

Faulmarsch Foes

With their first undeniable victory over the vile cabal of necromancers under their belt, the group learned about the future plans of the whispering way. Deciding to take initiative in their own hand, they pursued a member of the cabal in possession of the mysterious Seasage Effigy to the province of Varno, lying at the south of Ginstermark.

Thwarting pursuers and assassins along their way, the group managed to arrive at their destination. A quiet hamlet found at Ginstermark bay: Faulmarsch. There the group began their investigation into the whereabouts of the mysterious Dark Rider they have been chasing after.

During their investigation, the group got involved into the dark secrets the village harbored and found themselves amongst unexpected enemies.

MARSH FORMOR (MARSH GIANT)

Huge Giant (any)

Armor Class 13 (Natural Armor)

Hit Points 105 (10d12 + 40)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	11 (0)	6 (-2)

Proficiency +2

Skill Proficiencies Perception +2

Senses darkvision 60 ft., passive Perception 13

Languages Giant, Sylvan

Challenge 5 (1,800 XP)

Fog Eyes. The marsh formor can see through magical and natural fog.

ACTIONS

Multiattack. The marsh formor makes two melee weapon attacks.

Harpoon. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Harpoon (Thrown). *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Conjure Fog (1/Short Rest). The marsh formor conjures a 20-foot-radius sphere of fog cloud at a point within 60 ft. of itself. The sphere spreads around corners, and its area is heavily obscured. It lasts for 10 minutes or until the formor's concentration ends (as if concentrating on a spell).

DM Tuz Table Scraps: Faulmarsch Foes Marsh Formor

The bay of Ginstermark has been the center of myths and superstition since long before the founding of the Empire itself. As the focal point of these ancient tales, the bay became an entry for many fey now found within the wilderness surrounding it. Among the most dangerous of them are the formor, giants of the marshes.

These lumbering creatures stalk the misty shorelines for unaware travelers, amplifying the common mist by their mere presence. They may be dull in mind, but possess a cunning not to be underestimated. Despite their hulking size and strength, they rely on ambush tactics in the cover of fog and mist. Experienced travelers know better than to travel during heavy mist, lest they be claimed by the formor.

BRINEBORNE CHIEF

Huge Giant (any)

Armor Class 14 (Natural Armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	20 (+5)	7 (-2)	14 (+2)	8 (-1)

Proficiency +4

Skill Proficiencies Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Giant, Sylvan

Challenge 9 (5,000 XP)

Fog Eyes. The brineborne chief can see through magical and natural fog.

ACTIONS

Multiattack. The brineborne chief makes three melee weapon attacks: two club attacks and one slam attack.

Club. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) bludgeoning damage and if the target is a medium or smaller creature, it must succeed a DC 18 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/120 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Swamp Magic. The brineborne chief casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *Fog Cloud*

3/day: *Bestow Curse*, *Confusion*, *Control Water*

REACTIONS

Release the Fog. When the brineborne chief rolls for initiative, it casts casts the *fog cloud* spell centered on itself.

Church of the Depths

Since early history, large bodies of water have been the subject of worship within altland. May it be the expanse of the ocean, the mist-cowled ocean, or the twisting rivers that carve through the lands, people paid respect and reverence to them.

Despite the Empire's mandate for Aleksandyr's worship, pockets of ancient religions still remained among its fringes. The church of the depths found within the village of Faulmarsch is one of them. They are a cult dedicated to the worship of the Tides, the primordial force of the ocean that provided for the people of Faulmarsch since they set foot upon the land.

Under the guise of peaceful rituals, the church of the depths communicates with the mysterious "Neighbors", furtive creatures that provided for the people of Faulmarsch. This pact has been honored for generations and kept secret, even if it meant silencing curious outsiders for good.

CULTIST OF THE DEPTHS

Medium Humanoid (any)

Armor Class 13 (chain shirt)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	15 (+2)	10 (0)	11 (0)	16 (+3)

Proficiency +2

Skill Proficiencies Deception +5, Religion +2

Senses passive Perception 10

Languages Common, Aquan

Challenge 2 (450 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The cultist of the tides makes 2 eldritch lash attacks.

Cutlass. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Eldritch Lash. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 7 (2d6) force damage and the target is pushed 5 ft. in a direction of the cultist's choice.

Deep Magic. The cultist casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

2/day: *Hold Person, Sleet Storm*

REACTIONS

Sudden Blur. When a creature targets the cultist with an attack, the cultist reduces the attack roll by 1d6, potentially causing the attack to miss.

