

# FORGOTTEN FOES

BY DM TUZ

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## **BHEL RATH, THE FLAYED KING**

In the times of the endless wars fought among the Monarchs of Altland, each sign of weakness was an opening for the strong to exploit. Even in the rare times of relative peace, all it took was a small misfortune to serve as a signal for others to break the peace and strike. It was common wisdom that a true monarch needs to project strength and resolution to their people and the world to maintain peace and sovereignty, lest you will be consumed by rivals.

King Bhelrath was no stranger to this wisdom. To project strength to his people and enemies alike, the King took to grand examples of uncompromising harshness. In public displays of brutality King Bhelrath would dispense retribution upon his foes. Flaying would prove to be a most effective method of execution, due to its gruesome spectacle and drawn out agony. The King felt no joy when issuing these executions, but no one could deny their effectiveness. The Kingdom of Bhelrath was feared across its neighbours and realms would go to great lengths to foster good relations to avoid the kingdom's wrath. But while Bhelrath was feared among his enemies, he enjoyed the trust and adoration of his people who saw him as a strict, but just ruler who provided peace and safety. Content with his position, the Kingdom of Bhelrath flourished for years to come.

Alas, it was the nature of the reverence that gave the King his power that would change him. As reverence stems not just from respect and adoration, it also is infused with fear and scorn. Due to the fostered image of a ruthless and cruel tyrant that the King projected towards his neighbouring Kingdoms, the number of souls believing him to be a merciless monster outweigh the number of his own subjects.

The change came slowly. It started with King Bhelrath finding a fascination for the bloodshed he ordered. Continuously he demanded to be the one to exact the sentences each flaying performed by the King would surpass the last one in depravity. He then decreed that the same methods he showed his foes would be extended to his people. These acts began to sway the balance of his image further, as his very people now feared him as well. This only proliferated the King's descent and his name became equal to the very idea of cruelty.

In his bloodlust, the King would seek reasons to exact his unique justice. Small sleights against the King in his court were seen as grave crimes, laws were tightened to unreasonable lengths, and raids against neighbouring lands were issued.

Anything to fill his dungeons and for the bloodshed to never end. And as the King's desire for torment and blood grew, so too his taste became more refined. To match his demands he built extensive halls underneath the castle's dungeon. A place where he could frivolously follow his passion for cruelty.

Trapped in this downward spiral by his obsession, the King was now the very monster he sought to project to his foes. But this monster would prove to be the downfall of his very own Kingdom and become a cautionary tale of the modern times.

### **THE FLAYING CURSE**

As the tragedy of King Bhelrath's tyranny was in full motion, an outsider arrived at the kingdom's capital; a witch of the wild and a daughter of the hag Ethel, With Spiders In Her Hair. The daughter knew the Kingdom from the time in which the ruler was just, and expected to meet him on behalf of her mother. When she was brought before the King she found no King anymore. All that was left was a monster bearing a King's skin.

The King was not interested in her proposition. The only thing he could see in her was skin yearning to be released from its flesh. The daughter warned the King to not harm her, lest he would feel the wrath of her mother. But the King was deaf to her warnings and had her led to his sanctum underneath his castle. Within his crimson halls, the King would flay the daughter like the rest.

Ethel's fury struck the Kingdom at the next full moon. Her curse consumed the King, his court, and his castle. King Bhelrath would suffer the same pain that he and his decrees had inflicted upon others. Every moment, every heartbeat of suffering would have to be reexperienced by the King, one at a time, as the King's very skin peeled away. The Hag took his skin and until the King had not served his sentence, the curse would bind him to the crimson halls that witnessed the most deprived of the King's acts.

The King's now exposed flesh burned with the lifetimes of suffering he had inflicted. And as his court and knights were bound to him, they too, were ravaged by the curse, each of them flayed and subjected to an existence of suffering. The cursed castle was now a den of creeping horrors that converged around their fallen King. Without a rightful monarch to lead, the Kingdom of Bhelrath would soon fall as the neighbouring realms had no King to fear anymore. The only thing that would be left from the once proud kingdom was a single, decrepit castle, brought low by the Flaying Curse.



### SPREADING THE CURSE

Experiencing entire lifetimes of agony flung the cursed King Bhelrath into delirium that flayed any shred of humanity the King once had and the legend of the Flayed King is all that remains. The only relief the King could find from the pain, or at least so he thought, was the touch of skin upon his flayed body. The poor unfortunate servants that were trapped within his castle became his prey. Soon though the King found himself out of skins after salvaging all that he could. Skins would rot away, while he and his agony would remain. The King tried to break the curse again and again with all of his regal power, but it was to no avail. Too much of his once magnificent power had left him, as reverence faded long ago and changed to an image of a defeated monarch.

While the King was unable to break the curse, he learned more about it and was able to change parts of its nature, with a malicious goal to either end the curse or himself in due time. It is not known whether the King was aware of the conditions of his curse. It was uncertain whether he was aware that his actions would just add more to the suffering he had to bear to be free from the curse. Too great was the agony for the King to endure any longer. The King split his curse to be spread from beyond his castle to the world outside and the Flaying Curse was released.

### ROYAL VASSALS

To ensure the spread of this new curse, the King relied upon the nature of men. He was aware that his legend spread and soon enough the castle experienced visits from the greedy, the desperate, and the foolish. From among these souls, he chose those fit to serve him and to be his link to the outside world. He made use of the royal rite of bestowing power to those who pledged to serve him and become his royal vassals.

A royal vassal is a warlock that has forged a pact with a monarch in exchange of power. Other than a knight, a vassal does not slowly gain reverence by affiliation with a monarch or serving them. A monarch can make anyone a vassal by sharing a fraction of themself with them, but commonly vassals are courtiers or knights that have proven themselves in the service to their monarch.

To represent a pact with a monarch, consider using one of the existing pacts such as infernal, undead, celestial, or hexblade. After all, monarchs are varied beings and are masters of different domains. King Bhelrath for example is a delirious monstrosity in search of a steady supply of skins, Queen Kastivan is an ancient spirit that has shed her mortal body and obtained dominion over undeath, and Good King Roland is a kind Monarch that seeks to do best to his people while besieged from all sides.

### EXCORIATED ONES

The pitiful wretches that slither in the dark corners of the accursed Castle of Bhelrath were once noble servants who failed their King. Even before the curse befell the King and his castle, Bhelrath at the height of his tyranny had little patience for failure. The King used his acquired proficiency of flesh forming and flaying to decimate courtiers in gruesome examples. This practice ran rampant within the castle once the curse arrived, as the King in his delirium saw anyone's presence with a whole body of skin as a grave insult to his changed form.

One would expect an excoriated one to harness hatred for their monarch, but as they were spineless sycophants in life, in this decrepit form they too yearn for nothing more than to return into their king's good graces. Desperate, they throw themselves at all intruders with fleeting bravado, hoping that their service could make the king restore their old noble self.

The curse preyed upon their desperation and desires for success, causing them to fall into agonizing pain and intense tantrums at any failure to re-earn their good graces.

## EXCORIATED ONE

*Small undead, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	5 (-3)	7 (-2)	13 (+1)

**Proficiency** +2

**Skills** Perception +0, Stealth +5

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft. passive Perception 10

**Languages** Understands Common but can't speak

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

**Agonizing Failure.** If the excoriated one misses both attacks of its multiattack or misses its corrupting touch attack, it takes 5 psychic damage.

**Fleeting Conviction.** As long as the excoriated one is not missing hit points, it has advantage on wisdom and charisma saving throws.

### ACTIONS

**Multiattack.** The excoriated one makes two attacks with its scythe claws.

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

**Corrupting Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) necrotic damage and the creature must succeed a DC 11 Constitution saving throw or be afflicted by the Flaying Curse.



Artwork by Ben Fleuter & DM Tuz



## BLEEDING KNIGHTS

The stalwart knights of Bhelrath were renowned warriors and feared for their ruthless efficiency by their foes. The knights only knew absolute victory with any semblance of resistance destroyed. Anyone that stood against them would be vanquished and made a gruesome example for others, as was the decree of their King. So feared were the knights that the mere announcement of their deployment would cause entire cities to surrender in droves to avoid suffering a bloody conquest by their hands.

The knights of Bhelrath, as all knights, are tied to their King. When their King was afflicted with the curse, so were they. Due to their bond with their armor, the knights had no skin to be flayed. As a result the Flaying Curse turned towards the knights' innards and liquified them. The wrecked bodies of the knights are only held together by their armor like a carapace. Crimson blood continuously escapes the armor where it is chipped, only to immediately coagulate and mend the knights' carapace.

Though nothing of their noble form remains, the wracked knights are still fiercely loyal to their King. These fallen knights patrol the castle and surrounding ruins in constant vigil of would-be invaders. Much of Bhelrath's Kingdom had fallen to the enemies, but the castle would remain. That is the bleeding knights' creed.

### VARIANT: BLOODLETTER KNIGHT

A few selected knight of the court were initiated in the sadistic art of torture by the King. The wickedness of these knights made them a host for the Flaying Curse. A bloodletter knight has 85 (10d8 + 40) **hit points** and access to the the following additional action: **Exsanguate (recharge 5-6)**. The bleeding knight impales itself with its weapon and sprays its corrupted blood in a 15 ft. cone. Each creature in the area must make a DC 14 Constitution saving throw. On a failed save a creature takes 28 (8d6) necrotic damage and contracts the Flaying Curse. On a successful save a creature takes half as much damage and is not afflicted by the curse. A bloodletter knight has a **Challenge** of 4 (1,100 XP).

## BLEEDING KNIGHT

Medium aberration, neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 59 (7d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	19 (+4)	5 (-3)	11 (0)	8 (-1)

**Proficiency** +2

**Skills** Perception +4

**Damage Resistances** necrotic

**Damage Condition Immunities** charmed, frightened, exhausted

**Senses** darkvision 60 ft. passive Perception 14

**Languages** Understands Common but doesn't speak

**Challenge** 3 (700 XP)

**Clotting Armor.** When the bleeding knights starts its turn with more than 0 hit points and lost hit points since the beginning of its last turn, it gains 5 temporary hit points.

**Cursed Blood.** A creature that consumes or handles the blood of the bleeding knight is exposed to the Flaying Curse (DC 14).

**Death Throes.** When the bleeding knights dies it spatters blood wildly. Each creature within 5 ft. of the bleeding knight must make a DC 14 Constitution saving throw. On a failed save a creature takes 7 (2d6) necrotic damage and contracts the Flaying Curse, on a successful save the creature takes half as much damage and is not cursed.

### ACTIONS

**Multiattack.** The bleeding knight makes two greatsword attacks and uses Corrupting Gore.

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

**Corrupting Gore.** A creature within 5 ft. of the bleeding knight must succeed a DC 12 Dexterity saving throw or take 7 (2d6) necrotic damage.



Artwork by Ben Fleuter & DM Tuz

PATREON | DMTUZ



## PRIEST OF RAT'S FEAST

Representatives of the clergy were no strange sight in King Bhelrath's court. As it was common practice, the priests were spiritual advisors and assured the King's adherence to the Monarch's Virtues. It was not rare for the priesthood to object to King Bhelrath's harsh practices, but as they were targeted at the Kingdom's foes they would relent sooner or later.

Clashes with the priesthood became frequent though when the King descended into his cruelty and extended his methods to his people. The King's scorn for the priesthood grew, as they attempted again and again to deny him to indulge in bloodshed. These tensions came to a head when the King had the entire clergy of his court seized. The King had the priests fed to the dungeon's rats, but not before peeling their skin to allow the rats easy access to the tender flesh. The priests were consumed by the voracious rats in an unprecedented act of the King's malice.

When the Flaying Curse took hold of the castle, the hag's magic changed and mutated the dungeon's rats for within their bodies and blood lingered the priest's grudge and agony. The vermin formed accursed rat kings that carried the priests disdain, despair, and pain experienced in their final moments.

These monstrosities prowl upon anything lost within the castle's dungeons, may it be servants of the King, knights, or unaware explorers.

## PRIEST OF RAT'S FEAST

Large aberration (shape changer), chaotic evil

**Armor Class** 13

**Hit Points** 104 (11d10 + 40)

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	19 (+4)	5 (-3)	17 (+3)	12 (+1)

**Proficiency** +3

**Skills** Perception +6, Religion +3

**Damage Resistances** necrotic; bludgeoning, piercing, slashing  
**Damage Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft. passive Perception 16

**Languages** Understands Common but doesn't speak

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

**Accursed Mass.** A creature that touches the priest, hits it with a melee weapon attack while within 5 ft. of it, starts its turn in the priest's space, or enters the priest's space the first time in a turn must succeed a DC 14 Wisdom saving throw or be cursed for one minute. A cursed creature subtracts 1d4 from any ability check, attack roll, or saving throw. A cursed creature repeats the saving throw at the end of its turn, but does not subtract 1d4 from the save.

**Shapeless Form.** The priest is a shape changer and can move through and occupy other creature's spaces and vice versa. The priest can move through any opening large enough for a tiny beast.

**Spider Climb.** The priest can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Vermin Mastery.** The priest can communicate with rats, giant rats, labyrinth rats, and rat swarms.

### ACTIONS

**Multiattack.** The priest of rat's feast makes 2 bite attacks.

**Bites.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage plus 7 (2d6) necrotic damage.

**Grudgefilled Bolt.** *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 22 (4d10) necrotic and the next attack roll targeting the creature before the end of the priest's next turn has advantage.

**Rat Feast.** The priest of rat's feast makes a bite attack against each creature in its space. Each creature that is hit is exposed to the priest's accursed mass.

**Spellcasting.** The priest's casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 14) and without material components:

1/day: *Bestow Curse*



Artwork by Ben Fleuter & DM Tuz



## THE FLAYING CURSE

A humanoid creature can be afflicted by the Flaying curse by a variety of means. Infection by fighting the courtiers in and outside of Castle Bhelrath, ingestion of corrupted blood, or exploration of Castle Bhelrath can all lead to an affliction of the curse.

The Flaying Curse is a growing curse, starting at stage 1 and progressing to stage 5, each stage representing a more severe state of the curse. Commonly when a creature becomes afflicted with the Flaying Curse, it starts at stage 1. A creature suffering from the Flaying Curse rolls a Constitution saving throw at the dawn of every morning. The DC for the saving throw is equal to the saving throw rolled when the creature initially contracted the curse. On a successful save, the curse does not progress and remains at the current stage. On a failed save the curse progresses to the next stage and the new effects of the curse are immediately effective. Each mechanical effect from the previous stage of the curse's progression still affects the creature at later stages until the creature is cured or dies.

**Stage 1.** The afflicted creature's skin shows spots of irritation and discoloration. The creature experiences discomfort and itching. This will cause the creature to scratch itself at a high frequency, causing sore spots or even bleeding to occur on some parts of its body. At this point of the curse, the creature suffers from no additional effects.

**Stage 2.** The afflicted creature's skin begins to become loose on its flesh. Some spots of skin, especially in the face area, appear drooping while the itching and discomfort intensifies, to the point that the creature feels like parts of its skin do not belong. These parts of skin are veiny and are sensitive to the touch. The creature's entire skin breaks easily, causing the creature to be covered in many scabs due to the itching. A creature at this stage of the curse has disadvantage on Charisma (Persuasion) checks if the other party can see the creature, due to the cursed creature's unsettling appearance and involuntary scratching. Additionally, because of involuntary self harm, the creature takes damage equal to its character level (or hit dice) when it finishes a long rest. This damage cannot be prevented, but can be healed.

**Stage 3.** A singular line of irritated skin begins to manifest over the cursed creature's entire body. Some parts of this discolored skin features bloody scabs along the line. The creature's hair begins to fall out and its fingernails bleed frequently. The cursed creature's body becomes frail. Its maximum hit points are reduced by an amount equal to the creature's character level (or hit dice). Greater Restoration can reduce the lost hit point maximum for 24 hours or until the creature finishes a long rest.

**Stage 4.** The red line along the creature's body is pronounced and constantly bleeding. Some parts of the creature's skin are peeling off along the line, causing heavy bleeding. The creature's entire body is now incredibly sensitive and touching can cause excruciating pain to the creature. The creature's hair and fingernails have fallen off the creature and no longer grow. Whenever the creature takes damage it has disadvantage on the next ability check or attack roll it makes before the end of its next turn.

**Stage 5.** The cursed creature's skin peels itself off as it splits open along the red line on its body and magically takes flight towards Castle Bhelrath, leaving behind the creature completely flayed. The creature must make a DC 15 Constitution saving throw. On a failed save the creature immediately dies of shock. On a successful save the creature is reduced to 1 hit point and is left without skin. No spell short of regeneration or wish can restore its skin. Until the creature's skin is recovered or the curse is broken, the creature must whenever it takes damage succeed a Constitution saving throw or be stunned until the end of its next turn. The DC is equal to 15, or half of the damage taken, whichever is higher.



