry, you gain a +2 bonus to your passive Perception.
- 2 **Flawed Aquamarine.** A gem that can be placed in a necklace or ring by spending 1 hour cutting it into a heart shape and succeeding on a DC 14 Dexterity, Intelligence, or Wisdom check using Jeweler's Tools. On a success, the jewelry becomes a Periapt of Health.
- 3 **Flawed Moonstone.** A gem that can be placed in a necklace or ring by spending 1 hour cutting it and succeeding on a DC 14 Dexterity, Intelligence, or Wisdom check using Jeweler's Tools. While wearing this piece of jewelry in darkness, it sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.
- 4 **Flawed Diamond.** A diamond worth 100gp (or a different value determined by your GM).

## FAMISH GEIST

MEDIUM UNDEAD, NEUTRAL EVIL

**Armor Class** 12

**Hit Points** 35 (10d8 - 10)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
7	14	8	10	18	10
(-2)	(+2)	(-1)	(+0)	(+4)	(+0)

**Skills** Athletics +0

**Damage Resistances** Acid; Fire; Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Cold, Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** the languages it knew in life

**Challenge** 3 (700 XP or 450 XP with Breakable Parts))

**Proficiency** +2

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

**Incorporeal Movement.** The famish geist 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.

**Ravenous Aura.** At the start of each of the famish geist's turns, nonmagical plants that aren't a creature in the area, such as trees or shrubs, wither and die and each creature within 5 feet of the famish geist takes 7 (2d6) necrotic damage and the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the famish geist regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The creature dies if this effect reduces its hit point maximum to 0.

If the creature has abstained from food and drink for the last two days, it takes half as much damage.

### ACTIONS

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature that is grappled by the famish geist, incapacitated, or restrained. **Hit:** 5 (1d6 + 2) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the famish geist regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

*Forked Tongue.* **Melee Weapon**  
**Attack:** +4 to hit, reach 15 ft., one target. **Hit:** The target is grappled (escape DC 15) and pulled up to 15 feet straight towards the famish geist. Until the grapple ends, the target is re-

strained and has disadvantage on Strength checks and Strength saving throws, and the famish geist can't use its forked tongue on another target.

### BREAKABLE PARTS

The famish geist has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the famish geist or uses a spell that targets one creature, it can choose to target one of the famish geist's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the famish geist) from the list below.

- \* *Ethereal Tongue (DC 13).* (AC 13; 10 HP). The famish geist's tongue can be broken multiple times, reforming at the start of each of the famish geist's turns. When the tongue is broken, the creature grappled by it is freed.
- \* *Chest (DC 17).* (AC 12; 20 HP). When the famish geist's chest is broken, its ravenous aura wanes, reducing the damage it deals by 1d6.

Dealing damage to a part deals damage to the famish geist. When the famish geist finishes a short or long rest, all broken parts are healed.

# Garghoul

## THE TERROR IN THE STONE

**G**arghoul is a gargoyle that was born out of an infusion of a mortal spirit into previously inanimate stone through powerful necro-conjuration magic. Though a garghoul retains no personality traits or memory of its former life, the nature of its creation grants it an intelligence superior to traditional gargoyles and consistent with the mortal races. Garghoul has limited spellcasting abilities and their faces are so horrifying as to induce madness in those that meet their gaze.

### MOTIVATION

Garghoul live to serve their creator. They submit to their superior eagerly for as long as their sadistic urges are given an outlet. Even knowing that there is but a chance that they will be allowed to torture a trespasser for as long as they please is enough for them to guard, motionless, a building for decades at a time. If their creator is dead or otherwise absent, garghoul seek out other vile-minded individuals so that they may satisfy their primal instincts of service. They pledge their undying fealty in exchange for the opportunity to be part of a greater wickedness. While guard duty is their most common and preferred assignment, it is not uncommon for garghoul to carry out more mobile tasks, such as assassination or kidnapping.

### PRESENCE

Garghoul have uniquely-shaped jaws and claws that leave distinctive markings which are recognizable by a well-trained eye. Any bodies left behind by a garghoul are marked with many non-lethal wounds inflicted before a killing blow was delivered, a result of the garghoul's penchant for inflicting suffering.

### VULNERABILITIES

For reasons unknown, but likely as a result of some peculiarity of their creation ritual, garghoul have an instinctual fear of the color purple. Those who dress themselves in such a color or paint their skin accordingly will have advantages over the garghoul in combat. Silvered weapons deal increased damage against garghoul.



## LAIR

Gharghounds that serve a master are typically assigned to guard dark dungeons, forbidden vaults, and other places of power. Independent gharghounds that do not currently serve a master are rare. These rare gharghounds, though, prefer to lair at sites similar to what they would typically guard, such as ruined temples and abandoned crypts.

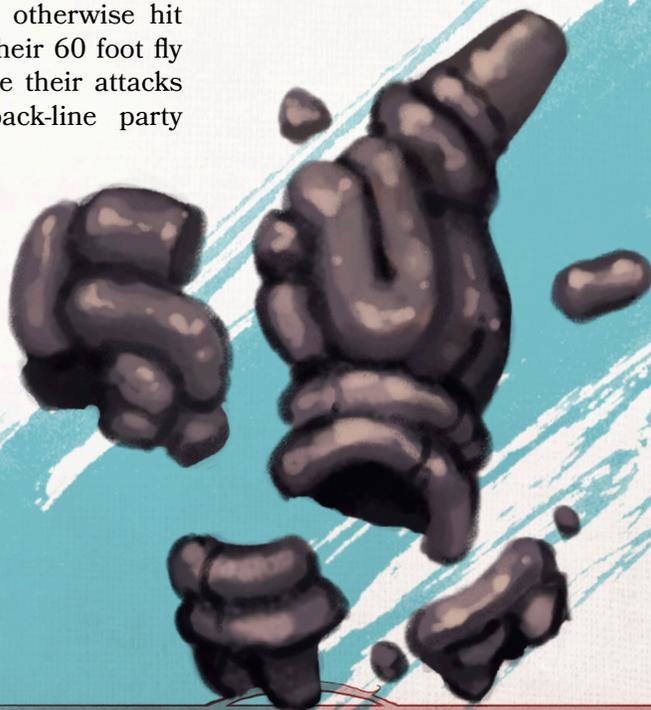
## TACTICS

Gharghounds attempt to fight in areas that are at least dimly lit, so that other creatures can fall victim to their Maddening Gaze. They use their Claw attack first when using their Multiattack, hoping to paralyze their target before following up with their Bite. They reactively cast Shield to protect themselves from attacks that would otherwise hit them. They use their 60 foot fly speed to prioritize their attacks on vulnerable back-line party members.

d4

## Rumor

- 1 Only those who have murdered an innocent person are capable of completing the ritual necessary to create a gharghoul.
- 2 Gharghounds bicker ceaselessly with each other and fight for dominance among their own kind.
- 3 Though they do not need to eat, gharghounds very much enjoy the taste of sweets.
- 4 A gharghoul that kills a spellcaster may absorb some of their magic.



## REWARD

A PC can make a DC 12 Wisdom (Survival) check, or other check the GM deems appropriate, to obtain loot from the garghoul. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a Garghoul Eye. A PC can choose to have another make their skill check if they so choose.



d4

Loot

- 1** **Garghoul Eye.** This eye can be ingested. When a creature consumes this eye, it must succeed on a DC 12 Constitution saving throw or be subjected to Short Term Madness for 1d10 minutes. If the creature fails the save by 5 or more, it suffers from Long Term Madness for 1d10x10 hours instead.
- 2** **Garghoul Core.** While attuned to this core, you know the chill touch cantrip. If you already know the cantrip, you gain a +1 bonus to its spell attack roll.
- 3** **Garghoul Stone Shard.** When you spend one hour working with material you can make a DC 14 Intelligence or Wisdom check using Jeweler's Tools to create a Stone Amulet on a success. While attuned to this amulet, you have advantage on saving throws against being paralyzed.
- 4** **Garghoul Wings.** You can combine the two wings of the garghoul into a +1 shield by spending 1 hour with the materials and succeeding on a DC 18 Strength or Intelligence check using Smith's Tools. On a failed check, the wings are twisted and contorted increasing the DC by 2 for each additional attempt to create the shield.

# GARGHOUL

LARGE UNDEAD, CHAOTIC EVIL

**Armor Class** 15 (natural armor)

**Hit Points** 60 (8d10 + 16)

**Speed** 30 ft., fly 60 ft.

**STR DEX CON INT WIS CHA**

16 11 14 10 14 7 (-2)  
(+3) (+0) (+2) (+0) (+2)

## Damage Resistances

Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

**Damage Immunities** Poison

**Condition Immunities**z

Charmed, Exhaustion, Petrified, Poisoned

**Senses** Darkvision 60 ft.,

Passive Perception 12

**Languages** Terran

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

**Proficiency** +2

**Almost False Appearance.** While the garghoul remains motionless, it is indistinguishable from an inanimate statue to creatures 30 feet or further away from it.

**Maddening Gaze.** If a creature starts its turn within 30 feet of the garghoul and the two of them can see each other, the garghoul can force the creature to make a DC 12 Wisdom saving throw if the garghoul isn't incapacitated. On a failed save, the creature suffers from Short Term Madness for 1d10 minutes or until it is targeted by the *lesser restoration*

spell. On a success, the creature is immune to the garghoul's Maddening Gaze for 24 hours.

Failing additional saving throws does not subject the creature to additional short term madness effects or increase its duration, but a creature that is suffering from madness fails its saving throw by 5 or more, its madness is upgraded (changing the madness effect and duration); Shortterm to Longterm (increasing its duration to 1d10x10 hours), or Longterm to Indefinite (lasts until cured)

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 garghoul until the start of its next turn, when it can avert its eyes again. If it looks at the garghoul in the meantime, it must immediately make the save.

If the garghoul sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

## ACTIONS

**Multiattack.** The garghoul makes two Bite attacks and one Claw attack.

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

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage or 3 (1d6) if at least one claw is broken. If the target is a creature other than an elf or undead, it must succeed on a DC 12 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.

**Spellcasting.** The garghoul casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12 ; +4 to hit with spell attacks):

- \* At will: *chill touch* (1d8), minor illusion
- \* 2/day each: *shield*, *stinking cloud*

### BREAKABLE PARTS

The garghoul has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the garghoul or uses a spell that targets one creature, it can choose to target one of the garghoul's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the garghoul) from the list below.

- \* **Wings (DC 12).** (AC 15; hp 30). When the garghoul's wings are broken, it falls at the end of a turn if it's airborne and the only thing holding it aloft is its flying speed.

- \* **Claw (DC 14).** (AC 16; hp 20). The garghoul has two claws. When its first claw is broken, it can't add its strength modifier to its Claw attack's damage (included in the attack). When both claws are broken, targets automatically succeed on their Constitution saving throw against its Claw attack.

- \* **Eyes (DC 18).** (AC 17; hp 30). When the garghoul's eyes are broken, it can only force one creature per round to make a saving throw against its Maddening Gaze.

Dealing damage to a part deals damage to the garghoul. When the garghoul finishes a short or long rest, all broken parts are healed.

# Grimgillet

## A CAUTIONARY TALE INCARNATE

The creatures that lurk at the edges of the Far Realm are formless and terrible. On the rare occasion that one of these creatures finds its way to the Material Plane, it must assume physical form so that it may draw power. Some of these Far Realm beings are known as grimgilletts — creatures who take form on the Material Plane from the stories and myths of the mortal races, particularly stories that inspire fear in their listeners. Grimgilletts, like most of the Far Realm, do not have minds and personalities as the mortal races would understand them. They are more akin to metaphysical forces of eldritch energies.

### MOTIVATION

Grimgilletts most often take their shape and motivations from fairytales. The longer they spend on the Material Plane, the further the grimgilletts become entrenched in the stories that they have attached themselves to. Grimgilletts have no comprehensible motivation beyond this instinctual manifestation. They soon start to behave as the subject of these fairytale would — signature murders, kidnapping naughty children, or stealing from the rich, as applicable to whatever story they have attached themselves to.