DM Tuz Table Scraps: Faulmarsch Foes VICAR OF THE DEPTHS

Medium Humanoid (any)

Armor Class 16 (breast plate)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	18 (+4)

Proficiency +3

Skill Proficiencies Deception +7, Insight +4, Perception +4, Religion +4

Senses passive Perception 14

Languages Common, Aquan

Challenge 5 (1,800 XP)

Dark Devotion. The vicar has advantage on saving throws against being charmed or frightened.

Eldritch Armament. While the vicar wields the morning star, it is a magical weapon that deals an additional 4 (1d8) force damage (included in the attack).

ACTIONS

Multiattack. The vicar makes 2 morningstar attacks or fires 2 eldritch blasts.

Morning Star. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) force damage.

Eldritch Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 7 (2d6) force damage and the target's movement speed is reduced by 5 ft. until the end of the vicar's next turn.

Deep Vortex (Recharge 5-6). The vicar conjures a 20 foot-radius water vortex at a point within 120 ft. of itself. The point must be on solid ground or water. The area of the vortex is difficult terrain and any creature that starts its turn in the vortex or enters it for the first time during a turn must succeed a DC 15 Strength saving throw or take 27 (6d8) magical bludgeoning damage and be pulled 10 feet towards the center. The area remains for 1 minute or until the vicar's concentration ends (as if concentrating on a spell).

Deep Magic. The vicar casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15) and its morning star as spell focus:

2/day: *Blur, Dispel Magic, Fog Cloud*

REACTIONS

Protection of the Deep. When the vicar takes damage, it can reduce the damage by 11 (2d10). To use this reaction, the vicar must see the source of the damage.

PONTIFF OF THE DEPTHS

Medium Humanoid (any)

Armor Class 16 (breast plate)

Hit Points 112 (15d8 + 45)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	13 (+1)	16 (+3)	19 (+4)

Proficiency +3

Saving Throws Wis +6, Cha +7

Skill Proficiencies Deception +7, Insight +6, Perception +6, Religion +4

Senses passive Perception 16

Languages Common, Aquan, Deep Speech

Challenge 8 (3,900 XP)

Amphibious. The pontiff can breath both air and water.

Dark Devotion. The pontiff has advantage on saving throws against being charmed or frightened.

Eldritch Armament. While the pontiff wields the trident, it is a magical weapon.

Legendary Resistance (1/Day). When the pontiff fails a saving throw, it can succeed instead.

ACTIONS

Multiattack. The vicar makes 2 trident attacks or fires 3 eldritch blasts.

Trident. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save and half as much on a successful one.

Eldritch Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 (2d6 + 4) force damage and the target is pushed 10 ft. in a direction of the pontiff's choice.

Consuming Depths (1/Day). The pontiff casts the spell *Black Tentacles* without having to concentrate on it. The spell ends when the pontiff becomes incapacitated. While the spell is active, the pontiff rolls a 1d6 at the beginning of its turn. On a roll of 1-2, the spell ends at the end of the pontiff's turn.

Deep Magic. The pontiff casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15) and its morning star as spell focus:

2/day: *Blur*, *Confusion*, *Stone Shape*

DM Tuz Table Scraps: Faulmarsch Foes *Spawn of Contact*

Mysterious slug-like creatures were found within the strange waterways of the church of the depth's temple. Brushed away at first by the group, they were confronted by the true threat these otherworldly creatures pose.

A victim, infested by these slugs explosively spawned writhing tentacles, its head popped like a ripe zit in the process. A spawn of contact is the juvenile form of the star moits. A terrible creature, a growing parasite controlling its host to cause destruction and proliferate its own kind.

Each of the tendrils dug deep within the host control the body from within, while the lashing tendrils on top seek food to help pave the way for its own evolution into its glorious mature form.

SPAWN OF CONTACT

Medium Aberration

Armor Class 15 (natural armor)

Hit Points 124 (13d8 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	2 (-4)	15 (+2)	6 (-2)

Proficiency +4

Saving Throws Con +9, Wis +6

Damage Resistance poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft (blind beyond), passive Perception 14

Challenge 9 (5,000 XP)

Feeding. For each point of charisma a creature loses by the spawn's feed action, it regains 10 hit points for each point of charisma lost.

ACTIONS

Multiattack. The spawn of contact makes 3 attacks: two slam attacks and one tentacles attack.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage and if the target is a medium or smaller creature, it is grappled, escape DC 16. Until the grapple ends, the target is restrained and the spawn can't use its tentacles against another target.

BONUS ACTION

Feed. The spawn of contact forces a creature it has grappled to make a DC 14 Charisma saving throw. On a failed save a creature takes 9 (2d8) psychic damage and loses 2 (1d4) charisma until it finishes a long rest. If this reduces a creature's charisma to 0, it becomes incapacitated until it regains at least 1 point of charisma.