**Bhelrath, the Flayed King**  
Artwork by  
Ben Fleuter & DM Tuz

## TREATING THE CURSE

- While the Flaying Curse is at stage 1 and 2, it can be broken with the use of the *Remove Curse* or *Wish* spell. Once the Flaying Curse moves to stage 3 and beyond, the spell *Remove Curse* can only break the spell when a creature expends a 5th level spell slot in addition to casting the spell and uses a white pearl that is worth 1000 gold as additional material component, which the spell consumes. At stage 5, the curse can only be broken if the lost skin is reattached to the creature, or its skin has been restored by other means.
- A creature can also break the curse by transferring it. To do so the creature must use the entirety of a humanoid's skin that has been removed no longer than 24 hours ago and etch a hag incantation into the new skin. The curse will then transfer to the skin and it will fly off to Castle Bhelrath. A character can learn the secret incantation to transfer the curse from a hag, or another source of occult knowledge.
- The Flaying Curse of any creature suffering from it will immediately break if the Flayed King is slain.



# THE FLAYED KING

Large aberration, chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 210 (20d10 + 100)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	16 (+3)	12 (+1)	19 (+4)

**Proficiency** +5

**Saves** Str +10, Con +10, Wis +6, Cha +9

**Skills** History +8, Intimidation +9, Medicine +8, Perception +6

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed

**Senses** truesight 60 ft., passive Perception 16

**Languages** Common, Celestial, Infernal

**Challenge** 16 (15,000 XP)

**Bolstering Reverence.** The Flayed King gains 14 (4d6) temporary hit points at the beginning of his turn.

**Reverence Armament.** The Flayed King's attacks are magical and deal an additional 9 (2d8) necrotic damage (included in the attack). Additionally the Flayed King can use a bonus action to summon the Scepter of Bhelrath into his hand.

**Skin Cloak.** Attacks made with the Flayed King's skin cloak can not be impacted by disadvantage and can't gain advantage.

**Legendary Resistance (3/Day).** If the Flayed fails a saving throw, he can choose to succeed instead.

**Innate Spellcasting.** The Flayed King's spellcasting ability is Charisma (spell save DC 18, +8 to hit). The King can innately cast the following spells, requiring no material components:

At will: *Bestow Curse*, *Command*, *Detect Evil and Good*, *Detect Magic*, *Sending*, *Thaumaturgy*  
1/day: *Geas*

## ACTIONS

**Multiattack.** The Flayed King uses makes three attacks; two with its Scepter of Bhelrath, and one with his Skinning Claw.

**Scepter of Bhelrath.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage plus 9 (2d8) necrotic damage.

## LAIR: THE CRIMSON HALLS

The Crimson Halls were constructed by King Bhelrath to be his private torture chamber. There he could explore his new found fascination with inflicting pain and suffering upon others undisturbed. The halls are a maddening expanse of crooked architecture. Spiked pillars and instruments of sadistic design are found within the blooddrenched halls that are still echoing with the screams of the King's victims.

## LAIR ACTIONS

When fighting the Flayed King in his Crimson Halls, the Flayed King can take lair actions. On initiative count 20 (losing initiative ties), the Flayed King takes a lair action to cause one of the following effects:

**Call Sycophants.** The Flayed King summons 2d4 Excoriated ones (they arrive at the entrance of the area). They roll for initiative and use a reaction to move up to their speed.

**The King's Will.** The Flayed King casts *Command* targeting all creatures of his choice within the Crimson Halls.

## Forgotten Foes: The Flayed Court

**Scepter of Bhelrath (Ranged).** *Ranged Weapon Attack:* +9 to hit, range 120 ft., one target. *Hit:* 18 (4d8) necrotic damage.

**Skinning Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage plus 9 (2d8) necrotic damage and if the target is a creature, it must succeed a DC 18 Constitution saving throw or is afflicted by the Flaying Curse. A creature that fails the saving throw by 5 or more is afflicted with the Flaying Curse at stage 2.

**Flaying Wave (Recharge 5-6).** The Flayed King unleashes a condensed wave of the curse that afflicts his body. Each creature within a 30 ft. cone originating from the Flayed King must make a DC 18 saving throw. On a failed save the creature takes 54 (12d8) necrotic damage and half as much on a successful one. A creature killed by this damage is immediately flayed. A creature afflicted by the Flaying curse makes the saving throw with disadvantage and on a failed save the curse progresses to the next stage.

**Skin Cloak.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 9 (2d8) necrotic damage.

## LEGENDARY ACTIONS

The Flayed King 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 Flayed King regains spent legendary actions at the start of his turn.

**Move.** The Flayed King moves up to half of his speed without provoking opportunity attacks. If the Flayed King rides the crimson orb he flies up to half of his flying speed without provoking opportunity attacks instead.

**Skin Cloak.** The Flayed King attacks with his skin cloak.

**Relentless Claw (2 Actions).** The Flayed King moves up to his speed towards a creature the Flayed King missed with his Skinning Claw attack since the beginning of his last turn and makes a Skinning Claw attack against it.

**Proliferate Curse (2 Actions).** The Flayed King forces a creature afflicted with the Flaying Curse within 20 ft. of himself to make a DC 18 Constitution saving throw. On a failed save the creature's curse progresses to the next stage.

**Crimson Orb (2 Actions).** The Flayed King conjures an orb of blood and rides on it. Each creature within 5 ft. of the King must succeed a DC 18 Dexterity saving throw or take 7 (2d6) necrotic damage. The King flies up to 20 ft. as part of this action and gains a flying speed of 60 ft. until the end of his next turn.

**Crimson Flood.** A flood of corrupted blood flows through the bloodsoaked halls. Each creature in contact with the ground must succeed a DC 18 Constitution saving throw or take 9 (2d8) necrotic damage and contract the Flaying Curse.

**Tortured Echos.** The tortured echoes of the King's past victims sound with intensity in a 20 ft. radius centered on a space anywhere within the crimson halls. Each creature within the area must succeed on a DC 18 saving throw. On a failure a creature has disadvantage on all ability checks and attack rolls until the end of its next turn. A creature that is immune to being frightened succeeds the saving throw automatically.

## EFFECTS

The Crimson Halls are the nexus of the Flaying Curse spread. Mere proximity to this accursed area has ill effects on creatures:

- A creature that finishes a long rest within Castle Bhelrath contracts the Flaying Curse (DC 13).
- Each saving throw a creature makes against the growth of the Flaying Curse at dawn has its DC increased by 2.



## AURMADIL

In the old times of clashing kingdoms, the continuous grind of warfare was an ever present challenge to overcome. Many formidable kingdoms were brought low by their inability to maintain the enduring conflicts. A kingdom with even the most prestigious warrior culture and most grandiose armies would surely fall if not supplied properly. Thus resource management was a key for a monarch to succeed. The war for supremacy was not a sprint, but a marathon.

Queen Hafnir was monarch of a small mountain kingdom. The military might of her realm was formidable, but spread thin at all times. The size of her kingdom, as well as the riches suspected to lie hidden within the mountains made her realm an appealing target for invasion. If it would not have been for the mighty mountain fortresses and the bitter weather that was common in the Kingdom of Hafnir, her realm would have surely been conquered.

The Queen found herself in a predicament; she was unable to expand her realm, as it was besieged by enemies, and her kingdom could not flourish as her subjects were spread too thin to dedicate manpower and tools excavating the treasures her kingdom held. As things were, the Kingdom of Hafnir would remain in a state of stagnation and unrealized potential, doomed to fade into irrelevance in the tapestry of history - a fate most vexing for a monarch.

Queen Hafnir called upon her court mages. She knew of the numerous horrors created by other monarchs for warfare well - many of which had to be fended off by her troops. While she was uninterested in using these monsters for warfare, she was inspired. If one could create beasts of war, one surely would be able to create creatures of labor? She tasked her court mages to get to work and create simple workers; dull in mind but self sufficient, self proliferating but subservient, and durable but not docile. The crown wars spawned many abhorrent monsters, but seldom has it created thralls such as these. After years of research, her court mages presented to the Queen the Aurmadil.

### SERVANTS OF THE GILDED GODDESS

The Aurmadil are simple but resilient insectoid creatures. Intelligent enough to use tools and follow instructions, but not enough to question said instructions or to have a need for varied stimuli. They are able to procreate quickly and can subsist on a humble diet or of their own kin if need be. To entice these creatures to naturally seek out precious ores, they were given senses to detect the presence of these. Once released into the dark mine shafts underneath the kingdom, the Aurmadil went to work quickly. The Queen was pleased to see that the Aurmadil exceeded her expectations; the enhanced senses of the Aurmadil allowed them to navigate the shafts without light at all, their hard carapaces protected them from occasional tunnel collapses, and their unique physiology allowed them to traverse through the narrow tunnels quicker than any human worker could. The Aurmadil soon spread far and wide under the mountain realm into an extensive network of mining shafts and cave systems, as the Kingdom above was allowed to finally flourish.

What the queen was unaware of though was that despite their lowly minds, the Aurmadil still created a primitive culture. The queen found herself worshiped by their cre-

ation. Further though, the Aurmadil began to revere gold, that was so plenty within the mountain. The natural draw that the Aurmadil felt towards the metal was interpreted as purpose - a kind of divine mandate that became the center point of their being. Excavate gold and other riches of the earth, offer it to the Gilded Goddess, as the creatures referred to the Queen, and earn her blessing and favor. The Queen readily accepted this circumstance and in return bestowed the Aurmadil with tools, knowledge, and the occasional gifts which were all greatly cherished by her servants.

This arrangement bore an unexpected consequence; with the Aurmadil practicing their worship of their Gilded Goddess by offering her the gold she desired, the metal became the medium through which the Aurmadil channeled their reverence. Being lesser creatures, a single aurmadil's worship bore little weight, but due to their numbers, the focused reverence was able to manifest in a spectacular way. The gold that the Aurmadil diligently mined became infused with power. Gold while being precious and malleable was far from sturdy. But the gold the Aurmadil presented the Queen was glistening, powerful, and resilient. It became a most valuable trading commodity allowing the Queen to finally secure allies and expand her territory. The Kingdom of Hafnir would experience a time of prosperity and expansion, all thanks to the Queen's unseen minions, the Aurmadil.

### ABANDONED SERVANTS

As time passed, Queen Hafnir was able to spread her influence to neighboring realms. The gold of Hafnir was highly sought after. This brought further attention to the mountain kingdom as an object for conquest. Thanks to the many trading partners though, the Queen had secured a myriad of loyal allies who now formed a sturdy bulwark against any invader. The Queen and her kingdom became untouchable and the Aurmadil continued their work with unwavering diligence until their tunnels spread far beyond Hafnir's reach.

But no monarch reigns forever. Treachery befell the Kingdom of Hafnir, as the Queen was brought low by her children who grew greedy in the time of prosperity. Her heirs succumbed to infighting and the once carefully crafted web of allies and trading partners fell apart, exposing the mountain realm to its enemies once more. Within a matter of years, the Kingdom's prosperity fostered over centuries was undone. All that was left was a realm divided by greed, soon to be consumed by its foes.

The Aurmadil knew little about the events of the surface - only that one day, the Stairs of the Goddess, the large shaft connecting the Queen's castle to the Aurmadil, collapsed. It was the last the Aurmadil saw of their Gilded Goddess. They were left wondering what they had done to cause their goddess to turn away from them. With little other purpose the Aurmadil had, they soon began continuing their work once more. Perhaps if they were to amass enough gold they could earn back the favor of their goddess ...

Ever since, the abandoned Aurmadil continued in their search for gold. The central colony now without the guidance of the queen fell apart and the Aurmadil spread out into the cavernous undergrounds of the world, continuing their divine mission.



## AURMADIL SOLDIERS

The vast tunnels the Aurmadil carved out underneath the Kingdom of Hafnir did not remain uncontested for long. They soon found themselves confronted with creatures of the depths and incomprehensible horrors. In her wisdom, Queen Hafnir was prepared for the eventuality of her creations to defend their mining endeavors. Their dedication to their purpose made the Aurmadil defiant and far from defenseless. The Queen bestowed the Aurmadil with the knowledge of weapon craft, as well as her approval to use part of excavated gold as material. So, soldiers were deployed to protect their territory from the invading horrors, wielding precious golden weapons in their task.

Being granted the blessing of their Goddess to wield weapons made out of their revered gold, serving as a soldier was seen as a great honor among the insectoid servants. To mark their elevated position, the soldiers' carapace are decorated with gold emblems as a sign of their rank and divine ward against the encroaching evil.

The soldiers of the Aurmadil are armed and dedicated, ready to protect their twisting tunnels with great prejudice.

### AURMADIL SOLDIER

*Medium monstrosity*

**Armor Class** 17 (natural armor, 19 if rolled into a ball)

**Hit Points** 22 (4d8 + 4)

**Speed** 25 ft. (50 ft. if rolled into a ball)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	5 (-3)	12 (+1)	7 (-2)

**Proficiency** +2

**Skills** Perception +3

**Senses** blindsight 10 ft., darkvision 120 ft. passive Perception 13

**Languages** Aurmadil, Understands Common but can't speak it  
**Challenge** 1 (200 XP)

**Gold Sense.** The aurmadil can sense if gold is within 60 ft. of it. It is aware of the direction in where the gold is located, but cannot pinpoint its location.

**Roll Out.** As an action, the aurmadil can roll into a ball. While rolled in a ball the aurmadil has a +2 bonus to its AC, becomes blind beyond its blindsight, has a speed of 50 ft., and is immune to bludgeoning damage caused by falling. Additionally the aurmadil gains access to new actions. The aurmadil can uncurl as an action or bonus action. Once it does so, it's remaining speed for its turn becomes 0. When an aurmadil that is rolled into a ball is knocked prone or dies, it uncurls.

**Rolling Charge.** If the aurmadil hits a creature with a rolling slam after moving at least 20 ft. straight towards the creature, the creature must succeed a DC 12 Strength saving throw or be knocked prone. If the creature is knocked prone the aurmadil can move through its space and make another rolling slam attack as a bonus action against another creature until the end of its turn.

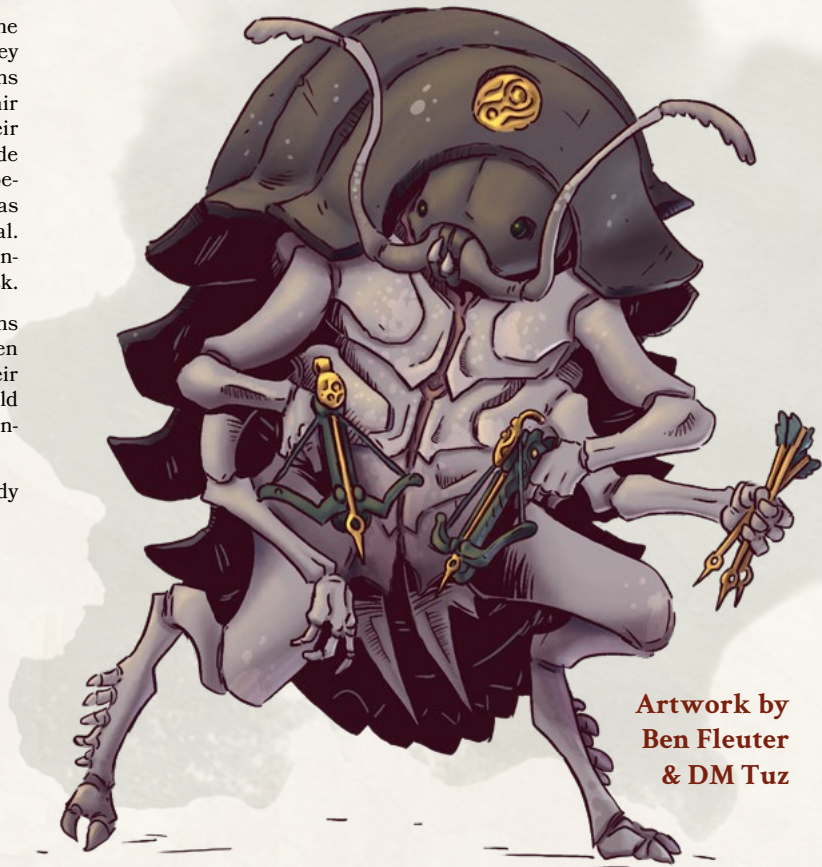
#### ACTIONS

**Multiattack (When not rolled up).** The aurmadil makes two attacks. The aurmadil can roll up in place of the second attack.