### PRESENCE

Grimgilletts assume the identity of a specific character or creature in a story, though their forms can never be a perfect physical representation of what they depict. Faces are warped, colors are shifting and mismatched, and any voices are garbled and piercing. No matter their form, grimgilletts always leave a strong smell of ozone in their wake.



## VULNERABILITIES

Those who are familiar with the story a grimgillet has attached itself to can use its contents to their advantage by assuming certain roles or carrying out certain actions consistent with the story to either draw the grimgillet's attention or identify weaknesses. Those who have written out said story, and then burned the paper it was written on in a low-burning fire at midnight, will have resistance against the grimgillet's attacks.

### LAIR

The lair of a grimgillet on the Material Plane is dependent on the role it has assumed. A grimgillet with similarities to the big bad wolf or a well-known witch might lair in an abandoned cottage. One that assumes the role of a great beast might lair in a foreboding cavern. Any grimgillet lair is twisted by its presence, gradually becoming filled with small rifts in space, time, and planar fabric.

### TACTICS

The strategy of a grimgillet and how willing it is to engage in direct combat will depend on the character it has assumed on the Material Plane. Generally, it uses its Sculpted Illusion ability as often as it can. It prioritises its Illusory Attack against most targets to take advantage of the saving throw which is difficult for most characters. It falls back to its Eldritch Burst attack if there are no enemies within 15 feet of it.

d6

## Rumor

1 Grimgilletts and other Far Realm aberrations can enter the Material Plane through portals opened only during extremely rare celestial alignments.

2 Instead of confronting a grimgillet directly, it can be immediately destroyed if the portal it used to enter the Material Plane is destroyed.

3 A grimgillet can never be permanently destroyed. It always reforms in the Far Realm.

4 When a grimgillet is destroyed, any who encountered it on the Material Plane lose all memory of the story that it took shape from.



## REWARD

If the correct corresponding rituals are carried out, the essence of a grimgillet can be captured in gems that confer benefits to the user. Some gems confer the benefits of limited telepathic abilities. Others can be used to temporarily enhance the strength of spells.

A PC can spend one minute channeling the eldritch energy of the grimgillet and making a DC 15 Intelligence (Arcana) check, or Intelligence (Religion) check. On a successful check, the PC compresses the energy into a gem and the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a 1d4 flawed black spindles. A PC can choose to have another make their skill check if they so choose.

d4

Loot

1 **1d4 Flawed Black Spindles.** When you cast a spell you can use this gem to use one metamagic option from the sorcerer's class Metamagic feature on the spell. When you do this gem is destroyed.

2 **1d4 Lavender Torus.** When you cast a spell, you can use this gem to change the damage type of the spell to cold, fire, lightning, or poison.

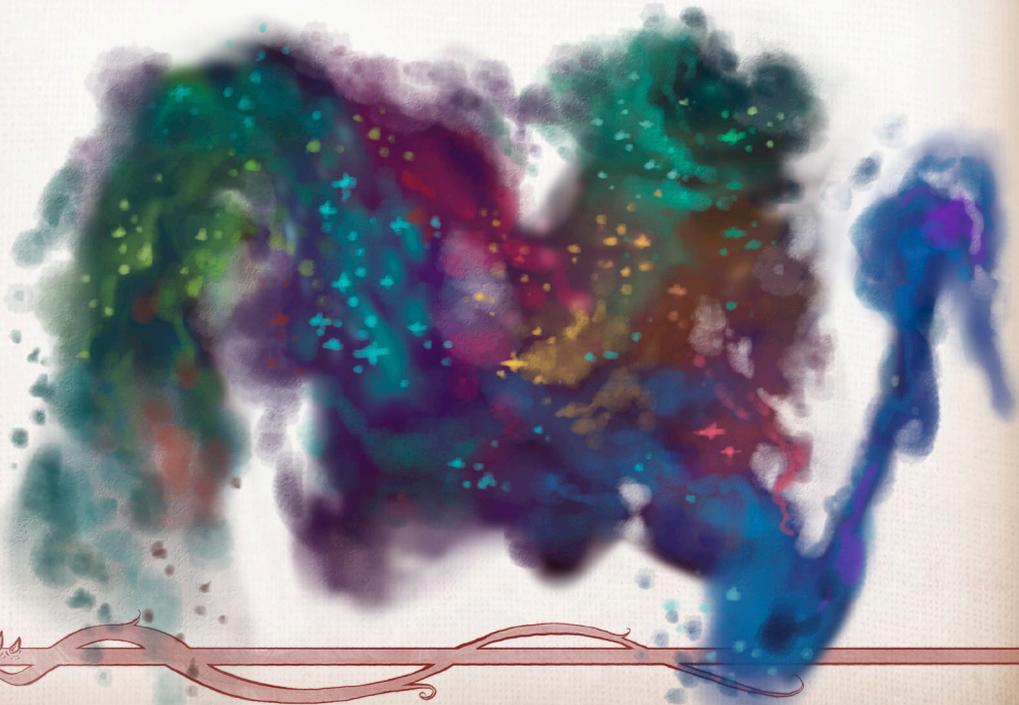
3 **Purple Prism.** When you cast a spell, you can use this gem to increase your spell save DC by 2 until the end of the turn, destroying the gem in the process.

4 **Rose Catseye.** While attuned to this gem, you can use an action to toss it into the air, the gem orbits your head at a distance of 1d3 feet and you are granted telepathy out to 30 feet. Thereafter, another creature must use an action to grasp or net the gem to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the gem, ending its effect.

This gem has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.



- 1 A clawed, hairy creature with big eyes that hides under beds and in the dark recesses of ancient wardrobes.
- 2 A warty, green-skinned hag that flies through the night on a broomstick, scouring villages for naughty children.
- 3 A big bad wolf, prowling the woods in the hopes that someone might leave the trail. For its victims, it prefers those clad in red.
- 4 A knight in dark armor, guarding an ancient bridge, challenging all who wish to pass to a gruesome duel.
- 5 A red-nosed jester, its sad features hidden by a fake grin. Always it looks for those who would play with it.
- 6 An evil monarch holding court deep within a dark wood. They forever seek to thwart those who might hope to surpass them in beauty.
- 7 A swarm of severed hands, hiding under the floorboards. Come nightfall, they scratch angrily at the wood.
- 8 A tempestuous lothario, tempting the good and innocent into acts of depravity and leaving regret in their wake.



# GRIMGILLET

MEDIUM ABERRATION, ANY ALIGNMENT

**Armor Class** 17 (natural armor)  
**Hit Points** 170 (20d8 + 80)  
**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4	10	18	16	14	20
(-3)	(+0)	(+4)	(+3)	(+2)	(+5)

**Saving Throws** Int +7,  
Wis +6, Cha +9

**Damage Immunities** Poison

**Condition Immunities**

Charmed, Exhaustion,  
Frightened, Petrified,  
Poisoned, Unconscious

**Senses** Darkvision 60 ft.,  
Passive Perception 12

**Languages** the languages of  
the shape it has taken

**Challenge** 10 (5,900 XP)

**Proficiency** +4

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

**Many Faced.** The grimgillet can take on many forms. In its true form, it appears as a cloud of eldritch energy with a fly (hover) speed of 30 feet. Most often it takes its shape and motivations from fairytales. When it does, the grimgillet takes on the movement speeds of the shape it has taken.

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

## ACTIONS

**Multiattack.** The grimgillet makes three Eldritch Blast attacks or three Illusory Attacks.

**Eldritch Burst.** *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 11 (2d10) necrotic damage. If the grimgillet is not in its true form, the target rationalizes this attack as something the grimgillet current shape would do.

**Illusory Attack.** The grimgillet appears to make one attack against a creature within 15 feet of it. That creature see must make a DC 17 Intelligence saving throw. On a failed save, the creature rationalizes how the attack hits it, taking 16 (3d10) psychic damage on a failed save. On a successful save, the target rationalizes how the attack misses it.

**Sculpted Illusion (Recharge 5-6).** The grimgillet creates the illusion of an area attack at a point within 120 feet of it.

Each creature of the grimgillet's choice in a 20-foot-radius sphere centered on that point must make a DC 17 Intelligence saving throw, taking 44 (8d10) psychic damage on a failed save, or half as much damage on a successful one.

# Hadal Nokk

## THE LURKER OF THE LAKE

**H**adal nokks are miserable, solitary creatures who hate the world and rightly believe that the world hates them in turn. These amphibious shapeshifting menaces used to be humans, or dwarves, or elves, or similar, but have been transformed into monsters by a foul combination of dark magic and their own hatred. They emerge from their aquatic lairs at night to hunt those that they believe are loved.

### MOTIVATION

The hadal nokk is motivated by its own self-hatred and loathing to collect, and in some cases extinguish, objects and individuals that are loved and desired by others. Since the hadal nokk cannot experience love itself, it attempts to bring itself satisfaction by destroying it. During the day, the hadal nokk uses its shapeshifting to hide in plain sight among civilization, identifying its next targets. At night, in its true form, it hunts its prey and brings it back to its lair. The hadal nokk may steal items of great sentimental value, abduct children loved unconditionally, or abduct a young romantic absorbed in the lustful ecstasy of new love.

### PRESENCE

In its true form, where applicable, the hadal nokk leaves footprints coated in a thin layer of translucent blue slime. It emanates a strong earthy odor. While shapeshifting, though the hadal nokk can create a perfect visual illusion, it cannot conceal its odor, cannot speak or produce any sound, and its disguised form does not hold up to close physical inspection.

### VULNERABILITIES

The hadal nokk cannot bear to confront the love and beauty lost in its past. Every hadal nokk has a personal vulnerability that it avoids — it may be a bedtime story that was told to it when it was a child, a song sung by a lost lover or family member, or a piece of art it once held dear.





### TACTICS

The hadal nokk will do everything it can to force combat in its lair, where it is likely to have the underwater advantage. It attempts to prioritise its Tentacle attack on targets with lower Dexterity or Strength scores so that its grapple attempt is more likely to be successful. It uses Siphon Life as often as it can on any grappled creatures.

### LAIR

Hadal nokks lair within sub-surface caves at the bottom of lakes or along oceanic coasts. Their lairs are often filled with items of sentimental value stolen from the surface, along with the drowned corpses of those that they dragged into the depths.

1 While out with his new love, the local blacksmith caught a strange-looking man staring rudely from afar. When confronted, the man smelled strongly of earth, uttered nothing at all, and soon ran away.

2 Soft, drowned violin music can be heard faintly above the water when the hadal nokk is present in its lair.

3 The hadal nokk can supernaturally bring creatures such as eels, snapping turtles, and sharks under their control.

4 Soft, drowned violin music can be heard coming from the hadal nokk's lair when it is inside, identifying its location.

5 A man, Thomas, was exiled from the village years ago as punishment for practising witchcraft. Some believe this man has transformed into the monster that afflicts the village.

6 The house that Thomas used to live in is now abandoned, and many locals believe it is haunted. Curiously, Thomas left much of his belongings behind when he left.

## LOOT

Though hadal nokks collect items that are primarily sentimental in purpose, some of the items in their lairs may well hold coincidental monetary value. The heart of a hadal nokk is a key component in various necromantic rituals. Its tentacles, when ingested, are effective at suppressing emotions and shielding the mind from unwanted advances.

A PC can make a DC 11 Wisdom (Survival) check, or other check the GM deems appropriate, to obtain loot from the hadal nokk. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a Hadal Nokk Treasure. A PC can choose to have another make their skill check if they so choose.

d4

Loot

- 1 Hadal Nokk Treasure
- 2 1d4 Hadal Nokk Tentacle Tip
- 3 Hadal Nokk Eye
- 4 Hadal Nokk Heart

## ITEM EFFECTS

**Hadal Nokk Eye.** You can combine this eye with a nonmagical helmet, or other headwear, transforming it into a Helm of Underwater Seeing. While attuned to this helmet, you have darkvision out a range of 120 feet while submerged underwater.