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

**Golden Handcrossbows.** *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

**Rolling Slam (Rolled Up).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage.



Artwork by  
Ben Fleuter  
& DM Tuz

### AURMADIL WORKER

*Medium monstrosity*

**Armor Class** 16 (natural armor, 18 if rolled into a ball)

**Hit Points** 11 (2d8 + 2)

**Speed** 25 ft. (50 ft. if rolled into a ball)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (0)	13 (+1)	5 (-3)	10 (0)	7 (-2)

**Proficiency** +2

**Senses** blindsight 10 ft., darkvision 120 ft. passive Perception 12

**Languages** Aurmadil, Understands Common but can't speak it  
**Challenge** 1/4 (50 XP)

**Gold Sense.** The aurmadil can sense if gold is within 60 ft. of it. It is aware of the direction in where the gold is located, but cannot pinpoint its location.

**Roll Out.** As an action, the aurmadil can roll into a ball. While rolled in a ball the aurmadil has a +2 bonus to its AC, becomes blind beyond its blindsight, has a speed of 50 ft., and is immune to bludgeoning damage caused by falling. Additionally the aurmadil gains access to new actions. The aurmadil can uncurl as an action or bonus action. Once it does so, it's remaining speed for its turn becomes 0. When an aurmadil that is rolled into a ball is knocked prone or dies, it uncurls.

#### ACTIONS

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

**Pickaxe.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

**Rolling Slam (Rolled Up).** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10+1) bludgeoning damage.



## AURMADIL GOLDSMITH

With gold being a most venerated material of presumed divine origin, the Aurmadil handle it with great care. Working with the divine metal is a great privilege and must be earned by merit, so none of the precious gold may be spoiled by a fool's hand.

The goldsmith's of the Aurmadil are the best craftsmen Queen Hafnir's insectoid servants have to offer. Each of their four hands is skilled and precise, capable to shape and smith the Aurmadil's gold emblems. Weapons created by their venerated goldsmiths do not leave their shrine-like craft benches before they reach perfection by a master's touch, as it would be considered heresy to create anything of lesser quality from the gifts of their Goddess.

If faced in combat, the goldsmith's know to protect themselves and their workshops. They wield their tools with lethal precision to fend off invaders. In cases of larger incursions of their tunnel homes, goldsmiths will be fighting alongside their kin. Their insectoid brethren ascribe a touch of the divine to the goldsmiths because of their constant handling of the precious gold. This reverence manifests itself in the goldsmiths who in rituals inscribe blessed runes upon the golden emblems the Aurmadil proudly carry on their shells. These runes channel this reverence back into the Aurmadil who are so strong in their belief that their blessings become reality, empowering the soldiers and all diligent Aurmadil who take up arms against those who impede upon their sacred task.



Artwork by  
Ben Fleuter  
& DM Tuz

## AURMADIL GOLDSMITH

Medium monstrosity

**Armor Class** 17 (natural armor, 19 if rolled into a ball)

**Hit Points** 39 (5d8 + 10)

**Speed** 25 ft. (50 ft. if rolled into a ball)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	6 (-2)	15 (+2)	7 (-2)

**Proficiency** +2

**Senses** blindsight 10 ft., darkvision 120 ft. passive Perception 12

**Languages** Aurmadil, Understands Common but can't speak it

**Challenge** 3 (700 XP)

**Gold Sense.** The aurmadil can sense if gold is within 60 ft. of it. It is aware of the direction in where the gold is located, but cannot pinpoint its location.

**Roll Out.** As an action, the aurmadil can roll into a ball. While rolled in a ball the aurmadil has a +2 bonus to its AC, becomes blind beyond its blindsight, has a speed of 50 ft., and is immune to bludgeoning damage caused by falling. Additionally the aurmadil gains access to new actions. The aurmadil can uncurl as an action or bonus action. Once it does so, it's remaining speed for its turn becomes 0. When an aurmadil that is rolled into a ball is knocked prone or dies, it uncurls.

### ACTIONS

**Multiattack (When not rolled up).** The aurmadil makes three weapon attacks.

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

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

**Rolling Slam (Rolled Up).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage.

**Goldcraft.** The aurmadil goldsmith enhances another aurmadil within 5 ft. of itself with one boon for 1 minute. Once an aurmadil is enhanced, it can't benefit from any aurmadil goldsmith's Goldcraft for 24 hours. The goldsmith can choose to bestow one of the following boons:

- **Alacrity.** The aurmadil's speed is increased by 10 ft., it has advantage on Dexterity saving throws, and opportunity attacks against it are made with disadvantage.
- **Destruction.** When the aurmadil hits with an attack, it deals an additional 4 (1d8) damage.
- **Protection.** The aurmadil gains a +2 bonus to its AC and gains 10 temporary hit points.



## AURMADIL LAUNCHER

Strangely enough, blueprints for a peculiar warmachine made their way into the hands of the Aurmadil. Without the concept of siege warfare, the insectoids were at first puzzled over this peculiar machine. But they trusted the wisdom of their Gilded Goddess and were determined to utilize this machination.

The heralds of the Aurmadil agonized over the purpose of this machine, until, as if by divine providence, workers came across an underground crevice too large to cross. The Aurmadil's trust in the queen was rewarded. Their Gilded Goddess delivered once again.

### Aurmadil Launcher

*Huge Object (Complex Warmachine)*

**Armor Class:** 15

**Hit Points:** 110

**Damage Immunities:** poison, psychic

**Crew:** Commonly, an aurmadil launcher is operated by 10 aurmadil. 8 aurmadil workers serve as the launcher's method of transportation, with each of them operating as a wheel while rolled up. Two aurmadil on top of the launcher operate the warmachine, with one aiming and commanding the aurmadils below to line up the weapon, and the other to operate the launching mechanism. The 8 workers can collectively move the launcher 40 ft. or turn the aurmadil launcher up to 180° as an action. At least 4 workers are needed to move the aurmadil launcher at all.

The aurmadil launcher catapults aurmadil over underground fissures, cliffs, or into the heat of battle. Before it can be fired, the launcher must be loaded and aimed. An aurmadil must enter the launcher and roll up as an action. To fire the launcher a creature must spend an action to operate it.

**Bombing Bug.** The loaded aurmadil is launched at a point within 480 ft. of the aurmadil launcher. Upon impact, each creature within 5 ft. of the landing aurmadil must make a DC 12 Dexterity saving throw. On a failed save a creature takes 18 (4d8) bludgeoning damage and if the creature is medium or smaller size, it is knocked prone. On a successful save a creature takes half as much damage and is not knocked prone.

## Forgotten Foes: Aurmadil

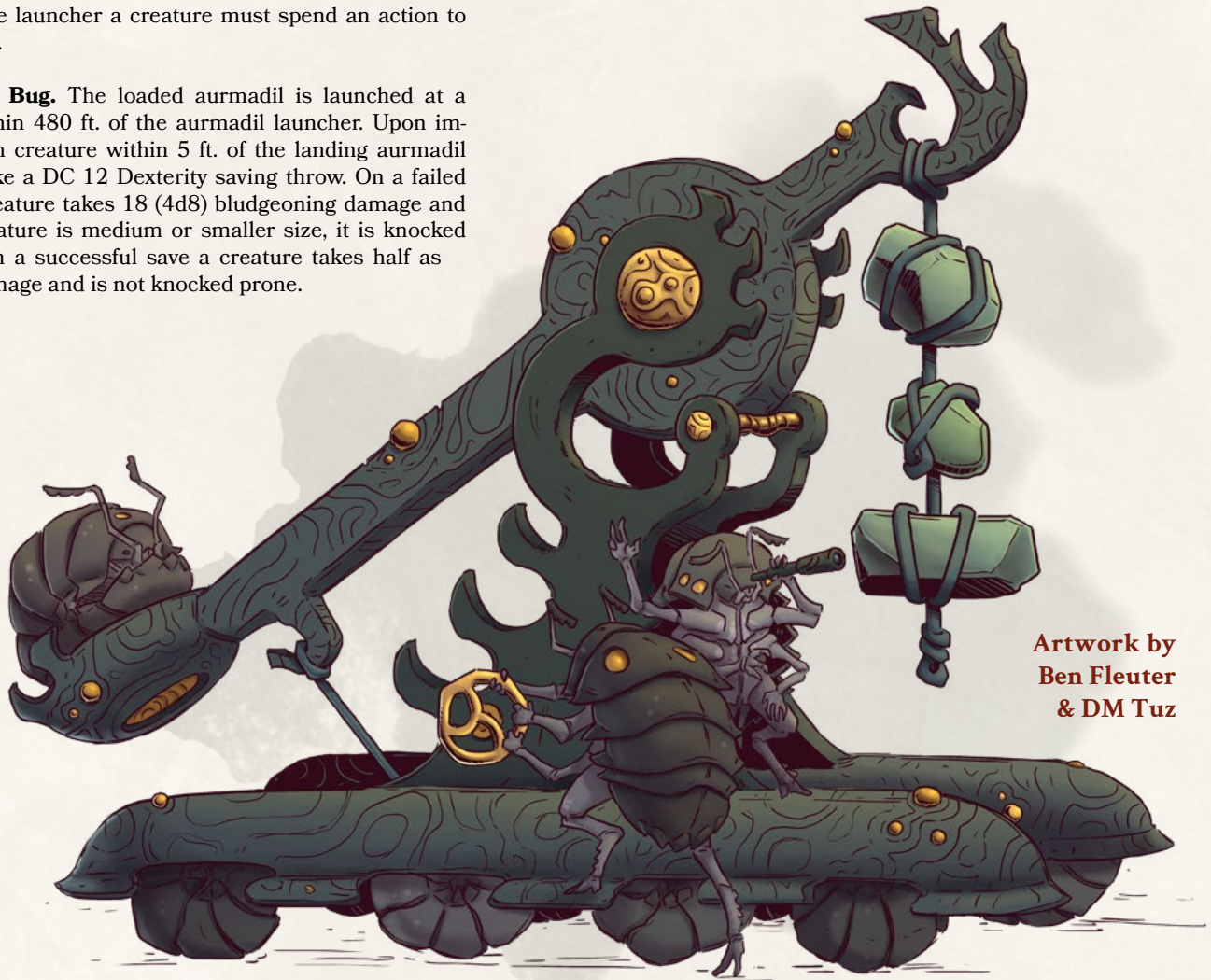
### AURMADIL HERALD

Few Aurmadil were allowed the greatest honor of direct correspondence with Queen Hafnir. These chosen were the link between the Aurmadil and their Gilded Goddess and deliverers of her edicts. From these initial few who the Queen chose to meet directly, spawned a cast of priesthood among the Aurmadil. Heralds, as they would refer to them, who carry the word of the Goddess. As they were in direct contact with divinity, they were regarded as the highest among the Aurmadil and thus richly clad in gold to mark their station. The Aurmadil accepted the heralds as the highest authority aside from the Goddess herself. Their elevated rank allowed the heralds to channel reverence and perform divine magic and miracles, further securing position as leaders and priests of the Aurmadil.

The Aurmadil heralds made it a custom to cover their eyes after audience with their goddess, unwilling to have any other sight tarnish the memories of their queen's visage. This custom evolved into the heralds willingly blinding themselves, citing that their sight is only reserved for the goddess herself. The reverence the heralds accumulate compensates for their loss of sight, as it manifests in a heightened gold sense innate to their kind. Where common Aurmadil are able to just sense the proximity of gold, the heralds can see it by divine sight.

With the Queen's disappearance, the duty of managing the amassed gold was taken over by the heralds. At their discretion is gold distributed among the Aurmadil, or stored away in grandios temple vaults. It is their belief that once enough gold has been amassed, the Gilded Goddess will make contact with them once more.

In battle the heralds lead the Aurmadil who fight zealously knowing that the herald's divine aid all but assures their victory in combat.



Artwork by  
Ben Fleuter  
& DM Tuz





Artwork by Ben Fleuter & DM Tuz

## AURMADIL HERALD

Medium monstrosity

**Armor Class** 18 (natural armor, 20 if rolled into a ball)

**Hit Points** 82 (11d8 + 33)

**Speed** 25 ft. (50 ft. if rolled into a ball)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	7 (-2)	15 (+2)	8 (-1)

**Proficiency** +3

**Skills** Perception +5

**Damage Resistances** Poison

**Senses** blindsight 10 ft. (blind beyond), passive Perception 15

**Languages** Aurmadiil, Understands Common but can't speak it

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

**Shielding Incense.** The herald wields two golden censers. As long as the herald wields at least one censer, it is surrounded by a thick cloud incense. As long as the herald is covered by incense, any attack made against the herald further than 10 ft. away is made with disadvantage.

**Improved Gold Sense.** The aurmadiil herald can sense if gold is within 120 ft. of it and can pinpoint its location.

**Roll Out.** As an action, the aurmadiil can roll into a ball. While rolled in a ball the aurmadiil has a +2 bonus to its AC, becomes blind beyond its blindsight, has a speed of 50 ft., and is immune to bludgeoning damage caused by falling. Additionally the aurmadiil can't use weapons or implements, but gains access to new actions. The aurmadiil can uncurl as an action or bonus action. Once it does so, it's remaining speed for its turn becomes 0. When an aurmadiil that is rolled into a ball is knocked prone or dies, it uncurls.

## ACTIONS

**Multiattack (When not rolled up).** The aurmadiil herald makes three weapon attacks.

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

**Censer.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 3 (1d6) poison damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw or be poisoned until the end of the herald's next turn.

**Rolling Slam (Rolled Up).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage.

**Spellcasting.** The aurmadiil herald casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 13) and using its gold censers as spell implements:

At will: *light, poison spray, thaumaturgy, word of radiance*

1/day each: *aid, bless, command (3rd Level), fog cloud, locate object, stinking cloud*

### DESIGNER'S NOTE: IMPROVED GOLD SENSE

While the Aurmadiil Herald's statistic state that the creature is blind beyond it's blindvision, the Aurmadiil Herald is in most circumstances not truly blind. The herald's Improved Gold Sense allows it to pinpoint the exact position of gold within 120 ft. of itself. If any creature, such as a common adventurer, were to approach the herald, it would become aware of their approach, due to the gold that the adventurer has on their person. So as long as a creature carries any amount of gold on itself, such as an adventurer, or another Aurmadiil, an Aurmadiil Herald is able to see them as long as they are within 120 ft. of it.



## AURMADIL LOOT

The Aurmadil's emblems that define their rank within their society are created from the valuable gold that they mine for day in and day out. Aurmadil workers on the other hand can always be expected to carry a few gold nuggets with them. To represent this wealth of loot that can be found in Aurmadil encounters; whenever you roll any amount of gold found by players after encounters with Aurmadil, roll twice and choose the higher result. Alternatively you can decide to put in the additional work and place **aurmadil emblems**, worth 50 gp a piece, and **aurmadil gold nuggets**, worth 10 gp a piece, weighing 1 pound each, into the loot pool of every encounter.

## AURMADIL WEAPONS

Many weapons Aurmadil wield are created from the reverence infused gold they mine. In most common cases it allows their gold weapons to be just as sturdy as weapons made out of hardened steel. A weapon made out of Aurmadil Gold has the same statistics as a regular weapon, except that it is ten times as valuable as its common version.

Further, players that may raid an Aurmadil armory will find a heightened amount of magic weapons. Due to the reverence within the gold, weapons created from pure Aurmadil Gold can qualify as magical +1, or +2 weapons or ammunition. Alternatively, if you prefer to stay away from handing out too many weapons that increase your player's to hit and damage bonus, you can use the following common magic weapon:

### GOLD WEAPON

*Weapon (any), common*

This magical weapon is infused with reverence. This weapon will always remain in pristine condition and its golden shine will never tarnish.

## GOLD FEVER CURSE

The Aurmadil fiercely protect the gold stored in their temple vaults, as any robber would not only obstruct their divine mission, but also delay the reunion with their goddess. To steal from the Aurmadil is to face their undying grudge. Reverence not only manifests itself in blessings, but also in banes and curses. Those that take from the Aurmadil unjustly will be afflicted by their curse.

Any character that steals, pillages, or takes gold from the Aurmadil may be exposed to a unique curse: the Gold Fever Curse. Objects made from the Aurmadil's renowned gold that are given to characters willingly never carry this curse. It is at the dungeon master's discretion which items are affected by this curse, though it is suggested to reserve this curse for either high valuable items such as magical weapons, or items that were obtained under particularly vile circumstances by a character.

**Effect:** A character exposed to the curse must make a DC 12 Wisdom saving throw at the dawn of each morning as long as they carry stolen Aurmadil Gold on their person, or when they attempt to part with the gold, by trading it or otherwise giving it away. On a failed save the character becomes unwilling to part with the Aurmadil Gold, or any gold for that matter, under any circumstances. They develop a compulsive need to handle objects of gold and to look at it. Until the curse is broken, the character will jealousy hoard any gold they own, even unwilling to purchase essentials with it, and will lash out at anyone that attempts to take it from them.



## THE HIDDEN GARDEN

In the war torn landscape of Altland's history, few stood as stalwart amidst the chaos as the Kingdom of Alverk, known for its mastery in artifice and warcraft. Its undeterred armies of golems and warmachines continuously braved the constant assaults of its enemies. Tenaciously, the metal armies of Alverk would grind any foe into submission. Though, the Kingdom's success was not shouldered by its armies alone. If it was not for the tactical and inventive mind of the monarch King Alverk himself, the Kingdom would have long since fallen and be just a footnote of history.

King Alverk was a stoic monarch of keen intellect and above all else a masterful craftsman who had his hand in the construction and design of his warmachines that formed the backbone of his military might. Under his skillful guidance his realm saw unprecedented prosperity and growth. But as stoic as he presented himself to the world, the burden of the crown wore heavily on King Alverk. Each of his decisions had to be carefully contemplated, lest he would lead his kingdom to ruin. The ceaseless pressure upon his mind and soul was tremendous. To bring himself solace when his leadership was tested the most, he retreated again and again to a secret project of his: his hidden garden, the Verdant Sanctuary.

The Verdant Sanctuary was a hidden piece of green land that King Alverk, who usually found himself surrounded by blazing furnaces and roaring battlefields, tended to with great passion and love. Over years of work, he shaped this land into his very own place of comfort. It was by merit of the garden's tranquil beauty that allowed the King to remain composed and resolute.

As his Verdant Sanctuary grew in size, King Alverk found himself in a vexing position. With greater size the garden demanded a greater amount of tending and attention by the King. He found himself pulled between his monarch duties and his love for his garden. Fate smiled upon the monarch when a strange mineral was brought before him. The prospectors who presented the mineral had harvested it off a great tree's roots, found in the heart of an ancient forest. Intrigued, the King ordered that this mineral must be inspected. His court mages deciphered the mysteries of this mineral expediently; this mineral could store and release natural energies. Fascinating as it was, it was impractical to see use in the field of battle where one would only find fire and death, and was dismissed. King Alverk, though, saw the true potential of this mineral as the solution to his unknown predicament.

The King returned to his sanctuary once more, bringing material and inspiration for a new type of constructs. They would be powered by this new mineral he named primalite, and become the King's helping hands to tend to his beloved garden: his garden guardians.

### MACHINES OF CARE

For the first time in his life, King Alverk would construct machines not for the purpose of warfare, but of preservation and protection. He created the tenders for his Verdant Sanctuary.

As a seasoned warsmith of unparalleled skill, the King was quick to create the first constructs with simple instructions: protect the garden and tend to its needs. The primalite within their construct bodies would supply their animus and the abundant life of the garden would power them. The King was pleased to see the success of his design. The reciprocity between the machine and the garden was ensured; as the machines kept the garden alive, so did the garden keep the machines empowered and working.

In the following years, the King refined and perfected his garden guardians, creating them with different forms and purposes. At last, the guardians performed their tasks completely without the King's directions and the King could indulge in the beauty of his garden fully and untroubled. And the King did: He would return to his garden in times of exhaustion or unease, the garden would remain his ever available sanctuary.

At the twilight of the monarch's life, the King, weary in spirit of a lifetime of responsibility and broken in body by the burden of a monarch, sought out the garden for the final time. To his kingdom, he vanished, leaving behind his throne and his crown, to be claimed by his capable children. His sanctuary was his new home and in time, his final rest. With peace of mind he left, knowing that not only his Kingdom would be cared for, but his garden that he loved so very much would remain forever. Of all of his constructs created by his hand, King Alverk cherished none more than his garden guardians, who would ensure that his garden would stand splendid and flourishing evermore.



## LESSER GARDEN GUARDIAN

Medium construct

**Armor Class** 16 (natural armor)  
**Hit Points** 30 (4d8 + 12)  
**Speed** 30 ft., 30 ft. flying (hover)

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

**Proficiency** +2

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

**Damage Immunities** poison, psychic

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 60 ft. passive Perception 12

**Languages** Understands the language of its creator but can't speak

**Challenge** 2 (450 XP)

**False Appearance.** While the garden guardian remains motionless, it is indistinguishable from garden decoration, such as a potted plant, or a bush.

**Sacrifice.** The garden guardian can use an action and regain a use of its **Lesser Verdant Infusion** and use it as part of the same action. When the garden guardian uses this feature it is incapacitated for 24 hours.

### ACTIONS

**Multiattack.** The guardian makes one melee weapon attack and three slam attacks.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

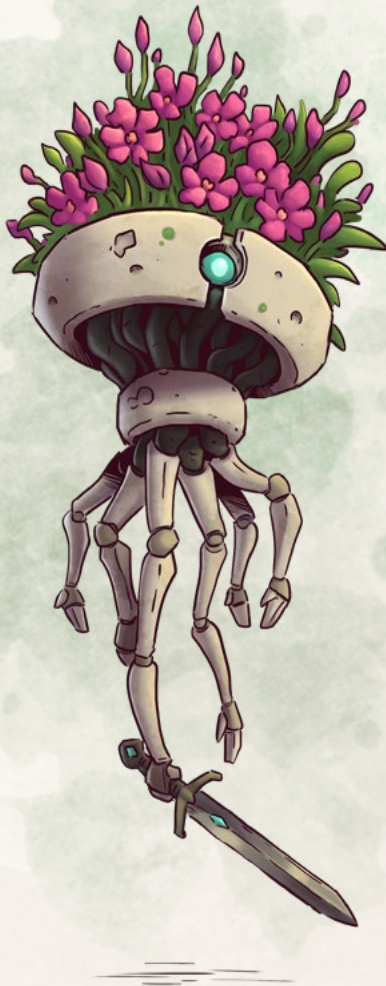
**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

**Lesser Verdant Infusion (1/day).** The guardian touches a plant creature or point within its reach. If the guardian touches a plant creature, that creature regains 16 (4d6+2) hit points and is no longer poisoned. If the guardian touches a point, all normal plants within a 10-foot radius centered of the area flourish and grow. The area becomes difficult terrain until the plants are trimmed or destroyed.

Despite the abundance of the animating primal energy, the guardians will remain motionless outside of their regular rounds so as to not disturb the tranquility with gratuitous commotion. Even in rest, garden guardians add to the beauty of the garden thanks to the King's ingenious design.

### VARIANT: SPELL STORING CONSTRUCTS

As an alternative flavor, you as the DM can choose the garden guardians to be created for a different purpose than the maintenance of a secret garden. To reflect this new purpose, you can exchange the effect of the lesser and greater guardian's **Verdant Infusion** action. The effect of the **Lesser Verdant Infusion** is estimatedly equal to a 1st level spell, while **Greater Verdant Infusion** is equal to a 3rd level spell. Choose two or three of the appropriate spells for your guardians to cast with their Infusion action. With this easy adjustment you can veer off the presented flavor for whatever purpose you need.



Artwork by Ben Fleuter & DM Tuz

## GARDEN GUARDIANS

Serving as the backbone of the garden guardians, these constructs are regularly patrolling the garden for lesser tasks of maintenance and care. Designed with different purposes in mind, the guardians were created in lesser and greater size. Where the lesser guardian is able to nimbly maneuver and reach the crowns of the garden's tallest trees, the greater guardian performed tasks of heavy labor. Both designs, complementing each other, ensure the garden's needs are tended to.

The primalite within their construct bodies does not only serve these guardians as a power source. Due to the close proximity to the garden's exuberant vitality, these guardians were created to not just absorb this energy, but to also hoard and release it if need be. Akin to a feat of primal magic, the garden guardians can dispense their energy and cause plants to sprout and flourish where they once withered before. As this feat is directly linked to the very power that animates these constructs, an overuse of this ability will cause them to fall into inactivity. The prime directive of the guardians is the Verdant Sanctuary's protection and maintenance, so they will not hesitate to give up their power for the garden. But the garden provides for these machines in reciprocity and they will be able to return to their duties in due time.



## GARDEN WELLSPRING

During the garden's creation, the King became keen to the different phenomena of the natural world. He developed a thorough understanding of the circle of life and each role within the greater entity of the garden. One observation that captivated him was how small forms of life gathered around greater beings, such as mighty trees. Animals would find their homes in their branches, moss would grow upon their bark, and humble mushrooms would grow within their shadows. As so much life would flourish around the tree, so would the tree become a wellspring of primal energy. Though, effective as the trees' dispense of primal energies were, by their very nature they were immobile.

Garden wellsprings are mighty constructs created with the purpose to house these life giving trees. Upon their many sturdy legs, the wellspring slowly but surely transports trees and bring them where their life-giving energies are most needed. They were built with power and durability in mind, as each of the trees they transport is of great value for the garden.

With the use of these wandering bastions of vigor, the King was able to expand the magnitude of his garden greatly. Wherever these constructs would wander, a green path of flourishing plants would soon follow, and their very presence was able to turn even the most blighted ground into fertile soil.



**Greater Garden Guardian**  
Artwork by Ben Fleuter  
& DM Tuz

## GREATER GARDEN GUARDIAN

Large construct

**Armor Class** 16 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	3 (-4)	15 (+2)	3 (-4)

**Proficiency** +3

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

**Damage Immunities** poison, psychic

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 60 ft. passive Perception 12

**Languages** Understands the language of its creator but can't speak

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

**False Appearance.** While the garden guardian remains motionless, it is indistinguishable from garden decoration, such as a fountain, a dais, or a flower bed.

**Verdant Leak.** When the guardian is reduced to 0 hit points and still has a use of its **Greater Verdant Infusion** for the day, it uses **Greater Verdant Infusion** without using an action or reaction before being destroyed or incapacitated.

### ACTIONS

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

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.  
*Hit:* 16 (2d10+5) bludgeoning damage.

**Greater Verdant Infusion (1/day).** The guardian emits a life giving wave in a 20-foot radius centered on itself. Each plant creature in the area gains 16 (4d6+2) hit points and is no longer poisoned. Each incapacitated lesser garden guardian in the area with more than 0 hit points is no longer incapacitated. Additionally plants in the area grow and flourish, causing the area to become difficult terrain until the plants are trimmed or destroyed.



## Forgotten Foes: Garden Guardians

# Garden Wellspring

Gargantuan construct

**Armor Class** 17 (natural armor)

**Hit Points** 155 (10d20 + 50)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	21 (+5)	3 (-4)	16 (+3)	3 (-4)

**Proficiency** +4

**Skills** Perception +7

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

**Damage Immunities** poison, psychic

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** tremorsense 30 ft., darkvision 60 ft. passive Perception 17

**Languages** Understands the language of its creator but can't speak

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

**Crawler.** The garden wellspring has advantage on saving throws against being knocked prone and difficult terrain does not impede its movement.

**False Appearance.** While the garden wellspring remains motionless, it is indistinguishable from a ruined building.

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

**Verdant Overflow.** A plant creature that starts its turn within 60 ft. of the garden wellspring regains 10 hit points and has resistance to necrotic damage until the beginning of its next turn. Additionally an incapacitated lesser garden guardian that starts its turn in the area with more than 0 hit points is no longer incapacitated.

### ACTIONS

**Multiattack.** The garden wellspring makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 25 (4d8+7) bludgeoning damage.

**Life Giving Pulse (1/day).** The wellspring releases a pulse of life giving energies in a 60 ft. radius centered on itself. Each creature that is not a construct or undead in the area regains 23 (4d8+5) hit points and is no longer poisoned. Each creature that is not a construct or undead and died since the end of the wellspring's last turn in the area is returned to life with 1 remaining hit point.

Additionally, any lesser- or greater garden guardian in the area regains one use of their lesser- and greater verdant infusion.



Garden Wellspring  
Artwork by Ben Fleuter  
& DM Tuz



## GARDEN GUARDIAN CARETAKER

Large construct

**Armor Class** 16 (natural armor)

**Hit Points** 104 (11d10 + 44)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (0)	17 (+3)	5 (-3)

**Proficiency** +3

**Skills** Nature +9, Perception +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

**Damage Immunities** poison, psychic

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 120 ft. passive Perception 16

**Languages** Understands the language of its creator but can't speak

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

**Command Garden Guardians.** The caretaker can share information with any garden guardian construct (greater or lesser) within 120 ft. of itself nonverbally, allowing them to be aware of any creature the caretaker is aware of.

**Plant Awareness.** The caretaker is aware of all plants and plant creatures within 60 ft. of itself as if it can see them. It is aware of the creature's hit point maximum and current hitpoints, as well as its nutritional needs.

**Withering Weakness.** When the caretaker takes fire or necrotic damage, it can't use its **Spellcasting** action until the end of its next turn.

### ACTIONS

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

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

**Spellcasting.** The caretaker casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 14) and using its plant growth as an implement and requiring no material or verbal components:

At will: *druidcraft, mending, mold earth*

1/day each: *detect poison and disease, plant growth, protection from poison, revivify (can only target plant creatures)*

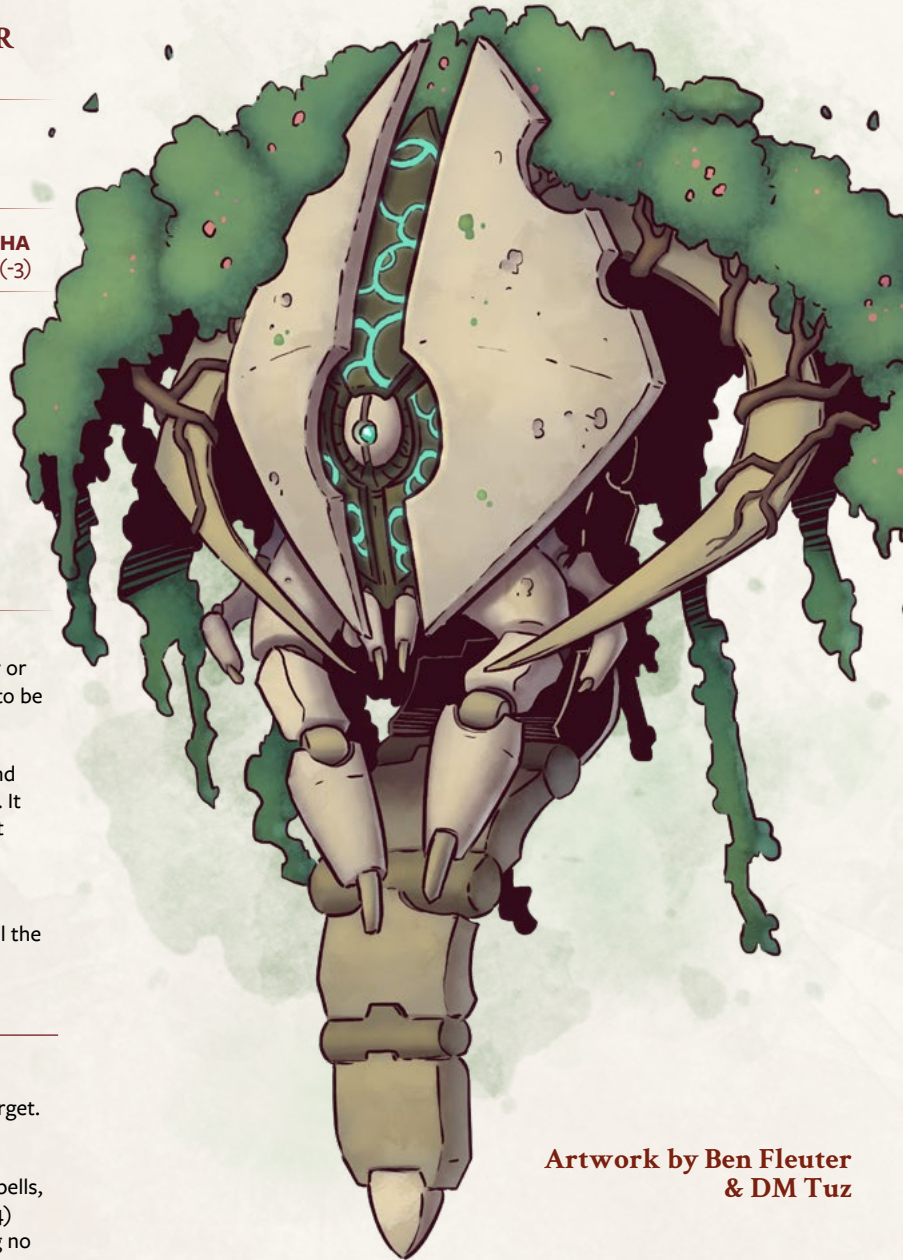
### LEGENDARY ACTIONS

The garden guardian caretaker can take 2 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 garden guardian caretaker regains spent legendary actions at the start of its turn.

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

**Garden Tangle.** A creature within 120 ft. of the caretaker in contact with the ground must succeed a DC 14 Strength saving throw or be restrained by sprawling weeds until the end of the caretaker's next turn. The weeds can be attacked (AC 10, 5 HP, vulnerable to fire and slashing damage, immune to psychic damage) or broken if the restrained creature uses an action and makes a successful DC 14 Strength check.