**Hadal Nokk Heart.** A key component in various necromantic rituals. Sought by wizards or component vendors (Value determined by your GM; Suggested value: 25 - 300 gp).

**Hadal Nokk Tentacle Tip.** When you eat one of the hadal nokk fingernails, you suppress all strong emotions you may have for the next hour as if by the calm emotions spell and you are hidden from divination magic, and you can't be perceived through magical scrying sensors for the same duration.

**Hadal Nokk Treasure.** You find one of the following treasures (GM's choice) on the hadal nokk or in its lair: 5d6 cp, 4d6 sp, Chipped Azurite worth 4 gp, embroidered silk handkerchief worth 10 gp, Hematite Ring worth 12 gp, Small Golden Braclet worth 25 gp.



## HADAL NOKK

MEDIUM ABERRATION, TYPICALLY NEUTRAL EVIL

**Armor Class** 15 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft., swim 30 ft.

**STR DEX CON INT WIS CHA**

**16 9 15 14 16 16**

**(+3) (-1) (+2) (+2) (+3) (+3)**

**Skills** History +4, Insight +7, Perception +5

**Senses** Darkvision 120 ft.,  
Passive Perception 15

**Languages** Common,  
Deep Speech

**Challenge** 2 (450 XP)

**Proficiency** +2

**Amphibious.** The hadal nokk can breathe air and water.

### ACTIONS

**Tentacle (True Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is Medium or smaller it is grappled (escape DC 13).

**Unarmed Strike (Humanoid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage

**Siphon Life.** One creature the hadal nokk is grappling must succeed on a DC 13 Strength saving throw or take 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic

damage taken, and the hadal nokk regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

### BONUS ACTIONS

**Change Shape.** The hadal nokk transforms into a Medium humanoid or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying melds with its new form or is worn by the new form. The hadal nokk reverts to its true form if it dies or falls unconscious.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hadal nokk takes a lair action to cause one of the following effects.

- \* Water in the hadal nokk's lair magically becomes a conduit for the creature's revulsion. The hadal nokk can target any number of creatures it can see in such water within 60 feet of it. A target must succeed on a DC 13 Wisdom saving throw or take 3 (1d6) psychic damage. The hadal nokk can't use this lair action again until it has used a different one.

- \* A wave of emotions emanates out from the hadal nokk in a 15-foot radius. Each creature in that area must succeed on a DC 13 Charisma saving throw or be indifferent about the hadal nokk until the end of its next turn. This indifference ends early if the creature is attacked or harmed by a spell or if it witnesses any of its friends being harmed. The hadal nokk can't use this lair action again until

it has used a different one.

- \* The lair fills with 2 feet of water for 1 minute or until the hadal nokk uses a different lair action. While the water remains, the lair is difficult terrain for any creature that doesn't have an innate or magical swim speed.
- \* The hadal nokk uses Siphon Life.

### BREAKABLE PARTS

The hadal nokk has two breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the hadal nokk or uses a spell that targets one creature, it can choose to target one of the hadal nokk's breakable parts that it is aware of (using the same skills and saving throws as the hadal nokk) from the list below.

- \* *Tentacles (DC 11)*. (AC 15; 8 HP). The hadal nokk has six tentacles. When a tentacle is broken, the DC to escape from its grapple is reduced by 1.
- \* *Whiskers (DC 13)*. (AC 17; 10 HP). The hadal nokk has two whiskers. When a whisker is broken, the hadal nokk loses the use of one random lair action.
- \* *Gills (DC 17)*. (AC 16; 20 HP). When the gills are broken, the hadal nokk is unable to breath underwater

Dealing damage to a part deals damage to the hadal nokk. When the hadal nokk finishes a short or long rest, all broken parts are healed.



# Nagelbeer

## SCOURGE OF ASH AND IRON

**T**he nagelbeer is the physical manifestation of cursed ground. It resembles a monstrous bear, but instead of furred flesh, thousands of bent and broken nails coalesce to give it form. Its claws are rusted knives. In the middle of its forehead is a glowing runic pattern that functions as an eye, from which unholy fire and other dark magic can be projected by the nagelbeer. Its distended jaws hang open, spewing forth an unholy breath that smells like a hundred rotting corpses.

### MOTIVATION

A nagelbeer may be formed where evil forces and fiery destruction reduce settlements to ash, from the nails and other metal material left unconsumed by flame. Nagelbeers are violent, malevolent forces of magic that exist only to continue the destruction from which they were birthed. They roam the landscape in search of settlements to destroy, leaving a trail of smouldering villages across the countryside. They feed only on flesh that has been charred black.



## PRESENCE

Nagelbeers attack and destroy entire villages in a single rampage, reducing them to ash. Bent and broken nails marked with abyssal runes are periodically shed from their bodies and left in their wake. Those killed by the nagelbeer's flames leave shadowy imprints on the environment around them.

## VULNERABILITIES

Edged weapons are useless against a nagelbeer unless they strike at its eye. Only blunted instruments such as warhammers and clubs are sufficient to crush the nails that make up its form. Corrosion is deadly to the nagelbeer. Acid damage from spells or magical weapons is highly effective. Weapons coated in the saliva of a rust monster and wielded against a nagelbeer always strike true.



## TACTICS

In combat, the nagelbeer will use its Unholy Breath on its first turn, and then subsequently focus its attacks on those cursed by its breath. On most turns, the nagelbeer will use its legendary actions for spellcasting, prioritising *darkness* and *hypnotic pattern* followed by *bane* and *bestow curse*. It uses *shatter* when it can affect at least two enemies at once.

## LAIR

Nagelbeers take a primal relish in the destruction that they cause. They often linger at their crime scenes for a few nights at a time, holing up inside burned-out farmhouses or meeting halls to bask in the smoke and ash.



d6

## Rumor

A travelling merchant was selling strangely-marked nails, claiming they would infer magical powers if

- 1 shaved down and ingested. Those who ingested the nails were soon found dead, blood leaking from their orifices.

A mercenary company led by a necromancer sacked a local village and burned it to the ground, inadvertently summoning the nagelbeer that now roams the area.

2

Those that witness a nagelbeer attack are plagued by visions of dancing shadows and fiery death.

3

The spirits of the dead linger at sites destroyed by the nagelbeer. Some are consumed by pain and rage, but others retain stronger memories of their former selves.

4

The pattern of three recently destroyed villages would suggest that the creature is moving east.

5

Nagelbeers can speak and understand any language.

6

## LOOT

It is said that a blade forged from the nails recovered from the nagelbeer's corpse will cut through demons like a scythe through grain. The eye of the nagelbeer is the primary component in a potion that confers truesight to those that ingest it.

A PC can make a DC 12 Wisdom (Survival) check, or other check the GM deems appropriate, to obtain loot from the nagelbeer. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets 2d4 Rusty Nails. A PC can choose to have another make their skill check if they so choose.

d4

Loot

- | d4 | Loot                    |
|----|-------------------------|
| 1  | 2d4 Rusty Nails         |
| 2  | Nagelbeer Claws         |
| 3  | 1d6 Rune Inscribed Nail |
| 4  | Pristine Nails          |

## ITEM EFFECTS

**Nagelbeer Claws.** A creature that spends one hour working with with these claws and succeeds on a DC 12 Strength, Intelligence, or Wisdom check using Smith's Tools, creates spiked brass knuckles. While wearing these brass knuckles, your unarmed strikes deal slashing dam-

age instead of bludgeoning damage and you can use a d6 in place of the normal weapon damage dice with unarmed strikes.

**Pristine Nails.** You can spend 10 minutes affixing these nails to a weapon that deals bludgeoning damage. At the end of the 10 minutes, you must make a DC 12 Smith's Tools (Strength, Intelligence, or Wisdom) check. On a successful check, the weapon deals an extra 1d4 piercing damage until you roll a 1 on your attack roll with that weapon. On a failed check, the weapon deals an extra 1 piercing damage until you roll a 1 on your attack roll with that weapon.

**Rune Inscribed Nail.** As an action you can stab yourself with this nail (taking 1 piercing damage) to cast a cantrip that has a casting time of 1 action from the Wizard's spell list

**Rusty Nails.** You can spend 1 minute replacing the tip of an arrow or bolt with a rusty nail. A creature hit by this ammunition must succeed on a DC 13 Constitution saving throw or become diseased. The disease has no effect for 1 hour and can be removed by any magic or potion that cures disease. After 1 hour, the diseased creature is unable to speak, eat, or move its jaw until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, curing the disease on a success.

# NAGELBEER

MEDIUM CONSTRUCT, UNALIGNED

**Armor Class** 16 (natural armor)

**Hit Points** 91 (14d8 + 28)

**Speed** 40 ft., climb 30 ft.

**STR DEX CON INT WIS CHA**

**15 10 14 2 (-4) 14 7 (-2)**  
(+2) (+0) (+2) (+2)

**Skills** Perception +5

**Damage Vulnerabilities** Acid

**Damage Immunities**

Piercing and Slashing from  
Nonmagical Attacks

**Senses** Blindsight 60  
ft., Darkvision 120 ft.,  
Passive Perception 15

**Languages** —

**Challenge** 5 (1,800 XP)

**Proficiency** +3

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

**Rust Susceptibility.** A weapon that is coated in the saliva of a rust monster bypasses the nagelbeer's damage resistances and immunities.

## ACTIONS

**Multiattack.** The nagelbeer uses Rend and then makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage, or 9 (2d6 + 2) plus 4 (1d8) necrotic damage while cursed.

**Unholy Burst.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage or necrotic damage (GM's choice), or 5 (1d10) fire damage or necrotic damage (GM's choice) plus 4 (1d8) necrotic damage while cursed.

**Rend.** Choose one creature within 5 feet of the nagelbeer. If that creature is wearing nonmagical armor, it must succeed on a DC 13 Dexterity saving throw or the creature's armor takes a permanent and cumulative -1 penalty to the AC it offers. If the armor is reduced to an AC of 10, it is destroyed.

**Spellcasting.** The nagelbeer casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

- \* 2/day each: *bane*, *bestow curse*, *shatter*
- \* 1/day each: *darkness*, *hypnotic pattern*

**Unholy Breath (Recharge 5-6).** The nagelbeer exhales a noxious gas in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 13 (3d8) necrotic damage and be cursed for 1 minute on a failed save, or half as much damage and isn't cursed on a successful one. While cursed, the

nagelbeer's attacks and spells deal an extra 4 (1d8) 8 necrotic damage to the target (included in the attacks).

### LEGENDARY ACTIONS

The nagelbeer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. the nagel-

beer regains spent legendary actions at the start of his turn.

*Detect.* The nagelbeer makes a Wisdom (Perception) check.

*Move.* The nagelbeer moves up to half its speed.

*Attack (Costs 2 Actions).* The nagelbeer makes one Claw attack or one Unholy Burst attack.

*Cast a Spell (Costs 3 Actions).* The nagelbeer uses Spellcasting.

### BREAKABLE PARTS

The nagelbeer has two breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the nagelbeer or uses a spell that targets one creature, it can choose to target one of the nagelbeer's breakable parts that it is aware of (using the same skills and saving throws as the nagelbeer) from the list below.

\* *Claws (DC 13).* (AC 16; 15 HP; immunity to Piercing and Slashing from nonmagical attacks). The nagelbeer has two claws. When both of its claws are broken, it can no longer use Rend.

\* *Eye (DC 15).* (AC 17; 40 HP). When the eye is broken, the nagelbeer loses its blindsight, its darkvision is reduced to 60 feet, and it has disadvantage on ranged spell attacks.

Dealing damage to a part deals damage to the nagelbeer. When the nagelbeer finishes a short or long rest, all broken parts are healed.



# Oathwretch

## THE BROKEN BELIEVER

**A**n oathwretch is the tortured spirit of a paladin that failed to uphold their oath in the days or moments leading up to their death. Paladins who fled in cowardice, who took vengeance against the wrong target, or who misplaced their sense of justice may all return as oathwretches, especially if these circumstances were related to their death. They most often appear as disembodied skulls, still attached to their spines and rib cages, surrounded by ghostly light.