**Command Guardians (2 Actions).** A lesser or greater garden guardian within 120 ft. of the caretaker moves up to half of its speed and makes a single melee weapon attack, or moves up to its speed without provoking opportunity attacks.



Artwork by Ben Fleuter & DM Tuz

## GARDEN GUARDIAN CARETAKER

Created to manage and direct the garden guardians, the caretakers are equipped with the greatest amount of autonomy among the King's secret creations. Where the other garden guardians can only conceive simple directions, the caretaker is capable of thought. While still basic in its intellect, a caretaker possesses a thorough understanding of nature and its balance.

The caretakers are tasked to monitor and observe the garden to ensure its health and growth. Once their watchful eyes identify an issue it will alert lesser constructs to move out and perform whatever task the caretaker deems necessary to rectify the issue.

The caretaker is the peak of King Alverk's garden guardians. To deepen its connection to the plants around it and to tap deep into the primal energies within, the caretakers each are endowed with rich plantlife upon their shells. Due to their close connection to nature, the caretakers can use the primal energy around them to the point of performing outright primal magic.

It is by the feat of the caretakers that the care of the garden has been ensured long since the death of King Alverk and will ensure the verdant sanctuary's continued existence.



## LAIR: THE VERDANT SANCTUARY

The verdant sanctuary was the secret escape from King Alverk's royal duties. It was built over the centuries of his reign, hidden away from sight of even his closest confidants. This masterpiece is a garden of unparalleled beauty and tranquility spans over hundreds of acres, featuring plots of breathtaking flower fields, mighty trees that house delightful singing birds, and elegant structures of kingly design. A well needed haven of peace for the monarch who grew ever so tired of war and destruction.

## LAIR ACTIONS

When fighting a garden guardian caretaker (or another powerful fey or plant creature) in the verdant sanctuary, the caretaker can take lair actions. On initiative count 20 (losing initiative ties), a caretaker takes a lair action to cause one of the following effects:

**Pulling Vine.** A vine lashes out at a creature from the ground. A creature not higher than 20 ft. off the ground must succeed a DC 13 Strength saving throw or be pulled up to 20 ft. into a direction of the caretaker's choice. A creature that fails the saving throw by 5 or more also falls prone.

**Reciprocity.** As the tender protects the garden, the garden enlivens the tender. The caretaker regains the use of one spell and can use spells even if its Withering Weakness trait was triggered (if the creature using the lair action is a fey or plant creature, the creature regains 4d8+8 hit points instead).

**Thorn Path.** Sprawling thorns grow in a 60 ft. line that is 10 ft. wide within the garden. The area becomes difficult terrain and when a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The area remains until the caretaker uses another lair action.

**Tranquil Beauty.** A creature in the garden must succeed a DC 13 Wisdom saving throw. On a failed save a creature is mesmerised by the tranquility of the garden and is unable to do harm until the end of its next turn, meaning that it cannot make attacks, cast spells that target hostile creatures, or ready actions. A creature that is immune to being charmed succeeds the saving throw automatically.

Once a caretaker (or another creature) takes a lair action, no other creature can take lair actions until the beginning of the next round.

## EFFECTS

The verdant sanctuary is a great garden of abundant beauty. Due to the monarch's great efforts, the garden is a self contained realm hidden away from the world at large, but those that intrude upon this majestic landscape may be faced with unique effects:

- Beast and plant creatures that take a short rest in this area regain any lost hit points at the end of their rest, without having to expend hit dice.
- Any spell cast by a druid or ranger in this area is treated as if it were cast at one level higher.
- Creatures that traverse the garden take twice as much time to do so as the overwhelming beauty of the garden slows them down. Creatures that are immune to being charmed are not affected.

## Forgotten Foes: Garden Guardians

- Plants grow at an accelerated rate in this area, roughly at thrice the normal amount.

Once all garden guardian caretakers in charge of the verdant sanctuary are destroyed, the verdant sanctuary will descend into a chaotic overgrowth that will ultimately culminate in the collapse of the carefully constructed garden over the course of one year. All that will remain of the once tended garden will be a rampant monster infested wilderness.

## ASSOCIATED CREATURES

The garden guardians are not the only creatures that can be found in the Verdant Sanctuary. As well as the garden has been tended to by its construct protectors, other creatures may have very well become part of the hidden garden, such as beast or plant type creatures. Plant type creatures in particular could have been introduced by the monarch himself and are now just as tended to as the surrounding flowers and plants.

Because of its secretive and wondrous nature, the verdant sanctuary can also be an ideal spot for fey to manifest. Perhaps a dryad or a chamrosh<sup>UM</sup> found their way from the Far'way\* into the sanctuary and became enchanted by its tranquility and beauty.

On the contrary, not all creatures that arrived in this garden are welcome. Perhaps part of the verdant sanctuary have become infested with outside creatures, such as goblins, kobolds, or similar troublemakers. Of course the garden guardians do not tolerate their presence and players traversing the area could encounter an ongoing territorial conflict between the invaders and the guardians.

As mentioned in the Lair Actions section, not only caretakers can make use of the Verdant Sanctuary's lair actions. A powerful fey or plant monster can become the new master of the verdant sanctuary, and by default, also become the new master of the garden guardians.

*Far'way:* The Far'way is the plane of ideas and home of the fey.  
*UM:* Unbound Monsters

### KING ALVERK'S FATE

It is kept vague as to what happened to the King after he retired and disappeared into the garden. Perhaps he spent his final years surrounded by the beauty of his beloved garden and adventurers might find his remains at the center of a quiet grove. Or the King might be still alive due to the garden keeping him invigorated in return for his years of care and love.

In case you want to feature the King as an entity to be encountered in the Verdant Sanctuary, consider using the Ancient Monarch<sup>UM</sup> monster to represent him.



## THE MOON BUTTERFLY

Even the slightest edge over one's foe could be the difference between victory or fall, may it be information, insight, or fortune. As such the mystical art of divination was a commonly used tool in the age of warring kingdoms' ever-changing landscape. Few legendary oracles rose to prominence, gifted with unmatched clairvoyance. The appearance of these oracles would be of momentous consequence for the world at large.

Conversely, many realms decided to dabble with the art of divination themselves, as they would not want to grow reliant upon these mysterious oracles, which were commonly capricious entities that knew no loyalty. As a discipline of the arcane, various monarchs delegated their most capable court mages to see to the task of divining, but not so the King of Gludeo.

The realm of Gludeo held great knowledge over the occult and the celestial bodies, as since ancient times the royal line of Gludeo did not turn to earthly omens, but turned towards the sky instead. The earliest tribes of humans within Altland believed the stars to hold many secrets which could be unlocked by one who could read the shifting firmament above. Thus, the realm of Gludeo fostered a great understanding of astrology, which was taught within the royal line from generation to generation.

King Gludeo found himself facing an unprecedented crisis for his Kingdom. Same as his predecessors before him, the King consulted the stars for guidance within the royal observatory. Night after night, King Gludeo searched through the nightly sky to no avail. It appeared that for the first time in the King's life, the stars gave no answer. With a heavy heart and the crisis ever so pressing, the King resigned to the fact that the stars could not help him. With one last solem glance the King turned night's sky during this full moon night. While the moon has been a frequent subject of astrological research, the moon and its phases bore seldom relevance to signs and omens. But it was at that moment, the King saw dancing colors upon the pale orb, that beckoned him. Upon a closer inspection, the King realized these colors were not dancing frivolously. The longer the King observed their mesmerizing dance he could hear wordless whispers manifesting in his mind. They promised knowledge and guidance. King Gludeo was no fool. He knew due to his occult studies that there existed many entities that called deception and deceit their trade. To test the entity, the King demanded proof that the entity held knowledge, and the entity delivered.

The entity presented not only the best kept secrets of the Kingdom of Gludeo, but also most sensitive information about the rival kingdoms that threatened the King's realm. The entity then simply told the King to do with this information as he pleased, and that it would meet him again on the next full moon. By the time of the next full moon, the King had overcome the crisis and forced the foes into submission, all thanks to the knowledge given to him by this moon entity. Again the King entered his observatory and made the first of many contacts. A covenant between the monarch and the entity was forged that night.

The King would heed the words of the entity, which offered him guidance and near omniscient insights of things past and things to come. The entity would become the King's trusted advisor to help make the King's ambitions become reality and the King would come to refer to this new ally as the Moon Butterfly.

## THE MOON KIN

The Moon Butterfly is an ominous being which dwells upon pallid planes of the moon. From there it calmly observes events unfolding upon the world, constantly searching for beings that captivate its attention. It seeks for beings of power, position, or potential. Beings that it can guide to upheaval the world's stage, for better or for worse. The Moon Butterfly's motivations to do so are as unfathomable as its origins.

From its distant realm, the Moon Butterfly studied the happenings of the world. Through this observation it gained transcendent insight upon the material world, which allows it to clearly see the machinations of events set in motion and their eventualities. It is with this knowledge through which the Moon Butterfly guides a creature it decided to aid. But advice and insight are not the sole extent of the Moon Butterfly's assistance. The Moon Butterfly is not the only entity existent on the pallid planes. It commands strange creatures of its own design, created from its own essence, each an extension of the Moon Butterfly's influence, called the Moon kin.

The Moon kin are the spawn of the Moon Butterfly, strange creatures of otherworldly physiology and mind, which heed the demands of their creator to aid whichever creature enjoys their master's favor. To perform their task without fail, the moon kin were purposefully shaped by the Moon Butterfly and blessed with a sliver of their creator's alien magic.

To command its spawn, the Moon Butterfly would provide occult rituals to manifest these beings within the material world, or if need be, send heralds that could open the way for its kin.

### FRIEND OR FOE?

One cannot know the true motivation of the Moon Butterfly. As the Butterfly does not care about the concept of good or evil. What it seeks is change and those who can bring it. Thus one can only hope that one's goals align with this entity's whims.

As an ally, the Moon Butterfly can be a great provider of knowledge and offer guidance, but will only do so as far as the resulting events will be in its own interest. It can appear as quite benevolent if one's own success and well being are within the Moon Butterfly's plans. Yet the entity might turn away and disappear once one has played their part, for the moon entity is elusive and selective with whom it associates.

Despite its apparent benevolence, as an enemy, the Moon Butterfly is a ruthless foe, willingly exploiting any sensitive information at hand. Though, it rarely interferes directly, instead using either its kin or its pawns to deal with those who meddle with its ambitions.



## MOON LANTERN

Gently floating across the pallid planes, akin to a jellyfish, the moon lanterns serve as beacons for their kin. Often the first to arrive if moonkin are summoned, the lanterns serve as guiding lights to guide their kin through the dimensional weaves to their destination, especially if amassed in large numbers. Swarms of moon lanterns, drifting through the air herald the arrival of more advanced moonkin.

The moon lanterns serve a further purpose though. As commonly the first moonkin to arrive they prepare the site for the arrival of their brethren. They scout the location, accounting for the presence of hazards, other creatures within the vicinity, or if present, the one the moonkin were sent out to serve in the name of their creator. To ensure smooth communication, the moon lantern can attach themselves onto creatures to transmit the creature's thoughts to their kin. To do so, the moon lantern lines up its tail with the spinal cord of the creature. The moon lantern as such serve as a network of telepathy to ensure that commands reach where they are needed.

**Void Dweller.** The moon lantern does not need to breathe or eat and can safely traverse the void between planets.



Artwork by Ben Fleuter & DM Tuz

## MOON LANTERN

*Small Aberration (Moon kin), typically chaotic neutral*

**Armor Class** 13  
**Hit Points** 14 (4d6)  
**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	11 (0)	5 (-3)	15 (+2)	5 (-3)

**Proficiency** +2  
**Skills** Perception +4  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Senses** darkvision 120 ft. passive Perception 14  
**Languages** Understands Common, Draconic, and Deep Speech  
**Challenge** 1/2 (100 XP)

**Alien Mind.** The moon lantern has advantage on saving throws against being charmed, frightened, and having its mind read.

**Beacon.** Other moon kin can sense the presence of a moon lantern within 2 miles and can teleport to a moon lantern without error. Moon lanterns can communicate with other moon kin telepathically within 120 feet.

### ACTIONS

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

**Daze.** A creature within 60 ft. of the moon lantern must succeed a DC 12 Wisdom saving throw or take 3 (1d6) psychic damage and be dazed until the end of the lantern's next turn. A dazed creature subtracts 2 (1d4) from any ability check, attack roll, or saving throw it makes.

**Attach.** The moon lantern attaches itself onto a willing creature or a creature that it has grappled. While attached the moon lantern grants the creature it is attached to telepathic communication with any creature within 120 ft. of itself.

## MOON LANTERN (FAMILIAR)

*Tiny Aberration (Moon kin)*

**Armor Class** 12  
**Hit Points** 1 (1d4 - 1)  
**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	9 (-1)	5 (-3)	13 (+1)	5 (-3)

**Proficiency** +2  
**Skills** Perception +3  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Senses** darkvision 120 ft. passive Perception 13  
**Languages** Understands Common, Draconic, and Deep Speech  
**Challenge** 0 (10 XP)

**Alien Mind.** The moon lantern has advantage on saving throws against being charmed, frightened, and having its mind read.

### ACTIONS

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

**Dazzle.** A creature within 60 ft. of the moon lantern must succeed a DC 11 Wisdom saving throw or take 3 (1d6) psychic damage and the moon lantern is invisible to the creature until the end of its next turn.



## MOON HOUND

As a primitive form of the moonkin, the moon hounds are ferocious creatures imbued with cunning instincts. The moon hound is a commonly summoned moonkin for those chosen by the Moon Butterfly, as it is a flexible servant. Superior to other beasts of war or guard animals, the moon hound was given enough cognisance to parse simple commands. With its jagged rows of teeth that clench upon its victims, a creature will find itself quickly trapped within the moon hound's eel-like jaw. Escape, though a possibility, is not a preferable option; once the jagged teeth have embedded themselves within the flesh would rip and tear, leaving a creature maimed and devastated.

To subdue or misdirect, the moon hounds also possess innate eldritch powers. Upon releasing a distorted screech from within their alien throats, the moon hound is capable of producing visual sounds that dazzle the eyes and mind. Thanks to the moon hound's cunning, they know fully well to exploit such an opening. A creature flummoxed by this colorful bark will be either quickly surrounded or brought low by the moon hound before its senses recover.

**Void Dweller.** The moon hound does not need to breathe or eat and can safely traverse the void between planets.

## MOON COMMUNION

The Rite of Moon's Communion is an ancient ritual of unknown origin. Perhaps it was by design of the Moon Butterfly that mortals came into possession of this occult knowledge?

The Rite of Moon's Communion describes a set of elaborate rituals to allow a mortal being to contact the Moon Butterfly. Eight versions of this ritual exist, each only effective in one of the phases of the moon. Each version of the Rite of Moon's Communion's instructions reflect their corresponding moon phase and thus vary greatly from one another, in both required materials and prescribed sequence of activities. The versions are commonly written in a way that omits the existence of other versions of the same ritual.

Once completed, a creature performing the ritual will fall into a comatose state, as its consciousness is transported into the otherworldly realm of the Moon Butterfly. The creature will find itself upon a pallid wasteland underneath an eternal night's sky. Dominating the overwhelming night's sky is a planetoid emanating an eerie glow. Shortly after the creature's arrival, the Moon Butterfly will appear before the creature, though the Moon Butterfly might decide to assume a less overwhelming form when engaging with a lesser creature.

When the creature ends the communion, or if the Moon Butterfly decides to send the creature back, the creature will awake back in its physical body.

## MOON HOUND

*Medium Aberration (Moon kin), typically chaotic neutral*

**Armor Class** 16 (natural armor)  
**Hit Points** 30 (4d8 + 12)  
**Speed** 40 ft.

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

**Proficiency** +2

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft. passive Perception 12

**Languages** Understands Common, Draconic, and Deep Speech

**Challenge** 2 (450 XP)

**Alien Mind.** The moon hound has advantage on saving throws against being charmed, frightened, and having its mind read.

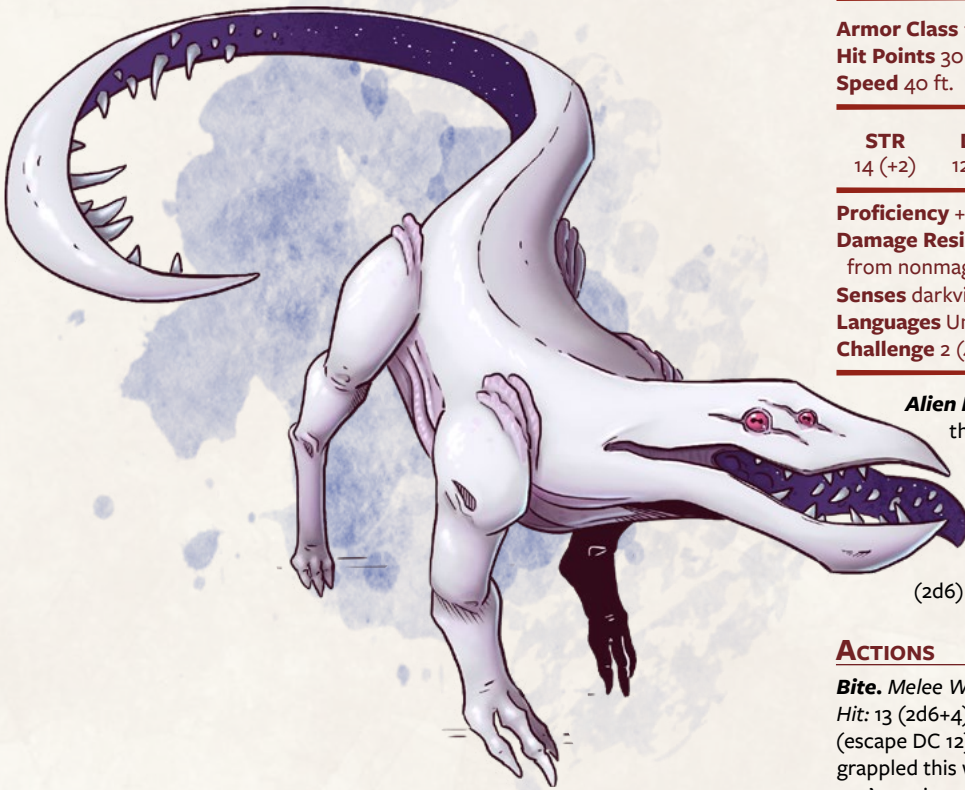
**Ripping Jaw.** A creature that escapes the moon hound's bite with a successful ability check or through forced movement takes 7 (2d6) piercing damage.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+4) piercing damage and the target is grappled (escape DC 12). The moon hound can have only one creature grappled this way and until the grapple ends, the moon hound can't use its color bark and can make bite attacks only against the grappled creature.

### BONUS ACTIONS

**Color Bark.** A creature within 20 ft. of the moon hound that can see it must succeed a DC 11 Wisdom saving throw. On a failed save the creature is blinded until the end of the moon hound's next turn.



Artwork by Ben Fleuter & DM Tuz



## MOON MAIDEN

Medium Aberration (Moon kin), typically chaotic neutral

**Armor Class** 15 (natural armor)

**Hit Points** 71 (11d8 + 22)

**Speed** 30 ft., fly 30 ft. (hover)

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

**Proficiency** +3

**Skills** Insight +6, Perception +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft. passive Perception 16

**Languages** Understands Common, Draconic, and Deep Speech

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

**Alien Mind.** The moon maiden has advantage on saving throws against being charmed, frightened, and having its mind read.

**Lunar Illumination.** If both of the moon maiden's moon bolts hit the same target, it becomes hulled in otherworldly light until the end of the moon maiden's turn, causing it to shed dim light in a 10 ft. radius.

As long as a target is hulled in otherworldly light, any attack roll against the target has advantage if the attacker can see it, and the target can't benefit from being invisible or hidden. The moon maiden cannot gain advantage on its attack rolls from this effect.

**Magic Weapons.** The moon maiden's attacks are magical.

### ACTIONS

**Multiattack.** The moon maiden fires two moon bolts.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 +1) bludgeoning damage plus 7 (2d6) psychic damage.

**Moon Bolt.** *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 22 (4d8 +4) radiant damage and the next attack against the target made by another creature before the end of the moon maiden's next turn is made with advantage.

**Spellcasting.** The moon maiden casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 15) requiring no material or verbal components:

At will: *dancing lights, minor illusion*

1/day each: *calm emotions, detect evil and good, detect magic, detect thoughts, nondetection, sending*

### VARIANT: EXPANDED MOON MAIDEN MAGIC

The moon maidens are capable to field a diverse selection of spells. If you want to customize an encounter featuring a moon maiden, consider expanding her spells with the following spells:

1/day each: *alarm, bestow curse, glyph of warding, hallow, mass cure wounds, remove curse, scrying*



Artwork by Ben Fleuter & DM Tuz

## MOON MAIDEN

Perhaps the most humanoid and graceful of the moonkin, the moon maidens sing their eerie melodies across the pallid planes.

As an advanced species of the moon kin, the moon maidens wield eldritch magic, which they utilize to aid their kin or decimate their foes. Once summoned, other lesser moon kin find themselves drawn to them and will flock around the maidens, guided by the maiden's otherworldly tunes. This circumstance places the moon maidens as natural leaders and intermediates within the moon kin's hierarchy.

Untypical for the Moon Butterfly to show favoritism, it appears to be fond of the maidens, finding comfort within the sound of their melody and reminiscing of ages past.

**Void Dweller.** The moon maiden does not need to breathe or eat and can safely traverse the void between planets.



# MOON TUTOR

In the eventuality direct and continual guidance is needed, or a hopeful individual was discovered whose potential has yet to be unlocked, the Moon Butterfly has created the moon tutor. The moon tutor is counted among the highest of the Moon Butterfly's creations. It is imbued with a sliver of its creator's essence, allowing the tutor momentary glimpses into the unfathomable machinations of the world.

Unlike the other of its kin, the moon tutor is capable of traversing the planes without the need of summons or the help of its creator. A moon tutor commonly seeks a creature chosen by the Moon Butterfly to serve as a guide and, as its name implies, tutor it. Once the moon tutor makes contact, it will engage in an occult ritual with the creature, upon its completion the moon tutor will be allowed entrance into the creature's mindscape. Within this state the moon tutor exists within the creature's mind, only seen by the creature that made the pact. This allows the moon tutor direct communication with the creature and sets the stage for its tutelage.

## MOON TUTOR

Large Aberration (Moon kin), typically chaotic neutral

**Armor Class** 17 (natural armor)

**Hit Points** 170 (20d10+60)

**Speed** 50 ft., fly 50 ft. (hover)

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

**Proficiency** +4

**Skills** Arcane +8, History +8, Insight +9, Investigation +8, Nature +8, Religion +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** truesight 60 ft. passive Perception 15

**Languages** Telepathy 120 ft., Common, Draconic, and Deep Speech

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

**Alien Mind.** The moon tutor has advantage on saving throws against being charmed, frightened, and having its mind read.

**Magic Weapons.** The moon tutor's attacks are magical.

**Tutelage.** A humanoid creature can join in a mystical pact with the moon tutor. To do so the creature must conduct a 1 hour long ritual during a full moon. Once completed the moon tutor is summoned to guide the humanoid.

As long as the moon tutor guides the humanoid, it is always aware of the exact location of the humanoid as long as it is on the material plane, is invisible to any creature except the humanoid it tutors and can't physically interact with creatures and objects around it.

A humanoid under the moon tutor's guidance adds 2 (1d4) to any attack roll or saving throw it makes and can use an action to use the moon tutor's spellcasting action, using the moon tutor's spellcasting DC, but concentrating on the spells itself.

At the end of the humanoid's turn, or when it falls unconscious, the tutor can decide to stop guiding the creature. When the humanoid dies, the moon tutor stops guiding it automatically. When the moon tutor stops guiding the humanoid, it either fully manifest in the material world, or returns to its own domain.

A creature under a moon tutor's tutelage will benefit not only from the tutor's wealth of knowledge, but also its eldritch magic. However, the breadth of knowledge and magic is only as deep as the tutor allows.

In the case in which the creature fails in the task foreseen by the Moon Butterfly, or worse, turns actively against it, a moon tutor will immediately leave, taking the boons it provides along with it. But the tutor is also not a passive entity. As it still observes the material world, it might deem to manifest itself from the creature's mind if needed. While the moon tutor possesses a great intellect and mind, it is very well capable in defending itself, or the creature it meant to tutor, with weapons that rend the material and the immaterial alike.

Many great and influential people left their mark upon the tapestry of history. The existence of the moon tutors might leave one wondering, if these great feats were done on their own accord, or under the guidance of these otherworldly beings, all in the service of the mysterious Moon Butterfly.

**Void Dweller.** The moon tutor does not need to breathe or eat and can safely traverse the void between planets.

### ACTIONS

**Multiattack.** The moon tutor makes two attacks: One with its claws and one with its tail.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage plus 14 (4d6) psychic damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage and the moon tutor chooses the following:

- the target is grappled, escape DC 15.
- if the target is a creature it must succeed a DC 15 Strength saving throw or be knocked prone.

**Attendance.** The moon tutor teleports to an unoccupied space within 60 ft. of the humanoid it guides.

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

At will: *minor illusion, prestidigitation*

1/day each: *hypnotic pattern, legend lore, mass suggestion, modify memory, plane shift (moon tutor only), teleport (self only)*

### BONUS ACTIONS

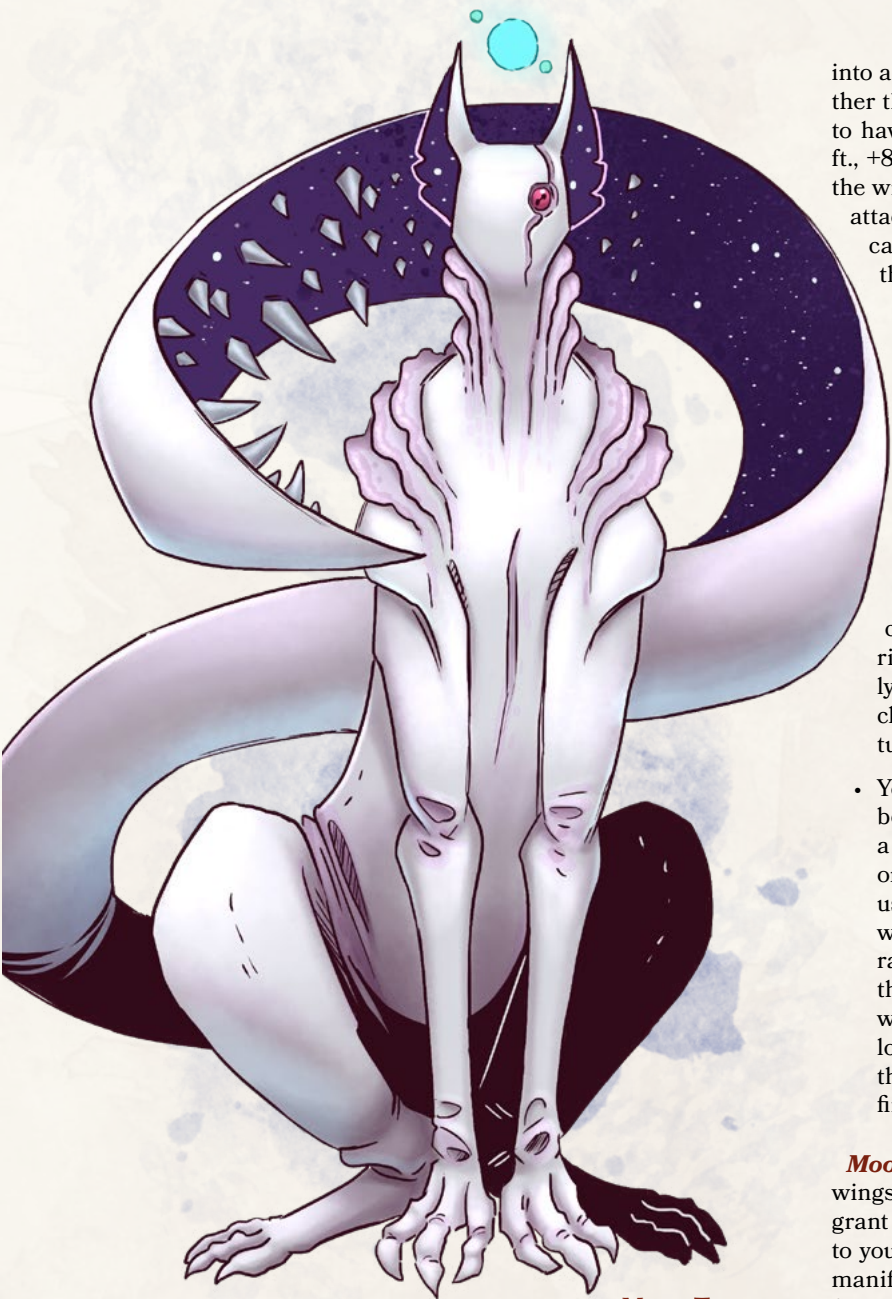
**Dazzling Light.** The moon tutor exerts otherworldly light in a 20 ft. radius. Each creature in the area of the moon tutor's choice that can see the tutor must succeed a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage and be dazed until the end of the moon tutor's next turn. A dazed creature subtracts 3 (1d6) from any ability check, attack roll, or saving throw it makes.

### VARIANT: MOON TUTOR SUMMONING

As the moon tutor serves as a direct connection between a chosen creature and the will of the Moon Butterfly, the moon tutor can call upon lesser moon kin to be summoned from the Moon Butterfly's domain.

**Summon Moon Kin.** The moon tutor summons 8 moon lanterns, 4 moon hounds, or one moon maiden at unoccupied spaces within 120 ft. of itself. If the moon tutor dies, all moon kin summoned by it are banished back into their domain.





**Moon Tutor**  
Artwork by Ben Fleuter  
& DM Tuz

## BOONS OF THE MOON BUTTERFLY

In place of divination and information, the Moon Butterfly is also capable of bestowing a great variety of boons unto creatures that it wants to be successful in changing the world, for better or for worse. Unless stated otherwise, any boon can only be used once before it expires.

**Absolute Clarity.** You can use an action to manifest absolute clarity. When you do, you are no longer blinded, feared, or charmed, and gain a truesight of 120 ft. for 10 minutes, meaning that you can always see a creature's true form and illusions no longer affect you. Further, for the duration you gain a +10 bonus on any active or passive Wisdom (Perception) or Intelligence (Investigation) checks you make. For the duration of absolute clarity, your eyes are illuminated in an otherworldly glow.

**Guiding Moonlight.** You can use an action to conjure a glowing butterfly shaped wisp for 1 hour. This wisp sheds bright light in a 20 ft. radius and sheds dim light for an additional 40 feet. You can order the wisp to snuff its light or illuminate as a bonus action. For the duration you can use a bonus action to direct the wisp to fly 40 ft.

## Forgotten Foes: Moon Kin

into a direction of your choice, but it will never leave further than 60 ft. from you, or you can use a bonus action to have the wisp make a ranged spell attack (range 60 ft., +8 to hit) against a target that you can see. On a hit the wisp deals 13 (2d8+4) radiant damage and your next attack against the target is made with advantage. You can order the wisp to attack a total of 10 times before the effect of the wisp ends early.

**Lunar Weapon.** A weapon of your choice is bestowed with otherworldly light. This otherworldly light has 6 charges, each expended charge dims the otherworldly light. As long as the weapon has charges, it emanates dim light in a 20 ft. radius, which can be suppressed or reactivated using a bonus action. You can expend the charges in the following ways:

- You can expend a charge by raising your weapon and plead for it to guide your way. Choose a location or an object. For the next hour, whenever you rise your weapon, it will shine a ray of otherworldly light in the direction of the location or object you chose. You can expend two charges to choose a creature instead.
- You can use an action to expend a charge and fire a beam of otherworldly light from your weapon. This is a ranged spell attack that you make with that weapon (using the same modifier the weapon normally uses) with a 60 ft. range, or the range of the weapon, whichever is higher. On a hit the target takes 7 (2d6) radiant damage and the next attack roll targeting the creature has advantage and is treated as if made with a magical weapon. If you have a feature that allows you to make more than one attack when you use the attack action, you can use one of these attacks to fire a beam from your weapon.

**Moon Light Wings.** You can use an action to manifest wings of otherworldly light for 10 minutes. The wings grant you a flying speed of 40 ft. or flying speed equal to your movement speed, whichever is lower. When you manifest the moon light wings, each creature within 20 ft. radius that can see you must succeed a DC 14 Wisdom saving throw or be blinded until the end of your next turn. For the duration of the wings, you can use an action to beat them and each creature in a 15 ft. cone that can see you must succeed a DC 14 Wisdom saving throw or be blinded until the end of your next turn. You can beat the wings up to 6 times before the effect of the wings ends early.

**Total Eclipse.** When you stow away an object on your person, store it somewhere such as a chest, or hide an object anywhere, you can use this boon to make the object undetectable to anyone but yourself. Until you retrieve the item, it cannot be found by searching or divination magic of any kind. Other than yourself, only a creature with true seeing or a creature that you task to retrieve it will be able to find the object.