### MOTIVATION

An oathwretch seeks to uphold the oath that it failed to in life, and so the motivation of an individual oath wretch is dependant upon this oath. In death, adherence to these oaths becomes obsessive and compulsive, with single-minded interpretation. Oathwretches dedicated to vengeance apply this vengeance indiscriminately against the living. Others dedicated to the crown may haunt the corridors of the palace, bellowing warnings and striking down any who attempt to subdue them.

### PRESENCE

The environment through which an oathwretch travels is painted by echoes of its tortured existence. Even after an oathwretch has left an area, witnesses may still hear its ghostly ramblings bouncing off of walls or shaking through the leaves of trees. Such ramblings speak often of justice, truth, and vengeance. Oathwretches are prone to smiting objects in their environment out of anger and frustration, leaving the smoking remains of unholy fire in their wake.



## VULNERABILITIES

Oathwretches are overcome by envious fury in the presence of living paladins, for they remind them of their own failures. They will focus all of their attacks against a paladin in combat, ignoring any other combatants. Weapons bathed in holy water will strike with greater accuracy and deal increased damage against an oathwretch.

## LAIR

Some oathwretches might lair at sites where they died, or sites that were particularly relevant to them in life, especially if they believe they can continue to uphold their oath at those sites, such as temples or entire settlements. These sites may be occupied by the living or they may be entirely abandoned. Other oathwretches may roam an area of land they are familiar with in order to uphold their oath, such as a specific forest or stretch of farmland.

## APPEARANCE

The appearance of an oathwretch depends on the oath it has sworn to uphold, as determined by the following table:

<i>Oath</i>	<i>Appearance</i>
<i>Ancients</i>	Green ghostly light, ribcage interwoven with dead vines and leaves
<i>Devotion</i>	Blue ghostly light, spectral heart appears in ribcage
<i>Vengeance</i>	Red ghostly light, skull drenched in blood
<i>Crown</i>	Purple ghostly light, broken crown atop skull
<i>Redemption</i>	Yellow ghostly light, flowers growing in eye sockets



## REWARD

The skull of an oathwretch can be used as a ward against evil spirits. Bones from its ribcage can be used to detect poison and to cleanse food and drink of impurities.

A PC can make a DC 14 Wisdom (Survival) check, or other check the GM deems

appropriate, to obtain loot from the oathwretch. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets oathwretch ash. A PC can choose to have another make their skill check if they so choose.

d4

Effect

- 1** **Oathwretch Ash.** You can combine this ash with water over the course of 10 minutes by succeeding on a DC 14 Intelligence, or Wisdom check using Alchemist Supplies before pouring it into a vial. On a success, the mixture creates a Potion of Poison.

- 2** **Oathwretch Rib Bone.** When you spend one hour whittling this material you can make a DC 14 Dexterity, Intelligence, or Wisdom check using Woodcarver's Tools to create a Wand of the Apothecary on a success.

This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the detect poison and disease or purify food and drink spell from it. The wand regains 1d3 expended charges daily at dawn.

- 3** **Oathwretch Skull.** You can combine this skull with a silver or gold neckless, by spending 1 hour and succeeding on a DC 16 Strength or Intelligence check using Jeweler's Tools to create a Skull Amulet on a success. While attuned to this amulet, undead creatures have disadvantage on attack rolls against you. You also can't be charmed, frightened, or possessed by them.

- 4** **Oathwretch Longsword.** This weapon is a +1 longsword



# OATHWRETCH

MEDIUM UNDEAD, LAWFUL EVIL

**Armor Class** 19 (splint, shield)

**Hit Points** 93 (11d8 + 44)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

**19 10 18 9 12 17**  
**(+4) (+0) (+4) (-1) (+1) (+3)**

**Saving Throws** Con +8, Cha +7

**Damage Resistances** Necrotic

**Damage Immunities**

Cold, Fire, Poison

**Condition Immunities**

Charmed, Frightened,  
Paralyzed, Poisoned

**Senses** Darkvision 60 ft.,

Passive Perception 11

**Languages** Common

**Challenge** 9 (5,000 XP)

**Proficiency** +4

**Illumination.** The oathwretch's head sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

**Rejuvenation.** If the oathwretch is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

## ACTIONS

**Multiattack.** The oathwretch makes two Longsword attacks.

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 5 (1d10) slashing damage if used with two hands.

**Abjure Enemy (Recharges after a Short or Long Rest).** One creature the oathwretch can see within 60 feet of it must make a DC 15 Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw. On a failed save, the creature is frightened for 1 minute, until it takes any damage, or the oathwretch's spiritual core is broken. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed.

**Spellcasting.** The oathwretch casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

- \* At will: *bane*, *hunter's mark*
- \* 2/day each: *hold person*
- \* 1/day each: *haste*, *protection from energy*

## BONUS ACTIONS

*Misty Step (Recharge 5-6).* The oathwretch is briefly surrounded by silvery mist, before it teleports up to 30 feet to an unoccupied space that it can see.

*Vow of Enmity (Recharges after a Short or Long Rest).* The oathwretch utters a vow of enmity against a creature it can see within 10 feet of it. The oathwretch gains advantage on attack rolls against the creature for 1 minute, until it drops to 0 hit points, falls unconscious, or its spiritual core is broken.

## LEGENDARY ACTIONS

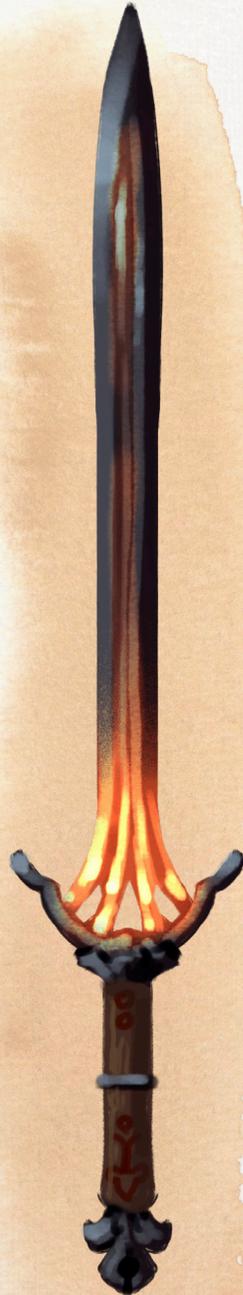
The oathwretch can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The oathwretch regains spent legendary actions at the start of its turn.

*Attack.* The oathwretch makes a Longsword attack.

*Cast a Spell (Costs 2 Actions).* The oathwretch uses Spellcasting

*Trip Attack (Costs 2 Actions).* The oathwretch makes a Longsword attack. If the attack hits, the target takes an extra 3 (1d6) damage, and it must succeed on a DC 16 Strength saving throw or be knocked prone.

*Defensive Stance (Costs 3 Actions).* The oathwretch takes the Dodge action.



## BREAKABLE PARTS

The oathwretch has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the oathwretch or uses a spell that targets one creature, it can choose to target one of the oathwretch's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the oathwretch, in addition to gaining those listed in the parts statistics) from the list below.

\* *Shield (DC 14)*. (AC 19; hp 30; resistance to piercing and slashing damage). When the oathwretch's shield is broken, it is destroyed and the oathwretch must find a new shield to heal this part.

\* *Main-Hand (DC 16)*. (AC 19; hp 20). The oathwretch's main hand can be broken four times. The first three times it is broken, it reduces the number of times it can use its Attack legendary action by one per round. The final break reduces the number of attacks it can make on its turn by one.

\* *Spiritual Core (DC 20)*. (AC 21; hp 40; immunity to bludgeoning, piercing, and slashing from nonmagical attacks). Located behind the ribcage, when this core is destroyed, the oathwretch's Abjure Enemy and Vow of Enmity ends, and its Misty Step can no longer recharge until the core is healed.

Dealing damage to a part deals damage to the oathwretch. When the oathwretch finishes a short or long rest, all broken parts are healed.

# Kindlekraner

## WHAT'S BUILT MAY BURN

**K**indlekranners are capricious creatures of fey origin who have been infused with primordial energies from the Elemental Plane of Fire, making them extraplanar nomads and outcasts who find no permanent home in either of the planes from which they share ancestry. The original kindlekranners were goblins from the Fey-gloom who were enslaved by efreetis and transformed by powerful magic to suit their new purpose as the builders of great citadels of fire. In the millennia since, the kindlekranners have freed themselves and have become scattered across the planar fabric, carving out meagre existences of subsistence and chaos.

### MOTIVATION

After years of forced servitude where they were used as builders, kindlekranners, freed from their vile masters, take pleasure in fiery destruction. Kindlekranners are simple-minded beings that are instinctively driven to burn down unnatural structures — any structures that would not naturally occur in nature. The creatures prefer to work slowly and mindfully, burning single structures at a time and taking care to revel in the sights and sounds of combustion.

### PRESENCE

The fires set by a kindlekraner appear blue and purple instead of orange and red. Though the fires give off no heat and feel cool to the touch, they burn and destroy just as efficiently as regular flame. The charred aftermath of a kindlekraner's fires smells of honey and brimstone.

### VULNERABILITIES

Kindlekranners have a natural aversion to wool, and will be hesitant to strike those who cover themselves in the wool of a lamb. A potion brewed with buckwheat and honey as key ingredients will make the user resistant to the kindlekraner's fires.



K

## LAIR

Kindlekraners are nomadic, and as such they never remain in one location for long. When they do stop to rest, however, they dig small burrows into the ground and conceal the entrances with whatever materials are readily available, including vegetation in natural environments or floorboards, furniture, or flagstones in urban ones. A kindlekraner never remains in a particular burrow for longer than three days.

## TACTICS

Kindlekraners prefer to avoid direct combat. If cornered, however, they use their Touch attack against any targets in melee range, prioritising flammable enemies, and then try to use their Melting Wax attack to grapple enemies so that their Nimble Escape can better be used to create distance and disengage.

d6

## Rumor

1 Kindlekraners reproduce asexually. New kindlekraners can be birthed in the charred remains of ancient trees.

2 A kindlekraner will never intentionally destroy the natural environment. They take great care to ensure their fires are controlled and destroy only what is precisely intended to be destroyed.

3 Kindlekraner's can create portals and vortexes to to Elemental Plane of Fire.

4 Melted wax from a kindlekraner's candle is entirely edible — it tastes sweet, like taffy, and is a popular treat in Feygloom courts.

5 Those who both wield fire and are in touch with the natural world might find an admiring ally in a kindlekraner.

6 Kindlekraners are entranced by bright colors, and might spare structures which have been vividly painted.



## REWARD

The heart of a kindlekraner, if ritually removed from the body, grants its holder resistance to fire damage. The hand of a kindlekraner, when dried, ground into a powder, mixed with sand, and ingested, allows one to summon a spectral hand as an extension of their body.

A PC can make a DC 10 Wisdom (Survival) check, or other check the GM deems appropriate, to obtain loot from the kindlekraner. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a Kindlekraner Crystallized Candle. A PC can choose to have another make their skill check if they so choose.

d4

Loot

1 **Kindlekraner Crystallized Candle.** This material appears identical to a regular candle. You can use an action to speak a command word, igniting the wick that burns with a blue or purple flame and continues burning until you repeat the command word. The candle provides bright light in a 5-foot radius and dim light for an additional 5 feet.

2 **Kindlekraner Hand.** When this material is dried, ground into a powder, mixed with sand, and ingested, it summons a spectral hand for 1 hour that acts as if it was conjured by the mage hand spell.

3 **Kindlekraner Wing.** You can attach these wings to any armor or attire that covers your upper body by spending one hour working with the materials and succeeding on a DC 12 Dexterity, Intelligence, or Wisdom check using Tinkerer's Tools. While attuned to the attire these wings are attached to, you have a fly speed of 10 feet, but you fall at the end of your turn if you are airborne and the only thing holding you aloft is your flying speed.