# Therion

The battles in the name of Altland's monarchs were not fought by man and machine alone. A wide array of beasts were present on the battlefield: 'Powerful knight bond steeds, ferocious hounds, swift avian messengers. Many species of animals found in Altland today originated from these days. Shaped through generations of selective breeding, all in the name of the monarchs' struggle for power.

The fight for succession was fierce and as the wars among the monarchs intensified, so did their measures to seek victory. With the rise of biomancy, the manipulation and mutation of living creatures by magic, new venues of birthing impossible creatures were opened. Many of these creatures still taint Altland's wilderness as a dark testament of the monarch's megalomania.

Malegor, was a realm struggling for survival since its founding. Born out of the fragments of a fallen kingdom, a mere speck in the shadow of their neighboring rivals. With scraps of territory deemed unworthy of conquest, Malegor avoided the sight and ire of the great monarchs and most worldly affairs. Hiding in the deep wilderness in an attempt to build their own seat of power.

Ecydnia of Malegor, first of her name, found her young nation in a pathetic existence. Even though the wilderness cowed her people from the eyes of rivals, it was a hostile environment. Marauders, horrors of the murked woods, and feral beasts would never allow her Kingdom to flourish. Only with struggle and sacrifice, the queen was able to establish a fortified capitol.

Alas, Malegor's weakness could not go unnoticed forever. Before her realm reached stability, it was besieged once again by rivals. Yet again, Queen Malegor found herself at the brink of annihilation. However, the wilds that hindered Malegor's prosperity would prove just as deadly for their approaching enemies. Hindering the invasion into a foreboding crawl.

Queen Ecydnia looked upon the beasts that had plagued their lands with new eyes, unmatched horrors her people had learnt to shield themselves against would now become their shield. With little time to lose, she set breeders and mages to work. Desperate to utilize its borrowed time, the Kingdom of Malegor engaged in an act of reckless evolution and profane mutation.

When the queen's enemies closed in once more with intent of absolute conquest over the meek nation of Malegor, its capital opened its gates. As its mighty portals opened, Queen Ecydnia unleashed the fruit of her labor. Beasts unseen by this world flooded into the wilds. Creatures that would by sheer malice and lust for wanton destruction lay waste to her enemies. A scourge upon Altland whose name would be remembered in infamy and become synonymous with the very idea of monsters.

That day marked the day in which the therion were released upon the world.

## Forgotten Foes: Therion

### Unnatural Mutants

Breeding a new species by conventional means required time, a luxury that Malegor did not have. The art of biomancy was required for their Kingdom's last hope of salvation. While Queen Ecydnia counted numerous capable transmuters within her court who were key to the capital's expedient construction, Malegor's knowledge of biomancy was basic at best. Regardless, by necessity, Ecydnia put them to the task.

To create protectors of her kingdom, Ecydnia had hunters prowl the surrounding wilds of Malegor in search of its abundant beasts. The creatures were trapped, their dens were raided for their young, and carcasses were collected. Anything to provide Ecydnia's transmuters with the necessary material.

The most vile beasts were forcefully merged again and again in hastened evolution. Beasts and monstrosities were combined for their most lethal traits with callous abandon, and the resulting chimeras observed and tested. In what could only be described as nature's mockery the therion emerged from a heap of wretched rejects.

The therion were presented to Ecydnia of Malegor, who recoiled from her own creation. True monsters, impossible to control or tame, but with an unmatched savagery and might. By any sane mind, the therions would have been considered a failure, a mistake to be undone - but the Queen was committed. The moment the therion were released unto the world, the Queen ordered the gates of Malegor to be shut and barricaded. She turned away from the world that sought her realm's demise and the therion were her parting gift.

### A Scourge Made Flesh

The Kingdom of Malegor succeeded: the therion now infesting their wilds drove out their attackers, but in return made them prisoners. Surrounded by monsters of its own design, Malegor faded away, but their creation endured.

The therions became the undisputed rulers of Malegor's surrounding wilds, slaughtering any native beast that did not escape. With alarming speed, the therions proliferated and soon began to spread beyond their original territory becoming a reviled bane of Altland.

Therion are akin to an infestation. They are not creatures meant to be and are impossible to exist in harmony with any of nature's creations. Wherever they appear, the land suffers, as they disturb the delicate balance of nature with their voracious hunger and ill disposition. It is their flawed creation though, which deters them from overrunning the world at large. As an incidental counterbalance to their spread, therions are short lived mutants and just as hostile to their own kin as to common animals.

As detested monsters, therions are eradicated by man with impunity wherever they are found. Alas, the wilds of altland harbor many dark corners for them to breed and spread anew. Thus therions have become a harsh fact of life for those that wander far off the shelter of civilization.



## GALBEASTS

The cluxorian, or galbeast as they are known today by the frontier settlers and farmers, is a stout therion, built not unlike a hog, that features a large head with fangs to match its size. Back when the mages of Malegor were under the hopeful idea of domesticating the therions, they chose the strain which spawned the galbeasts as watchers.

Its bulky frame and huge maw allow the galbeast to expel deafening howls and screams, used to intimidate enemies and startle prey. The galbeast is a watchful creature and considered timid among the therion - though calling it anxious would be more appropriate. As such they are quick to react with ear-piercing screeching at the slightest sign of danger, or to simply mark their territory.

Fortunately, their raucous nature allows one to detect their habitats with ease. Unfortunately it makes little difference for local farmers who are pestered by the incessant howling of these vexing fiends.

**Galbeast Screecher.** Spawning from the galbeast's strain are particularly cacophonous deviants known as screechers. These deviants possess a larger frame to host its abounding lungs and their throats are rubbery akin to frogs. A screecher bloats to a bizarre size before unleashing a shattering yowl, powerful enough to kill a man exposed to it.

## GALBEAST (CLUXORIAN)

Medium Monstrosity

**Armor Class** 13 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

**Proficiency** +2

**Skills** Perception +3

**Condition Immunities** deafened

**Senses** darkvision 60 ft. passive Perception 13

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

**Keen Senses.** The galbeast has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 +2) piercing damage.

**Bay.** The galbeast releases a piercing bay that is audible within 400 feet. All creatures within 10 ft. of the galbeast that can hear it must succeed a DC 12 Constitution saving throw or be deafened until the end of the galbeast's next turn. A deafened creature has disadvantage on the first ability check or attack roll it makes during its turn.





## CRYPTBEASTS

Eurynian, or more commonly called Cryptbeast, is a creeping breed of therions that are notorious scavengers and a bane to frontier gravekeepers. With its sturdy claws, a cryptbeast can dig open a grave in seconds and easily break open even sturdy oak caskets to feast upon the exhumed corpse. The cryptbeast cares little over how rotten a morsel is. Bones still make for a welcome feast, the cryptbeast's crushing bite allows it to effortlessly snap and grind bones.

Untypical for therions, cryptbeasts tolerate the presence of their kin and descend in flocks upon unguarded graves. Though, in cases where the carrion is in short supply, cryptbeasts will quickly turn towards the living and each other alike.

Despite their scavenger nature, cryptbeasts are still capable hunters. With ease a cryptbeast can move close to its target undetected and quickly overwhelm it with the ferocity so innate to the therion. A cryptbeast is also not deterred by attacking larger prey alone. Its jaws are host to an infectious rot due to its unsavory diet. One targeted bite is all the cryptbeast needs to turn even the largest prey into just another carcass to feast upon in due time.

**Necrovore.** A rare deviant spawning from the cryptbeast is the necrovore. This deviant prefers carrions over all else, particularly the kind animated by necrotic energies. The undead are an unlikely prey for any creature and their consumption leaves the necrovore changed. Ever so close the necrovore wanders the line between life or death, able to momentarily wander into spectral spheres and prey upon even bodiless undead.

## CRYPTBEAST (EURYNIAN)

*Medium Monstrosity*

**Armor Class** 14 (natural armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft., climb 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	2 (-4)	11 (0)	5 (-3)

**Proficiency** +2

**Skills** Perception +2, Stealth +6

**Senses** darkvision 60 ft. passive Perception 12

**Challenge** 1 (200 XP)

**Keen Senses.** The cryptbeast has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) piercing damage plus 3 (1d6) poison damage and the creature must succeed a DC 12 Constitution saving throw. On a failed save the creature takes the poison damage and any form of healing restores half as much hit points to the creature until the end of the cryptbeast's next turn

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







## LEUCORIANS

Incidents in which communities at the frontiers report about man eating beasts can be regularly traced back upon the deeds of this strain of therion. Entire settlements have been abandoned out of fear of these predators who even seasoned hunters do not dare to pursue.

The Leucorian, while an uncommon type of therion, is a feared predator that spreads terror upon regions where it appears. Recognized by its unmistakable white mane, the leucorian possesses unrivaled skill of tracking and hunting its prey among its mutant breed. Once set on a target, it will relentlessly pursue and stalk it until its lethal fangs pierce its victim's neck.

Unlike common predators, this therion finds itself in a perpetual hunt. It is on a steady search for prey, feasting upon kills in a voracious manner and needing little rest. It will not remain at a kill for longer than needed and it will leave what it did not devour to scavengers. The mauled carcasses it often leaves behind suggests this beast hunts not just for necessity, but sadistic pleasure.

**Apex.** Leucorians are solitary beasts that only in exception choose to roam and hunt with a mate. But as beasts, twisted as they are, they are subject to the primal order. A leucorian that preserves at the top of a territory to a venerable age will become an apex. An apex leucorian is a masterful hunter putting the rest of its adept kin to shame. This difference is acknowledged and in a rare event for therions, lesser leucorian will submit to the apex and form a pack. The formation of such a pack spells doom for any living being within its sight.

## LEUCORIAN

*Large Monstrosity*

**Armor Class** 14 (natural armor)

**Hit Points** 76 (9d10 + 27)

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

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

**Proficiency** +2

**Skills** Perception +4, Stealth +4, Survival +4

**Senses** darkvision 60 ft. passive Perception 14

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

**Keen Senses.** The leucorian has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

**Multiattack.** The leucorian makes two attacks: one with its bite and one with its claws. If both attacks hit the same creature, it must succeed a DC 14 Strength saving throw or be knocked prone.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 15 (2d10 +4) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 9 (2d4 +4) slashing damage.

**Maul.** The leucorian makes two bite attacks against a prone target, if both bites hit, the creature's movement speed becomes 0 until the end of the leucorian's next turn.



## GRIGORIAN

The grigorian is a therion of incarnate rage. This roaming monstrosity is in a constant state of agitation. Always on the move, the grigorian will see any other creature it finds as a rival that must be slaughtered. With mighty tusks it will rip and tear flesh and with its muscular legs it will crush bone and shell.

Only in mating season will grigorian gather. These gatherings will result in massacres as the grigorians will break out into lethal bouts. These fights result in the absolute devastation of the region. Left standing, towering over the mangled heaps of their kin, will be the strongest who earned their right to procreate. As such, the grigorian, while remaining low in number, will grow stronger with each generation, leaving farming communities smaller, and fewer in turn, and the cyptbeasts well fed.

**Siege Beasts.** In the face of such unbridled destructive power of the grigorian, some souls seek to make use of such might. Stolen from their dens at a young age, these beasts are contained for the entirety of their life while animalistic rage boils until finally, plated with crude armor hammered into their very flesh, these siege beasts are released to a path of indiscriminate destruction.



## GRIGORIAN

*Huge Monstrosity*

**Armor Class** 14 (natural armor)

**Hit Points** 126 (12d12 + 48)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	2 (-4)	13 (+1)	5 (-3)

**Proficiency** +3

**Skills** Perception +4

**Senses** darkvision 60 ft. passive Perception 14

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

**Greater Dash.** When the grigorian uses the dash action, it's speed increases by 20 ft. until the end of its turn.

**Keen Senses.** The grigorian has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

**Multiattack.** The grigorian makes two attacks: one gore attack and one trample attack.

**Gore.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 +6) piercing damage.

**Trample.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 +6) bludgeoning damage plus 18 (4d8) additional damage if the target is prone.

**Overrun.** As part of this action, the grigorian moves up to its speed in a straight line. It makes a trample attack against each creature the grigorian passes through. A creature that is hit must succeed a DC 17 Strength saving throw or be knocked prone.



## GALBEAST SCREECHER

Medium Monstrosity

**Armor Class** 14 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	2 (-4)	13 (+1)	5 (-3)

**Proficiency** +2

**Skills** Perception +3

**Condition Immunities** deafened

**Senses** darkvision 60 ft. passive Perception 13

**Challenge** 2 (450 XP)

**Keen Senses.** The screecher has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 +2) piercing damage.

**Screech.** The screecher releases a terrifying screech that is audible within 600 feet. All creatures within 10 ft. of the screecher that can hear it must succeed a DC 13 Constitution saving throw take 7 (2d6) thunder damage and have disadvantage on ability checks and attack rolls until the end of the screecher's next turn.

### REACTIONS

**Warding Shriek.** When a creature enters a space within 15 ft. of the screecher it shrieks. If the creature can hear the screecher it must succeed a DC 13 Wisdom saving throw or be frightened until the end of the turn. To use this action, the screecher must see the creature.

## CRYPTBEAST NECROVORE

Medium Monstrosity

**Armor Class** 16 (natural armor)

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

**Speed** 30 ft., climb 30 ft., burrowing 20 ft.

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

**Proficiency** +2

**Skills** Perception +4, Stealth +7

**Senses** darkvision 60 ft. passive Perception 14

**Challenge** 3 (700 XP)

**Keen Senses.** The necrovore has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Magic Fangs.** The necrovore's attacks are magical.

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) piercing damage plus 7 (2d6) necrotic damage and the creature can't regain hit points until the beginning of the necrovore's next turn.

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

**Ghost Walk.** The necrovore disengages and until the end of the necrovore's turn, it is resistant to bludgeoning, piercing, and slashing damage made with non-magical weapons and can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 11 (2d10) force damage and is pushed 5 ft. into an unoccupied space. If the necrovore is still within an object after this movement, the necrovore dies.

**Maul.** The apex leucorian makes two bite attacks against a prone target, if both bites hit, the creature's movement speed becomes 0 until the end of the leucorian's next turn.

**Apex Takedown (Recharge 4-6).** The apex leucorian moves up to its speed and then makes a bite attack against a creature in reach. Up to two other leucorians can use a reaction to move up to their speed towards the creature and make one bite attack against it. A creature knocked prone by this attack has a movement speed of 0 until the end of the apex leucorian's next turn.

### LEGENDARY ACTIONS

The apex leucorian can take 2 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 apex leucorian regains spent legendary actions at the start of its turn.

**Claws.** The apex leucorian attacks with its claws.

**Detect.** The apex leucorian makes a Wisdom (Perception) check.

**Maul.** The apex leucorian makes a bite attack against a prone creature in reach.

**Move.** The apex leucorian moves up to half of its speed without provoking opportunity attacks.

**Rallying Howl (2 actions).** Each leucorian (including the apex) within 60 ft. of the apex that can hear it gains 10 temporary hit points and move up to half of its speed towards the apex without provoking opportunity attacks. If a leucorian in the area that can hear the apex is charmed or frightened, it repeats the saving throw against the condition using the same original DC. On a save the leucorian is no longer charmed or frightened.

## APEX LEUCORIAN

Large Monstrosity

**Armor Class** 16 (natural armor)

**Hit Points** 146 (16d10 + 48)

**Speed** 40 ft., climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	3 (-4)	16 (+3)	6 (-2)

**Proficiency** +4

**Saving Throws** Str +9, Wis +7

**Skills** Perception +7, Stealth +7, Survival +7

**Senses** darkvision 60 ft. passive Perception 17

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

**Keen Senses.** The leucorian has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Legendary Resistance (1/day).** If the apex leucorian fails a saving throw, it can succeed it instead.

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 +5) piercing damage and the creature must succeed a DC 17 Strength saving throw or be knocked prone.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 +5) slashing damage.



## GRIGORIAN SIEGE BEAST

*Huge Monstrosity*

**Armor Class** 17 (armor plating)

**Hit Points** 168 (16d12 + 64)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	2 (-4)	11 (0)	4 (-3)

**Proficiency** +4

**Saving Throws** Str +10, Con +8

**Skills** Perception +4

**Senses** darkvision 60 ft. passive Perception 14

**Challenge** 11 (7,200 XP)

**Death Throe (1/day).** When the siege beast is reduced to 0 hit points, it uses recharge and uses its rampage before dying or falling unconscious.

**Keen Senses.** The siege beast has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Siege Monster.** The siege beast deals double damage to Objects and structures.

### ACTIONS

**Multiattack.** The siege beast makes two attacks: one gore attack and one trample attack.

**Gore.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 +6) piercing damage.

**Trample.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 +6) bludgeoning damage plus 27 (6d8) additional damage if the target is prone.