4 **Kindlekraner Heart.** While attuned to this heart, you can use your reaction or bonus action to gain resistance to fire damage until the end of your next turn. Once you use this property, you can't use it again until you finish a long rest.



## KINDLEKRANER

MEDIUM FEY, CHAOTIC EVIL

**Armor Class** 10

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft., fly 30 ft.

**STR DEX CON INT WIS CHA**

**14 10 14 7 10 8**  
(+2) (+0) (+2) (-2) (+0) (-1)

**Condition Immunities** Poisoned  
**Senses** Blindsight 60 ft.

(blind beyond this radius),  
Passive Perception 10

**Languages** understands Goblin  
and Ignan but can't speak

**Challenge** 1/2 (100 XP)

**Proficiency** +2

**Bad Flier.** The kindlekraner falls at the end of a turn if it's airborne and the only thing holding it aloft is its flying speed.

### ACTIONS

**Touch. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 3 (1d6) cold 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) cold damage at the start of each of its turns.

**Melting Wax. Ranged Weapon Attack:** +4 to hit, range 20/40 ft., one target. **Hit:** 2 (1d4) cold damage, and the target is grappled (escape DC 12).

### BONUS ACTIONS

**Lit Wick.** The kindlekraner sheds dim light from the wick on its head in a 5-foot radius, increases the illumination to bright light in a 5- to 20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguishes the flame.

**Nimble Escape.** The kindlekraner takes the Disengage or Hide action.

## BREAKABLE PARTS

The kindlekraner has two breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the kindlekraner or uses a spell that targets one creature, it can choose to target one of the kindlekraner's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the kindlekraner) from the list below.

- \* *Wings (DC 11)*. (AC 11; hp 6). When the kindlekraner's wings are broken, its flight speed is reduced to 0.
- \* *Wick (DC 13)*. (AC 12; hp 4; immune to poison and psychic damage). When the kindlekraner's wick is broken, its melting wax deals bludgeoning damage instead of cold and no longer grapples a target.

Dealing damage to a part deals damage to the kindlekraner. When the kindlekraner finishes a short or long rest, all broken parts are healed.



# Shimmerglot

ALL THAT IS GLOT DOES NOT GLITTER

**S**himmerglots are living, subterranean vessels of wild magic, which churns within their bodies and causes them great discomfort if not channelled appropriately. To harness this wild magic and soothe their pain, these arcane monstrosities augment themselves with minerals and gems. Their skin has adhesive and alchemical properties that allow the creatures to cover their bodies in mineral fragments, which, as they gradually become absorbed into their flesh, act as outlets and release valves for the wild magic that roils within them.

## MOTIVATION

Shimmerglots are singularly motivated to find and harvest new minerals, especially ruby, sapphire, emerald, topaz, amethyst, and opal. Though shimmerglots have the physiology to extract such minerals from rocks themselves, they are known to be a deadly threat to miners if they realize that they can pilfer from the wide scale extraction operations. The creatures are exceedingly rare above ground, but there has been at least one documented instance of a shimmerglot running rampage through a royal palace, collecting all of the applicable treasure it can and erupting powerful magic at any in its way.

## PRESENCE

Shimmerglots leave a scent in their wake that smells strongly of vanilla mixed with cloves. Shimmerglots are also constantly leaking wild magic, resulting in otherwise unexplainable phenomena appearing in areas through which they've travelled.

## VULNERABILITIES

Shimmerglots take increased damage from blunt weapons. They are also highly averse to any reflective surfaces, for they cannot bear to witness their own forms.



## LAIR

Shimmerglots lair in deep subterranean caverns. They decorate these caverns the same way they do their bodies, shaping them into glittering caves of amalgamated minerals. Shimmerglot lairs become infused by the wild magic that they release, which can result in varying environmental effects such as dense foliage, antimagic fields, and random living spell manifestations.

## TACTICS

In combat, the shimmerglot fights erratically, with little regard for offensive tactics or strategy. If two or more targets enter its melee range, it uses its Flash ability to blind them. It prioritizes the *scorching ray*, *burning hands*, and *shatter* spells, positioning itself to try and affect as many targets as possible. It saves spells such as *entangle*, *blindness/deafness*, and *invisibility* to attempt to retreat once it is reduced to half its hit points or fewer.

d6

## Rumor

Shimmerglots are self-replicating; each one is descended from the single failed experiment of a powerful mage, who was trying to create an arcane bioweapon.

1

Burying a shimmerglot's body in earth that is touched by the sun will create a portal to the Underdepths.

2

Those who have close interactions with a shimmerglot are at risk of becoming permanently infused with wild magic.

3

Shimmerglots can crudely mimic humanoid speech in limited capacities.

4



## REWARD

Gems harvested from the body of a shimmerglot retain wild magic properties absorbed from the creature. Certain gems, when ground into a powder and ingested, grant the user permanent minor spellcasting abilities.

A PC can make a DC 12 Wisdom (Survival) check, or other

check the GM deems appropriate, to obtain loot from the shimmerglot. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets Ruby Dust. A PC can choose to have another make their skill check if they so choose.

d10

Effect

- 1-2** *8oz Ruby Dust.* When you cast a spell, you can use 1 oz of this ruby dust to change its damage type to fire. Can be sold to merchants for 5g per ounce (or other value determined by your GM).
- 3-4** *8oz Sapphire Dust.* When you cast a spell, you can use this ruby dust to change its damage type to cold. Can be sold to merchants for 5g per ounce (or other value determined by your GM).
- 5-6** *8oz Emerald Dust.* When you cast a spell, you can use this ruby dust to change its damage type to poison. Can be sold to merchants for 5g per ounce (or other value determined by your GM).
- 7-8** *8oz Topaz Dust.* When you cast a spell, you can use this ruby dust to change its damage type to lightning. Can be sold to merchants for 5g per ounce (or other value determined by your GM).
- 9-10** *8oz Diamond Dust.* When you cast a spell, you can use this ruby dust to change its damage type to radiant. Can be sold to merchants for 7g per ounce (or other value determined by your GM).



## SHIMMERGLOT

SMALL MONSTROSITY, UNALIGNED

**Armor Class** 15 (natural armor)

**Hit Points** 110 (20d6 + 40)

**Speed** 30 ft., burrow 30 ft.

**STR DEX CON INT WIS CHA**

**15 10 14 5 18 10**  
**(+2) (+0) (+2) (-3) (+4) (+0)**

**Skills** Perception +6

**Damage Vulnerabilities**

Bludgeoning

**Damage Resistances**

Damage from Spells,  
Piercing and Slashing from  
nonmagical attacks

**Senses** Blindsight 30

ft., Darkvision 60 ft.,  
Passive Perception 16

**Languages** —

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

**Proficiency** +2

**Mineral Sense.** The shimmerglot knows the location of all minerals and gems within 30 feet of it.

**Wild Magic Focus.** When the shimmerglot casts a spell, it uses a random gem as its focus creating a surge of wild magic based on the type of gem (choose one or roll a d10):

**1-2 Ruby.** The spell's damage type changes to fire and for the next hour the shimmerglot leaves magical flaming footprints that last for one minute.

**3-4 Sapphire.** The spell's damage type changes to cold and the target is covered in ice for 1 hour or until it is subjected to fire

damage. If the target is subjected to fire damage while covered in this ice, it melts and reforms in a random unoccupied space within 30 feet of its original location.

**5-6 Emerald.** If the spell requires the creature to make a saving throw, the creature it is also poisoned for 1 minute on a failed save. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**7-8 Topaz.** The spell's damage type changes to lightning and roll a d20. On a 10 or higher, one target of the spell, body becomes blurred, shifting and wavering to all who can see. Until the start of the shimmerglot's next turn, any creature has disadvantage on attack rolls against that target. On a 9 or lower, the shimmerglot all creatures have disadvantage on attack rolls against it until the start of its next turn.

**9-10 Diamond.** The spell's damage type changes to radiant and one disease or one condition afflicting it ends. The condition can be blinded, deafened, paralyzed, or poisoned.

### ACTIONS

**Multiattack.** The shimmerglot makes one Claw attack and uses Spellcasting.

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

**Excavate Earth.** The shimmerglot targets a portion of dirt or stone that fits within a 5-foot cube and is within 5 feet of it, and moves it along the ground, depositing it up to 5 feet away.

**Flash.** (*Recharge 5-6*). The shimmerglot refracts the light off the gems on its body, creating a blinding flash. Each creature within 15-feet of the shimmerglot must succeed on a DC 14 Constitution saving throw or be 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.

**Wild Spellcasting.** The shimmerglot rolls on its Wild Magic Focus table and casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

- \* At Will: *firebolt, poison spray, ray of frost*
- \* 2/day each: *acid arrow, bane, burning hands, entangle, scorching ray, shatter, thunderwave*
- \* 1/day each: *blindness/deafness, faerie fire, invisibility*

## BREAKABLE PARTS

The shimmerglot has one breakable part. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the shimmerglot or uses a spell that targets one creature, it can choose to target the shimmerglot's breakable part if it is aware of it (using the same skills, saving throws, resistances, and immunities as the shimmerglot) from the list below.

- \* *Colored Gem (DC 14 or 18 if the creature is trying to find*

*a specific type of gem).* (AC 15; 10 HP). The shimmerglot has 10 (1d10 + 5) gems covering its body. There is a minimum of diamond 1, emerald, ruby, sapphire, and topaz. When a gem is broken, roll on a wild surge table below. When all of one type of gem on the shimmerglot's body are broken, that gem is removed as an option from the Wild Magic Focus trait.

Dealing damage to a part deals damage to the shimmerglot. When the shimmerglot finishes a short or long rest, all broken gems are replaced with new ones (re-rolling the number of gems it has covering its body).

## WILD SURGE TABLE

410

*Effect*

- 1 Each creature within 30 feet of the shimmerglot can hear the thoughts and intentions of all other creatures affected by this wild surge for 1 minute.
- 2 When the shimmerglot dies, small harmless animals/critters gather to pay their respects.
- 3 Psionic shards appear across the shimmerglot's body. When the shimmerglot dies, each creature within 5 feet of it must succeed on a DC 14 Dexterity saving throw or take 1d8 psychic damage.
- 4 Stream of fairies pour from the creature's mouth that destroyed the gem.
- 5 A magical force explodes out in a 15-foot radius around the shimmerglot. Each creature in that area must succeed on a DC 14 Strength saving throw or be knocked prone.
- 6 The creature that destroyed the gem and the shimmerglot swap places.
- 7 The creature that destroyed the gem grows rabbit ears that remain for 1 hour. While the creature has these ears, it has advantage on Wisdom (Perception) checks that rely on hearing.
- 8 Smoke trickles from the ears of all creatures within 60 feet of the shimmerglot for 1 minute.
- 9 The creature that destroyed the gem gains a +2 bonus to its AC for 1 minute or until the shimmerglot dies.
- 10 Each creature within 30 feet of the shimmerglot receives a potion of healing in its hand, pouch, or other easily reachable area.

# Storm Naga

## WARDENS OF THE TIDES

**S**torm nagas are among the most intelligent and capable of the naga kind. Millennia ago, these powerful creatures were originally tasked with protecting the civilizations of the seas and acting as mediators, guardians and lorekeepers of the merrow, merfolk, and other similar races. Storm nagas are masterly spellcasters and legendary orators who know their own greatness and are determined to exercise their influence to the best of their abilities.

### MOTIVATION

Storm nagas maintain an inherent fascination with the arts, culture, and philosophy of coastal and oceanic peoples. Depending on the alignment of an individual storm naga, this fascination may manifest positively, as distant supervision or loving protection, or negatively, as dispassionate conquering and acquisition of prized cultural artifacts.

### PRESENCE

As powerful and confident creatures, storm nagas rarely make any effort to conceal their presence. They are quick to build relationships and alliances with other creatures, and word spreads quickly of a storm naga's influence in the area.

### VULNERABILITIES

Storm nagas are vulnerable to the cold — spells that deal cold damage or weapons magically coated in rime are highly effective. A certain melody, when played in proximity of a storm naga, causes the storm naga to become charmed. It is believed that this melody is one of the last remaining vestiges of the ancient race that created and controlled the nagas.

### LAIR

Storm nagas often lair in opulent coastal or underwater palaces built by their servants or inherited from a lost aquatic society. Their lairs are usually protected by numerous arcane wards and the servants or slaves who are assigned to guard duties, and filled with numerous treasures either rightfully acquired or stolen depending on the naga's alignment.



## TACTICS

Storm nagas are unlikely to put themselves in a combat position outside of their lair or without a retinue of guards or faithful servants. A storm naga can deal the most damage by casting call lightning on its first turn, then following up with chain lightning or lightning bolt on its next two turns. If it thinks it will be bested, it uses dimension door to escape the fight.

d6

## Rumor

- 1 Storm nagas like to establish themselves as the leaders of factions or entire peoples.
- 2 Storm nagas believe divination magic to be an affront to the gods.
- 3 Storm nagas are ancient enemies of the elves.
- 4 A storm naga never makes the same mistake twice.
- 5 The death cry of a storm naga can be heard for miles, both above the water and below the surface.
- 6 The spirit of a storm naga must be destroyed after its body.



## REWARD

The scales of a storm naga can be fashioned into armor that provides resistance to most magical effects. A storm naga's heart is the key ingredient in a potion that allows the drinker to gaze into the future.

A PC can make a DC 14 Wisdom (Survival) check, or other

check the GM deems appropriate, to obtain loot from the storm naga. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a vial of storm naga saliva. A PC can choose to have another make their skill check if they so choose.

d4

Loot

1 **A Vial of Storm Naga Saliva.** When you drink this saliva, you can speak, read, and write in Aquan for 24 hours.

2 **Storm Naga Fingerbone.** Whenever you cast a spell that deals lightning or thunder damage while holding this fingerbone, you can cast it as if you were in a space within 15 feet of your actual location.

3 **Storm Naga Heart.** This material acts as the primary ingredient in a potion that is said to allow the drinker to gaze into the future. It can be combined with other ingredients (determined by your GM) by succeeding on a DC 20 Wisdom or Intelligence check using Alchemist Supplies. On a success, the drinker sees one positive potential future for itself. On a fail, the drinker sees one negative potential future itself.

The future the drinker see's could be any time between the next day to 100 years in the future. If the drinker succeeds on a DC 14 Wisdom check when it drinks the potion, it can choose a time in the future it wishes to see.

4 **Storm Naga Scales.** You can fashion these scales into a mantle by spending one hour and making a DC 16 Dexterity or Intelligence check using Weaver's Tools. On a failed check, it turns into a shimmering cloak. On a success it becomes a Mantle of Spell Resistance (SRD).

## STORM NAGA

LARGE MONSTROSITY, ANY ALIGNMENT

**Armor Class** 15 (natural armor)

**Hit Points** 135 (18d10 + 36)

**Speed** 40 ft., swim 60 ft.

**STR DEX CON INT WIS CHA**

16 15 14 20 15 16

(+3) (+2) (+2) (+5) (+2) (+3)

**Skills** Arcana +9, History +9, Persuasion +7

**Damage Resistances**

Damage from Spells

**Damage Immunities** Poison

**Condition Immunities**

Charmed, Exhaustion, Paralyzed, Poisoned

**Senses** Darkvision 60 ft.,

Passive Perception 12

**Languages** Aquan, Common

**Challenge** 9 (5,000 XP)

**Proficiency** +4

**Amphibious.** The storm naga can breathe air and water.

**Cold Susceptibility.** If the storm naga takes cold damage, it suffers two effects until the end of its next turn: its speed is halved, and it has disadvantage on Dexterity saving throws.

### ACTIONS

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

**Electric Grasp.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one

target. *Hit:* 18 (4d8) lightning damage, and the target can't take reactions until the start of its next turn.

**Spellcasting.** The storm naga casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

- \* At will: *mage hand*, *message*, *prestidigitation*
- \* 2/day each: *call lightning*, *dimension door*, *hold person*, *lightning bolt*, *thunderwave*
- \* 1/day each: *arcane eye*, *chain lightning*, *legend lore*

### LAIR ACTIONS

A storm naga encountered in its lair has a challenge rating of 10 (5,900 XP). On initiative count 20 (losing initiative ties), the storm naga takes a lair action to cause one of the following effects; the storm naga can't use the same effect two rounds in a row:

- \* The storm naga instantly inscribes a glyph (as if by the glyph of warding spell) on the surface of an unoccupied 10-foot-squared area within its lair. If the glyph is a spell glyph, it consumes one use of the spell from the storm naga's Spellcasting. If the glyph is

an explosive rune, it deals 13 (3d8) lightning damage.

- \* The storm naga calls forth three guards that appear from the entrance nearest to the storm naga. The guards flee if the storm naga dies.
- \* A thin blue streak of lightning springs from the storm naga's

pointing finger to a creature the storm naga can see within 60 feet of it. That creature must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn. If the save fails by 5 or more, the creature is paralyzed until the end of its next turn instead.

### BREAKABLE PARTS

The storm naga has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the storm naga or uses a spell that targets one creature, it can choose to target one of the storm naga's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the storm naga, , in addition to gaining those listed in the parts statistics) from the list below:

- \* *Ribs (DC 14)*. (AC 15; hp 30). The storm naga's ribs can be broken three times. Each

time the ribs are broken, choose one lair action. That lair action can no longer be used

- \* *Amulet (DC 16)*. (AC 17; hp 50; immunity to bludgeoning, piercing, and slashing from nonmagical attacks). When the storm naga's amulet is broken, it no longer has resistance to damage from spells.
- \* *Mind (DC 20)*. (AC 15; hp 20; immunity to all damage except psychic). The storm naga has disadvantage on Constitution saving throws to maintain concentration when its mind is broken.

Dealing damage to a part deals damage to the storm naga. When the storm naga finishes a short or long rest, all broken parts are healed.



# The Swordbearer

## AVENGER OF THE WRONGED DEAD

**T**he swordbearer is a corporeal spirit summoned by those who wish to get revenge on others who have committed horrible crimes. It manifests as a ten-foot-tall, troll-like creature with a hunched back, disproportionately long arms, and several dozen swords, axes, lances, and other bladed instruments impaled into its back. The wounds from these impalements never heal; blood oozes and drips ceaselessly from its flesh. The swordbearer wears an expressionless iron mask that has one eyehole covered. The other reveals a blood-shot eyeball that rotates wildly in its socket.

### BOUNTY

“People of our village have been disappearing in the forest. Their dismembered bodies are later found strung up amongst the trees, impaled by swords left by an unknown hand. Surely a monster lurks among us. Those brave enough to hunt and kill such creature shall be rewarded with our finest diamonds, and should speak to the Alderman to know more.”

### MOTIVATION

The swordbearer seeks to deliver punishment to those who have thus far escaped justice. Its scope is variable and defined by its summoner — it may pursue a solitary farmer who strangled his wife in a drunken rage, or it may hunt the countless descendants who currently benefit from the institutional atrocities committed by their ancestors.

### PRESENCE

A mild, ferrous scent persists along the path that the swordbearer travels for a period of three days and three nights. Drops of purplish blood from its open wounds drip onto the ground in its wake. The spirit leaves a rusted sword in any corpse it creates.





## VULNERABILITIES

The swordbearer is afraid of children, for a child can never be truly guilty. Potions that make one's appearance seem younger will assist in combat, as the swordbearer will be hesitant to strike the young.

## LAIR

Swordbearers must recover between their hunts, for their bodies are wracked by eternal pain. They prefer to do so where the dead lie, in places such as graveyards, battlefields, or other sites of mass death. It is here where they rest their pained bodies and sharpen the blades that they carry.

## TACTICS

While it can use it, the swordbearer will make use of its javelin for ranged attacks rather than its dagger. It prefers its longsword for melee. It tries to focus damage on one creature until they are reduced to 0 hit points, at which point it moves to its next target using its Rampage bonus action. If possible, it uses its legendary actions to knock targets prone before the start of its turn to give itself advantage on its attacks. Otherwise, it uses its legendary actions to either attack a creature when it is in an advantageous position, or to reposition itself if its current position is disadvantageous. It uses its Magic Weapon bonus action as often as it can.

d6

## Rumor

1 The miller's son saw the spirit. It screamed with the force of ten men and then fled into the wood.

2 An old tome written by a practised occultist details the swordbearer and its supposed weaknesses. The wizard who owns the book will not lend it without a favor.

3 The creature was summoned by the priest of the local temple, who resents the village for their lynching of his father.

4 The swordbearer only hunts at night. It must rest during the day.

5 There is a forgotten graveyard from centuries past, hidden in the growth of the wood. The swordbearer lairs there each day.

6 They who summon the creature must inflict their chest and forearms with ritual cuts. If not concealed, such wounds can be used to identify the summoner.

## REWARD

Many of the weapons carried by the swordbearer are worthless. A few, however, are magical artefacts once belonging to tyrant warlords and corrupt merchant kings. Those brave and skilled enough to slay the swordbearer are free to wield these weapons for themselves and reclaim their power. The following table provides specific mechanics for harvesting and reward.

A PC can make a DC 14 Wisdom (Survival) check, or other check the GM deems appropriate, to obtain loot from the swordbearer. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets 1d4 weapon shards. A PC can choose to have another make their skill check if they so choose.

d4	Loot
1	1d4 Weapon Shards
2	Swordbearer's Bone
3	Swordbearer's Blood (8oz)
4	Impaled Weapon

## ITEM EFFECTS

**Impaled Weapon.** This weapon was pulled from the back of the swordbearer. The weapon can be a dagger of venom, javelin of lightning or, a longsword that deals an extra 1d8 necrotic damage (GM's choice).

**Swordbearer's Blood (8oz).** A creature that ingests 8 ounces of the swordbearer's blood must succeed on a DC 15 Constitution saving throw against disease or be poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured. The blood can be delivered in food or a liquid.

**Swordbearer's Bone.** A material when ground up can be combined with a vial by succeeding on a DC 13 Alchemist Supplies (Intelligence) check, creating a potion of minor regeneration. When you drink this potion, you regain 2 hit points at the start of each of your turns for 1 minute, except on the turns when you took radiant damage since the end of your last turn.

**Weapon Shard.** As an action you can crush this shard to cast the magic weapon spell.

# THE SWORDBEARER

LARGE GIANT, CHAOTIC EVIL

**Armor Class** 16 (natural armor)  
**Hit Points** 157 (15d10 + 75)  
**Speed** 30 ft.

**STR DEX CON INT WIS CHA**  
18 13 20 7 9 7  
(+4) (+1) (+5) (-2) (-1) (-2)

**Saving Throws** Str +8, Con +9

**Skills** Athletics +8,  
Intimidation +2

**Damage Resistances**

Bludgeoning, Piercing,  
and Slashing from  
Nonmagical Attacks

**Condition Immunities**

Charmed, Exhaustion,  
Frightened

**Senses** Darkvision 60 ft.,  
Passive Perception 9

**Languages** Common

**Challenge** 9 (5,000 XP)

**Proficiency** +4

**Regeneration.** The swordbearer regains 10 hit points at the start of its turn. If the swordbearer takes radiant damage, this trait doesn't function at the start of its next turn. The swordbearer dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Fluid Spray.** Blood oozes and drips ceaselessly from the swordbearer's flesh. A creature that touches the swordbearer or hits it with a melee attack while within 5 feet of it must succeed

on a DC 17 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapses, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

## ACTIONS

**Multiattack.** The swordbearer pulls a weapon from its back and makes two melee weapon attacks or one ranged weapon attack. That weapon can be a battleaxe, dagger, javelin, or longsword.

It can use Magic Weapon before it makes its first attack if available.

**Battleaxe. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target.  
**Hit:** 7 (1d6 + 4) slashing damage. If this weapon is magical, the target must make a DC 15 Wisdom saving throw or become frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Dagger.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. If the dagger is magical and the target is a creature, it must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute.

**Javelin.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the weapon is magical and thrown at a target, it transforms into a bolt of lightning, dealing an extra 14 (4d6) lightning damage to the target. Additionally, each creature in a 5-foot wide line that extends out from the swordbearer to the target must make a DC 13 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target.

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands. If this weapon is magical, it deals an extra 4 (1d8) necrotic damage.

## BONUS ACTIONS

**Magic Weapon (Recharge 5-6).** Immediately after the swordbearer removes a weapon from its back, it speaks a command word, transforming the drawn weapon into a magical weapon until the start of its next turn.

**Rampage.** After the swordbearer reduces a creature to 0 hit points with a melee attack on its turn, the swordbearer moves up to half its speed and makes a melee weapon attack.

## LEGENDARY ACTIONS

The swordbearer can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The swordbearer regains spent legendary actions at the start of its turn.

**Attack.** The swordbearer makes one weapon attack with the weapon it is holding or pulls a new one from its back.

**Maneuver.** The swordbearer moves up to half its speed.

**Shove.** A creature within 5 feet of the swordbearer must succeed on a DC 18 Strength saving throw or be pushed 10 feet away. If the saving throw fails by 5 or more, the creature is also knocked prone.

## BREAKABLE PARTS.

The swordbearer has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the swordbearer or uses a spell that targets one creature, it can choose to target one of the swordbearer's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the swordbearer, in addition to gaining those listed in the parts statistics) from the list below.

- \* **Arm (DC 14).** (AC 18; 40 HP). The swordbearer has two arms. When an arm is broken, the number of legend-

ary actions the swordbearer can take is reduced by 1.

- \* **Back (DC 16).** (AC 16; 30 HP). The swordbearer's back can be broken three times. Each time it is broken it loses one weapon option from its Draw Weapon trait in the following order: Javelin, Longsword, Battleaxe.
- \* **Mask (DC 20).** (AC 16; 30 HP; resistance to piercing and slashing damage) When the mask is broken it does not break, instead the swordbearer is blinded until it uses an action to pull it off its face and set it back on properly. Once set, the mask can be broken again.

Dealing damage to a part deals damage to the swordbearer. When the swordbearer finishes a short or long rest, all broken parts are healed.



# Thespiris

## THE SHOW MUST GO ON AND ON

**A** thespiris is the spirit of a bard or similar performer who has remained bound to the Material Plane because of their unfinished business. Driven by unreached potential and broken dreams, thespirites haunt sites of performance, interfacing with and possessing the living in a hollow attempt to recreate what they most enjoyed in life.

### MOTIVATION

The specific motivations of each thespiris vary, but all of them share a common desire to continue to carry out the performances they did in life. Many take possessive control of the living, and can turn multiple victims at once into mindless puppets that act, sing, and dance, in their macabre shows. Some powerful thespirites have possessed enough victims to have many sit as audience members for the shows that they put on. These audience members endlessly laugh, cry, and clap their hands at the whim of the thespirites and their looping performances; their bodies held in a suspended animation as a result of the spirit's magic that prevents their aging.

### PRESENCE

Ghostly echoes of music or subtle spectral appearances of performance linger in areas where a thespiris has been present. These echoes and illusions are faint, noticed only by those who are unusually perceptive and observant. Open flames, such as candles and hearths, take on a faint blue hue in the thespiris' wake.

### VULNERABILITIES

A thespiris cannot possess those who conceal their faces behind wooden masks. Charms fashioned from broken bones will provide resistance against the thespiris' attacks.



## LAIR

A thespiris will lair at a site that was significant to them in life. Depending on the nature of their performance, they may haunt old, abandoned theatre halls that have seen better days, or they may hide in plain sight within a lively tavern, covertly possessing patrons and performers, leaving the living none the wiser.

## TACTICS

A thespiris is likely to be aided in battle by those it controls through its possession. At the start of combat, it attempts to use its Performative Possession ability against as many targets as possible, and then uses Arcane Performance against any creatures it failed to possess, prioritizing those with lower hit points. On its next turn, it casts phantasmal killer against the target with the lowest Wisdom save. After that, it uses its Arcane Performance attack against targets with lower hit points. If it can hit at least two creatures at once, it uses its legendary action on Dragon Entr'acte, otherwise it defaults to Beguiler Entr'acte.

d6

## Rumor

- 1 A thespiris can be easily drawn out by acts of performance - especially bad ones.
- 2 A thespiris might keep its victims enthralled for hundreds or even thousands of years if it is not destroyed. These victims become living links to the past.
- 3 People feel unusually joyful in the presence of a thespiris.
- 4 Thespirites hide their nefarious intent through a mask of radiant charisma.
- 5 A thespiris may be put to rest by a heartfelt, completed performance of their work.
- 6 Thespirites prefer to communicate through the medium of their performance. Some might only convey their thoughts via soulful lute music, while others speak solely in rhyming verse.



## REWARD

If the correct corresponding rituals are carried out, the essence of a famish geist can be captured in gems that confer benefits to the user. Some produce gems that allow the user to assume another person's identity for a limited period of time.

A PC can spend one minute channeling the spiritual energy of the thespiris and making a DC 14 Intelligence (Arcana) check, or Intelligence (Religion) check. On a successful check, the PC compresses the energy into a gem and the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a flawed diamond. A PC can choose to have another make their skill check if they so choose.

d4

Loot

- 1** ***Flawed Amethyst.*** A gem that can be placed in a necklace or ring by spending 1 hour cutting it and succeeding on a DC 14 Dexterity, Intelligence, or Wisdom check using Jeweler's Tools. While wearing this piece of jewelry, you gain a +2 bonus to your passive Perception.
- 2** ***Flawed Aquamarine.*** A gem that can be placed in a necklace or ring by spending 1 hour cutting it into a heart shape and succeeding on a DC 14 Dexterity, Intelligence, or Wisdom check using Jeweler's Tools. On a success, the jewelry becomes a Periapt of Health.
- 3** ***Flawed Moonstone.*** A gem that can be placed in a necklace or ring by spending 1 hour cutting it and succeeding on a DC 14 Dexterity, Intelligence, or Wisdom check using Jeweler's Tools. While wearing this piece of jewelry in darkness, it sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.
- 4** ***Flawed Diamond.*** A diamond worth 100gp (or a different value determined by your GM).



# THESPIRIS

MEDIUM UNDEAD, ANY ALIGNMENT

**Armor Class** 11

**Hit Points** 90 (20d8)

**Speed** 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	20 (+5)

**Skills** Performance +11,  
Persuasion +8

**Damage Resistances** Acid;  
Fire; Lightning; Thunder;  
Bludgeoning, Piercing,  
and Slashing from  
Nonmagical Attacks

**Damage Immunities** Cold,  
Necrotic, Poison

**Condition Immunities**  
Charmed, Exhaustion,  
Frightened, Grappled,  
Paralyzed, Petrified,  
Poisoned, Prone, Restrained

**Senses** Darkvision 60 ft.,  
Passive Perception 11

**Languages** the languages  
it knew in life

**Challenge** 8 (3,900 XP)

**Proficiency** +3

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

**Incorporeal Movement.** The thespiris 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.

## ACTIONS

**Arcane Performance.** Ranged *Spell Attack*: +8 to hit, range 60 ft., one target. *Hit*: 23 (4d8 + 5) psychic damage

**Performative Possession (Recharge 6).** The thespiris carries out the performance it did in life. Each creature within 30 feet of the thespiris that can see or hear the performance must succeed on a DC 16 Wisdom saving throw or be charmed by the thespiris. While charmed, the creature is incapacitated, loses control of its body, and its body never ages. The thespiris now controls the body but doesn't deprive the target of awareness.

The charm lasts until the creature drops to 0 hit points, the thespiris ends it as a bonus action, the creature ends its turn and is unable to hear or see the thespiris, or the charmed creature is targeted by a spell like the dispel evil and good spell or greater restoration spell. The creature is immune to this thespiris's Performative Possession for 24 hours after succeeding on the saving throw or after the charmed effect ends.

**Spellcasting.** The thespiris casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

- \* At Will: *dancing lights, mage hand, vicious mockery* (2d4)
- \* 2/day each: *compulsion, hideous laughter, hold person, shatter*
- \* 1/day each: *enthrall, magic mouth, phantasmal killer*

### BONUS ACTIONS

**Bardic Inspiration (5/Long Rest).**

The thespiris inspires a target within 30 feet of it. The target gains an Inspiration die, a d8. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes.

### LEGENDARY ACTIONS

The thespiris can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The thespiris regains spent legendary actions at the start of its turn.

**Insult.** The thespiris uses Spellcasting to cast *vicious mockery*.

**Perform.** The thespiris makes a DC 20 Charisma (Performance) check. On a successful check the thespiris regains one use of its Bardic Inspiration.

**Entracte (Costs 2 Actions).** One creature within 30 feet of the thespiris that can see or hear it becomes the target of one of the following effects (choose one or roll a d8):

- \* 1-2: Phantom. The target becomes invisible until the end of its next turn or until it hits a creature with an attack. If it hits a creature with an attack during this invisibility, the creature it hits takes an extra 4 (1d8) necrotic damage and is frightened of the target until the end of the frightened creature's next turn.
- \* 3-4: Dragon. The target spews fire from the mouth in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.
- \* 5-6: Angel. The target regains 14 (2d8 + 5) hit points and the thespiris ends one condition from the following list affecting the target: blinded, deafened, paralyzed, petrified, or poisoned.
- \* 7-8: Beguiler. The target must succeed on a DC 16 Wisdom saving throw or take 9 (2d8) psychic damage and be incapacitated until the end of its next turn.

# Verglassian

## EMISSARY OF ICE

**V**erglassians are otherworldly collectors from the Elemental Plane of Ice that have the power to shape ice and snow and can freeze the blood of other creatures with a snap of their long, slender fingers. Originally creations of the marid meant to serve as their royal guard, many verglassians have freed themselves from this obligation and set out across the planes to acquire their own power and learn more about the worlds around them.

### MOTIVATION

Verglassians are intensely curious and dispassionate creatures, and most have an obsessive interest in the physiology, anatomy, and philosophy of the mortal races. As such, verglassians set out to collect mortal bodies so that they may freeze them solid and bring them back to their lairs for admiration and study. Verglassians have no conception of good and evil like the mortal races do, though on the occasions where they do not kill their victims, they have been known to interrogate them with philosophical questions to better understand their worldview.

### PRESENCE

The eyes of bodies frozen by a verglassian turn a single, solid blue. Ice crystals and icicles sprout from the ground in the remnants of a verglassian's footsteps, and a thin layer of rime coats objects in the environment through which a verglassian has travelled. This rime is crystal-clear and highly reflective, and persists for a period of seven days.

### VULNERABILITIES

Genies are old enemies of devils and giants. The wounds of this history are woven into the forms of the verglassian. Verglassians are highly sensitive to infernal fire; because of this, a capable tiefling is a fearsome foe to the verglassian in combat. Those, too, with giant's blood, are resistant to the freezing effects of the verglassian.



10

## LAIR

Verglassians lair in icy caverns that they shape into palatial opulence and decorate with the frozen corpses of their victims. They manipulate and arrange these corpses into macabre tableaux that are likely to invoke horror in mortals.

## TACTICS

The verglassian uses its Cold Snap ability as often as it is available, and is intelligent enough to make reasonable guesses at which members of the party have the lowest Constitution scores so as to prioritize those targets. Since it is immune to cold damage, it is usually unafraid to run into melee range with as many targets as possible and then cast Ice Storm over itself, so that its Cold Aura and the effects of the spell are more effective. It can follow this up with its Freezing Mist legendary action for a triple-threat of area-of-effect abilities.



d6

## Rumor

- Similar to the frozen bodies they collect, verglassians like to construct gruesome “snowmen” structures, with snarling faces and bodies twisted into unnatural positions.
- 1

- Verglassians can asexually reproduce once every one hundred years by breaking off a fragment of their body and burying it in the snow, after which a new verglassian will spawn after one hundred days.
- 2

- Verglassians believe that approximately 100,000 human lives are equivalent to the life of a single verglassian.
- 3

- Verglassians can live forever if they are not destroyed.
- 4

## REWARD

It is said that those who consume the heart of a verglassian become immune to the effects of the cold, even at extreme temperatures. Ice crystals from its body, when melted into a potion, confer the benefits of water breathing.

A PC can make a DC 13 Wisdom (Survival) check, or other check the GM deems appropriate, to obtain loot from the verglassian. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a Verglassian Ice Crystal. A PC can choose to have another make their skill check if they so choose.

d4

Effect

1 **Verglassian Ice Crystal.** You can melt this ice crystal and combine it with ingredients from your alchemist supplies to create a Potion of Water Breathing by succeeding on a DC 13 Intelligence or Wisdom check using Alchemist Supplies.

2 **Verglassian Hand.** While attuned to this hand, you know the ray of frost cantrip. If you already know the cantrip, you gain a +1 bonus to its spell attack roll.

3 **Verglassian Teeth.** You can inset these teeth in any armor or article of clothing, creating an “article of clothing or armor” of Verglassian by succeeding on a DC 13 Intelligence or Wisdom check using Tinker’s Tools.

This piece of armor or clothing has two charges that it regains daily at dawn. While attuned to this armor you can use an action you can expend one of these runes to coat your armor in magical ice, gaining 10 temporary hit points. If a creature hits you with a melee attack while you have these hit points, the creature takes 10 cold damage.

4 **Verglassian Heart.** When you consume this heart you must make a DC 13 Constitution saving throw. On a success, you are immune to cold damage for 1 hour. On a failed save, you are poisoned for 1 minute and throw up the heart.

## VERGLASSIAN

MEDIUM ABERRATION, NEUTRAL EVIL

**Armor Class** 13 (16  
with mage armor)  
**Hit Points** 127 (15d8 + 60)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	16	18	18	13	12
(+0)	(+3)	(+4)	(+4)	(+1)	(+1)

**Saving Throws** Con +7  
**Damage Immunities** Cold  
**Condition Immunities** Poisoned  
**Senses** Darkvision 120 ft.,  
Passive Perception 11  
**Languages** Aquan  
**Challenge** 7 (2,900 XP)  
**Proficiency** +3

**Cold Aura.** While it's alive, the verglassian generates an aura of bitter cold that fills the area within 10 feet of it. At the start of the verglassian's turn, all non-magical flames in the aura are extinguished. Any creature that starts its turn within 10 feet of the verglassian takes 10 (3d6) cold damage.

**Cryonicist.** If the cold damage dealt by the verglassian reduces a creature to 0 hit points, the creature is stable but encased in ice and petrified for 24 hours or until it is subjected to fire damage, even after regaining hit points.

### ACTIONS

**Multiattack.** The verglassian makes two Ray of Frost attacks. It can replace one attack with a use of Cold Snap if available.

**Ray of Frost.** Ranged Spell Attack: +7 to hit, range 60 ft., one target. *Hit:* 9 (2d8) cold damage

**Cold Snap (Recharge 5-6).** One creature the verglassian can see within 30 feet of it must succeed on a DC 15 Constitution saving throw or ice magically begins to appear across its body, reducing its movement speed by half. 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 encased in ice and petrified for 1 hour, until freed by the greater restoration spell or other magic, or subjected to fire damage.

**Spellcasting.** The verglassian casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15):

- \* At will: *create or destroy water, detect magic, sleet storm*
- \* 2/day each: *identify, invisibility, mage armor*
- \* 1/day each: *ice storm, freedom of movement, see invisibility*

## LEGENDARY ACTIONS

The verglassian can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The verglassian regains spent legendary actions at the start of its turn.

**Spell Attack.** The verglassian makes a Ray of Frost attack.

**Freezing Mist (Costs 2 Actions).**

The water in the air within 10 feet of the verglassian crystallizes, lightly obscuring the area until the verglassian moves. Each creature in that area when the mist appears must succeed on a DC 15 Constitution saving throw or be diseased for 1 minute. While diseased the creature is chilled to the bone, has its movement speed reduced by half, can't take Reactions, and can't make more than one attack on its turn. A diseased creature can repeat its saving throw at the end of each of its turn, curing the disease on a success.

**Frosty (Costs 3 Actions).** The verglassian chooses one creature it can see within 60 feet of it. That creature must make a DC 15 Charisma saving throw or be polymorphed into a snowman (AC 10, 1 hit point) for 1 minute. While in this form the creature cannot attack or use spells and has its movement speed reduced

by 10 feet. The creature can repeat its saving throw at the end of its turn, ending the polymorph on a success. If the polymorphed creature ends its turn in a space next to a campfire or larger flame it automatically succeeds on its saving throw.



## BREAKABLE PARTS

The verglassian has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the verglassian or uses a spell that targets one creature, it can choose to target one of the verglassian's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the verglassian) from the list below.

- \* **Mouth (DC 13).** (AC 15 or 18 with mage armor; hp 30). The verglassian's mouth can be broken an unlimited number of times. When

the mouth is broken, the verglassian can't use Spellcasting and has disadvantage on Constitution saving throws to maintain concentration until the end of its next turn, when its mouth regains 30 hit points.

- \* **Rib cage (DC 15).** (AC 13 or 16 with mage armor; hp 45). When the verglassian's rib cage is broken, it can't use its Freezing Mist.
- \* **Hands (DC 19).** (AC 13 or 16 with mage armor; hp 50). When the verglassian's hands are broken, its Cold Snap recharge is changed to Recharge 6.

Dealing damage to a part deals damage to the verglassian. When the verglassian finishes a short or long rest, all broken parts are healed.

# Whispergrist

## PURVEYOR OF HURTS & HIDDEN TRUTHS

**A** whispergrist is a long-eared fey that enters the dreams of its victims to learn their most vulnerable secrets. It then passes these secrets on to others to breed conflict, either by planting them in minds through dreams, or by leaving carefully-forged notes in places where they are sure to be discovered. Whispergrists that have been brought into service under powerful fey lords and ladies can serve as excellent spies, but the creatures innately despise authority and are usually only inclined to follow orders for as long as they can remain focused on a single task, which is no more than a few hours.

### MOTIVATION

Whispergrists exist to find and spread the secrets that will cause the most conflict and mayhem throughout a community, for this is what brings the whispergrist joy. These are often the secrets that are the most shameful or the most carefully guarded. A whispergrist may pull at the relational threads of small, community-oriented villages, or accelerate the infighting of a capital city's royal court by laying sensitive truths bare.

### PRESENCE

Notes left by a whispergrist in order to spread a secret always smell faintly of lilac. Members of a community afflicted by a whispergrist increasingly complain about strange dreams and stranger nightmares.

### VULNERABILITIES

Whispergrists are blind, rely heavily on their supernaturally capable hearing: spells or other effects that dampen sound will give any monster hunters the edge in pursuit and combat. Whispergrists hate the smell of alcohol and recoil in its presence; alcohol causes their blood to congeal should it enter their bloodstream. The stronger the alcohol, the quicker and more catastrophic this effect.



## LAIR

Whispergrists prefer to lair bedrooms and attics, especially in proximity to children. In some cases, these dwellings are abandoned and taken over by the whispergrist. In other cases, the whispergrist may live in the closet or under the bed in a child's bedroom, having convinced the child of their secret friendship. A whispergrist's lair is cluttered with secrets and notes that it writes down both to give to others and to make sense of what it has learned.

## TACTICS

Whispergrists avoid direct combat at all costs, preferring to aid their escape using minor illusion, sleep, and fog cloud spells. They fight only when cornered. Whispergrists usually begin combat by casting faerie fire on as many targets as possible, then following up with Claw attacks against the closest available target.



d6

## Rumor

- 1 By paying a whispergrist a secret of one's own, the creature may be convinced to seek out a secret in return.
- 2 A whispergrist will never invade the dreams or steal the secrets of children. It has an affinity for the young.
- 3 The laughing of a whispergrist sounds like crunching bones.
- 4 After being invaded by a whispergrist, a victim's subsequent dreams will be hazy, cloudy, nightmarish for months.

## LOOT

The ears of a whispergrist, when dried, ground into a powder, and ingested, allow the consumer to hear the calling of spirits. Whispergrist fingers are said to be good luck charms.

A PC can make a DC 11 Wisdom (Survival) check, or other check the GM deems appropriate, to obtain loot from the whispergrist. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a Whispergrist Finger. A PC can choose to have another make their skill check if they so choose.

d6

Loot

- 1 Whispergrist Finger
- 2 Whispergrist Tail Feather
- 3 Whispergrist Ear
- 4 Whispergrist Brain

## ITEM EFFECTS

**Whispergrist Ear.** When dried, a you can ground this ear into a powder by succeed on a DC 11 Wisdom or Intelligence check using Alchemist's Supplies. A creature that consumes this powder, can cast the speak with dead spell once within 1 minute of its consumption.

**Whispergrist Finger.** This material replaces the material component in the illusory script spell. When you cast the spell using this material as its component, roll a d20. On a 10 or higher, the finger is not consumed by the spell.

**Whispergrist Tail Feather.** Once per day while this feather is on your person, you can choose to gain a +1 bonus to a attack roll, an ability check, or a saving throw, but you must choose do it before you roll the die.

**Whispergrist Brain.** You can cook this brain by succeed on a DC 11 Wisdom or Intelligence check using Cook's Utensils. A creature that eats this brain, can touch an unconscious creature



# WHISPERGRIST

SMALL FEY, TYPICALLY CHAOTIC NEUTRAL

**Armor Class** 12

**Hit Points** 22 (5d6 + 5)

**Speed** 30 ft., climb 30 ft.

**STR DEX CON INT WIS CHA**

8 (-1) 14 (+2) 12 (+1) 18 (+4) 14 (+2) 15 (+2)

**Saving Throws** Int +6, Wis +4

**Skills** Insight +4, Perception +4, Stealth +4

**Damage Resistances**

Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Senses** Blindsight 120 ft. (blind beyond this radius), Passive Perception 14

**Languages** Common, Sylvan

**Challenge** 1 (200 XP or 50 XP with Broken Parts)

**Proficiency** +2

**Echolocation.** The whispergrist can't use its blindsight while deafened.

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

**Teetotaler.** The whispergrist never knowingly drinks alcohol. If it does, it takes 3 (1d6) necrotic damage for every 1oz it drinks.

## ACTIONS

**Multiattack.** The whispergrist makes two attacks with its Claws.

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

**Dreamwalker (3/day).** The whispergrist attempts to invade the dream of an unconscious creature within 10 feet of it. When it does, the whispergrist must succeed on a Wisdom check against the creature's Wisdom ability score. On a successful save, the whispergrist enters the creature's dream and learns one secret the creature has. On a failed check, the creature's dreams and mind are closed to the whispergrist for 24 hours. The whispergrist remains in the dream until it uses an action to leave, or the creature wakes up.

**Spellcasting.** The whispergrist casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 12):

- \* At will: *detect thoughts*, *druidcraft*, *minor illusion*
- \* 2/day each: *faerie fire*, *fog cloud*, *sleep*
- \* 1/day: *dream*, *zone of truth*

## BREAKABLE PARTS

The whispergrist has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the whispergrist or uses a spell that targets one creature, it can choose to target one of the whispergrist's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the whispergrist, in addition to gaining those listed in the parts statistics) from the list below.

- \* **Ears (DC 11).** (AC 13; 5 HP). When the ears are broken, the whispergrist's blindsight is reduced to 60 feet and its Keen Hearing is suppressed.
- \* **Claws (DC 13).** (AC 12; 10 HP). When the claws are broken, the whispergrist has disadvantage on melee weapon attack rolls.
- \* **Tail Feathers (DC 17).** (AC 13; 5 HP; resistance to bludgeoning damage). The whispergrist has three tail feathers. When a tail feather is broken, the whispergrist blurts out one random secret it recently learned.

Dealing damage to a part deals damage to the whispergrist. When the whispergrist finishes a long rest, all broken parts are healed.



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