**Overrun.** As part of this action, the siege beast moves up to its speed in a straight line. It makes a trample attack against each creature the siege beast passes through. On a hit a creature takes an additional 9 (2d8) bludgeoning damage and must succeed a DC 18 Strength saving throw or be knocked prone.

**Rampage (Recharge 5-6).** Each creature and structure within 5 ft. of the siege beast must make a DC 18 Dexterity saving throw. On a failed save a target takes 44 (8d10) bludgeoning damage and half as much on a successful one.



## TROLL TAINT

Of all the colorful fey found in the Far'way, there is none as despicable and foul as the trolls. As exiled bastards of the mighty Fomori, the trolls incarnate the idea of corruption and ruin. Where the trolls manifest and set foot, all will be sullied by their very presence. The vile trolls revel in their disgusting nature and experience immense satisfaction in defiling beauty by making it just as repugnant as themselves.

In essence, trolls are a virus that proliferates rapidly, converting anything it touches into more of itself. This is the source of trolls' regenerative ability and is called Troll Taint when afflicting another creature.

The troll taint manifests as rashes and growths upon the skin of living creatures. In time the corruption spreads across the body and introduces mutations along its path. Warts, lumps and matted hair are all changes that culminate into a troll hybrid, capable of spreading the taint itself.

Not even nature is spared, as these mutations affect stone, wood, or soil. Areas trolls claim as their dens are transformed into foul dwellings that are host to filth and taint. One walking the oldest realms of trolls will find themselves wondering whether they are traversing land or the stinking innards of a living thing.

Upon infection with the troll taint, quick action is needed, as the taint knows no bounds. Before it sets root it must be cleansed, lest its corruption becomes ingrained. The ill of the troll taint is known within the world of men and purged wherever it is found. In all but the most extreme cases land once inflicted can be recovered. But within the world of fey, who like trolls, are made of ideas, the troll taint is an existential threat to their very being.

### FEY'S BANE

Fey are far more susceptible than mortals to troll taint because of their close kinship. From the humble playful sprite, to the aloof and noble courtier of highest standing, no fey is spared from the corrupting effect of the taint. Entire realms of previous splendor have fallen and were transformed into nightmarish monuments to the troll's foul depravity and filth.

Where the taint would affect an earthly creature's physical form, fey are changed inside and out. It twists and perverts their very being to unrecognizable wretches, leaving them tainted forevermore.

In this horrid new form they are driven mad by self loathing, hatred, and despair. For a fey, there is no greater tragedy than to succumb to the troll's taint, a fact in which the troll revel. Fear of troll taint drives fey to act against trolls with great prejudice, exiling or destroying their fellows and their lands at the first sign of corruption.

## TROLL TAINT (DISEASE)

A creature can be afflicted by troll taint by exposure to troll infested areas and creatures. Once infected the sickness will grow and eventually the creature will become a contagious host of the malady. Fey creatures are especially vulnerable to troll taint and risk mutating into malevolent tainted fey once the troll taint reaches its final stage.

The disease targets beasts, fey, humanoids, and monstrosities. A creature suffering from the disease begins to grow warts and pimples on their body, typically concentrated around the area of infection. As the infection grows, the growth begins to spread over the creature's body and mutate the creature into a troll hybrid creature.

At nightfall of each day, or during the first time each day the infected creature stays in darkness for 1 hour or more, the creature must make a Constitution saving throw. The DC is equal to the original saving throw that infected the creature, or 12 if not applicable. On a failed saving throw the creature's Charisma is reduced by 1 to a minimum of 6. If the creature succeeds the saving throw by 5 or more a creature regains 1 Charisma that has been reduced by the disease.

A creature that has lost 3 or more Charisma with this disease, or has its Charisma reduced to 6 or lower, the troll taint becomes ingrained into the creature's being. The creature no longer restores Charisma through successful saving throws against the disease and it becomes impossible to treat it with effects that target diseases. To remove the disease from then on it must be removed with Greater Restoration, or similarly powerful magic, or the creature's Charisma must be fully restored.

### FEY AND TROLL TAINT

Fey are particularly vulnerable to the effects of troll taint and run risk of becoming fully mutated into tainted fey. A fey that contracts troll taint and the first time it fails its saving throw against the disease has its charisma reduced by 1d4 to a minimum of 6.

A fey creature that has its Charisma reduced to 6 or lower by the disease transforms into a tainted fey. When transformed the fey's alignment becomes chaotic evil and a spreader of the troll taint disease. The tainted fey will attempt to willingly spread its disease by any means. Once transformed, a tainted fey can only be restored by slaying it and returning it to life with true resurrection, or by the use of a wish. Returning a tainted fey back to life with lesser spells will return it as a tainted fey.



## TAINT WING

*Small Fey, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 18 (4d6+3)

**Speed** 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	19 (+4)	12 (+1)	5 (-3)	8 (-1)	6 (-3)

**Proficiency** +2

**Skills** Perception +1

**Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Sylvan

**Challenge** 1 (200 XP)

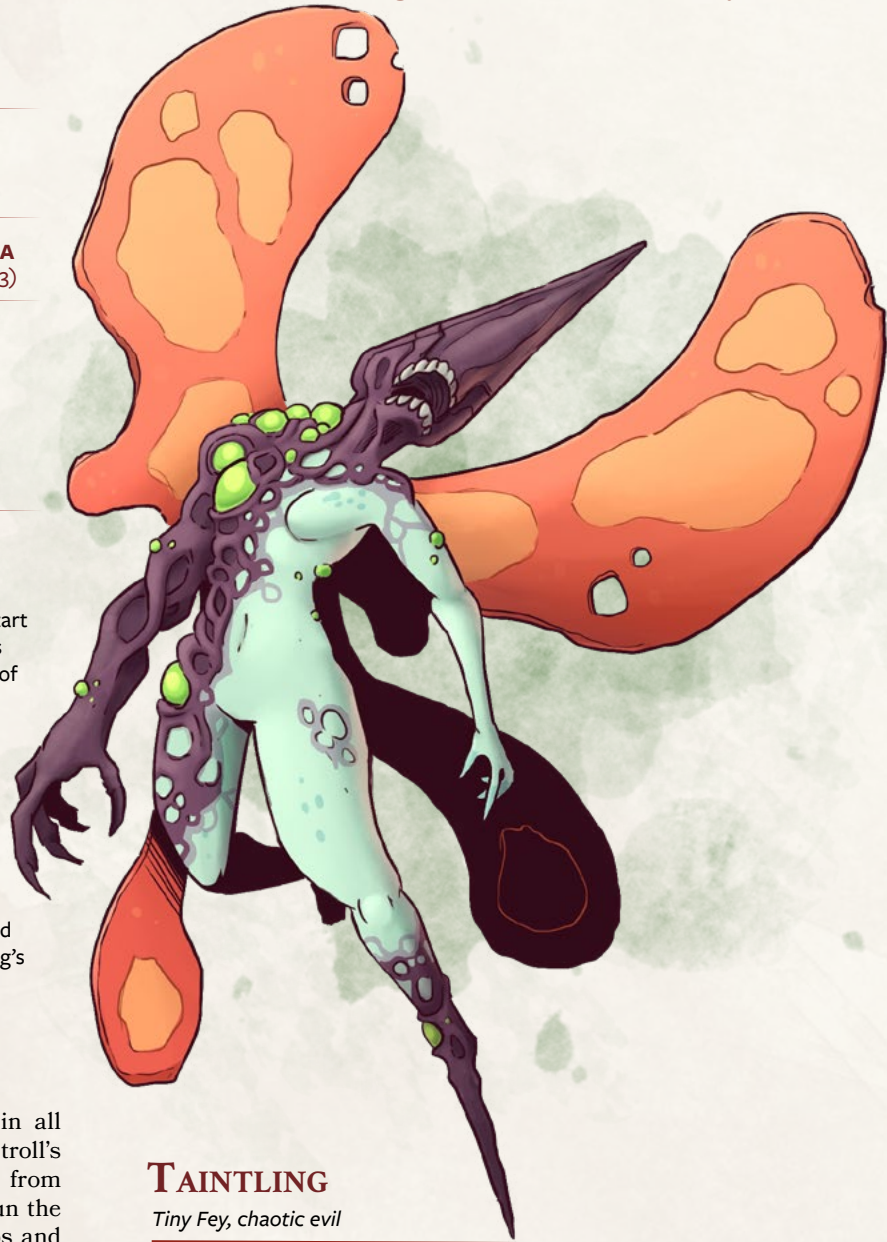
**Flyby.** The taint wing doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Regeneration.** The taint wing regains 5 hit points at the start of its turn if it has at least 1 hit point. If the taint wing takes acid or fire damage, this trait doesn't function at the start of the taint wing's next turn.

### ACTIONS

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

**Choking Dust.** A creature within 5 ft. of the taint wing must succeed a DC 11 Constitution saving throw. On a failed save the creature is poisoned until the end of the taint wing's next turn and contracts troll taint.



## TAINTLING

*Tiny Fey, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 7 (3d4)

**Speed** 20 ft., flying 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	11 (0)	4 (-4)	7 (-2)	6 (-3)

**Proficiency** +2

**Skills** Perception +0

**Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 10

**Challenge** 1/4 (50 XP)

**Death Throe.** When a creature within 5 ft. of the taintling hits it with a melee weapon attack and reduces it to 0 hit points, the taintling explodes and splatters its tainted flesh. The attacking creature must succeed a DC 10 Constitution saving throw or contracts troll taint.

### ACTIONS

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

**Splatter.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) poison damage and the target must succeed a DC 10 Constitution saving throw or contracts troll taint. Hit or miss, the taintling dies after the attack.

## TAINT WING

Plenty of playful lesser fey can be found within all realms of the Far'way who are easy targets of the troll's corruption. Curious and foolish sprites found far from the safety of their home and traverses the hedges run the danger of falling prey to trolls. With cunning traps and ambushes, trolls catch all manner of oblivious fey with ease and will be exposed to the troll's taint.

Taint wings are those frail fey that fell victim to the trolls' corruption. Diminutive in size but great in malice, taint wings are flying terrors. Their once elegant wings now coated with stinking dust, spreading the taint wherever they fly, and their once fair forms are unrecognizably ravaged. With alacrity and shrewdness, the taint wings act as unsuspecting spreaders.

Once set free, these tainted fey will return to familiar places with the goal of contamination. There they will seek out their former playmates, set to share their fate with their old cliques. As small as they are, a single taint wing can be the origin of a far reaching spread

**Taintling.** Small in stature and soul alike, the bodies of these former sprites gave little resistance to the troll taint. Those whose bodies cannot withstand the sudden transformation become taintlings, frail wretches barely held together by corruption, seeking to spread their filth before they collapse.

Bereft of all reason, these suicidal creatures throw themselves upon suitable targets, to scratch, bite, and spew. Upon their inevitable demise, they pop like disgusting zits, manic with the glee that the taint is spread.



## VILE VIRTUOSO

Medium Fey, chaotic evil

**Armor Class** 15 (revolving performer)

**Hit Points** 58 (9d8+18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	11 (0)	9 (-1)	6 (-3)

**Proficiency** +2

**Saving Throws** Cha +1

**Skills** Perception +1, Performance +5

**Senses** darkvision 60 ft., passive Perception 11

**Languages** common, giant, sylvan

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

**Regeneration.** The vile virtuoso regains 5 hit points at the start of its turn if it has at least 1 hit point. If the virtuoso takes acid or fire damage, this trait doesn't function at the start of the virtuoso's next turn.

**Revolving Performer.** The vile virtuoso adds its negative charisma modifier (+3) to its AC and Charisma (Performance) checks.

### ACTIONS

**Multiattack.** The vile virtuoso makes two attacks; one bite and one slam attack.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d6+1) piercing damage and the target must succeed a DC 12 Constitution saving throw or contract troll taint.

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 5 (1d8+1) bludgeoning damage.

**Disharmonic Melody.** The vile virtuoso plays a sickening tune. Each creature that can hear the tune and starts its turn within 20 ft. of the virtuoso or enters the area for the first time during its turn must make a DC 13 Wisdom saving throw. On a failed save a creature takes 10 (3d6) psychic damage and is poisoned until the beginning of its next turn. Trolls and tainted fey are unaffected.

As long as the virtuoso performs, it must use its action on its turn to continue the performance and can't move more than 10 ft. during a single turn or the performance ends. If the virtuoso is incapacitated or knocked prone, its performance ends immediately. When the virtuoso's performance ends, it can't use its disharmonic melody again until the end of its next turn.

#### VARIANT: MAD MINSTREL

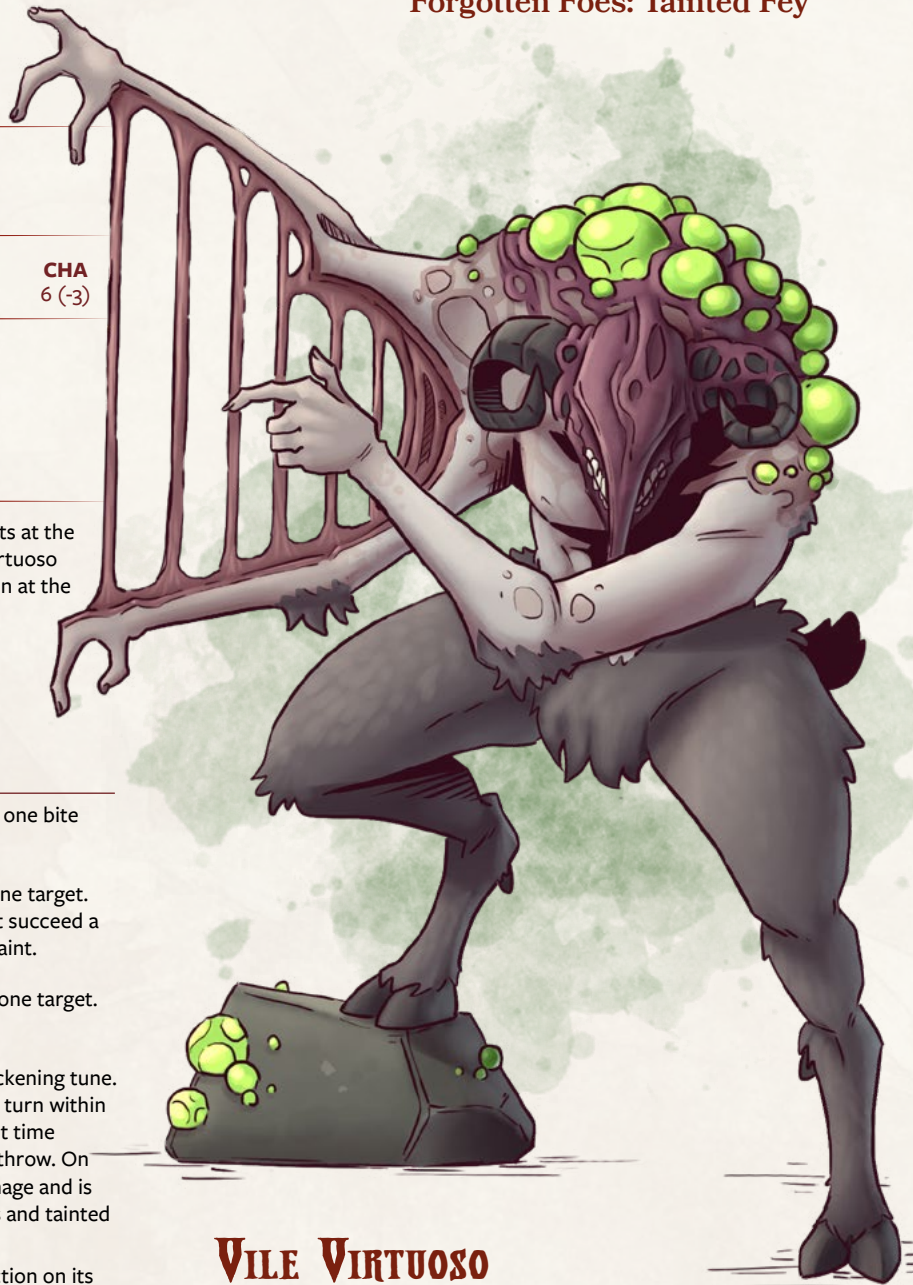
On occasion, musically inclined fey (such as Satyrs) possess bardic magic before their transformation. To reflect this possibility, such a fey transforms into a mad minstrel upon infection by the troll taint. A mad minstrel is a vile virtuoso with the following additional action:

**Spellcasting.** The mad minstrel casts one of the following spells, using its negative Charisma as the spellcasting ability (Spell save DC 13) requiring no material components:

At will: *minor illusion*, *mockery*

1/day each: *blindness/deafness*, *dissonant whispers*, *hideous laughter*, *shatter* (3rd level).

Feel free to change its available spells to other spells of similar level to customize the mad minstrel.



## VILE VIRTUOSO

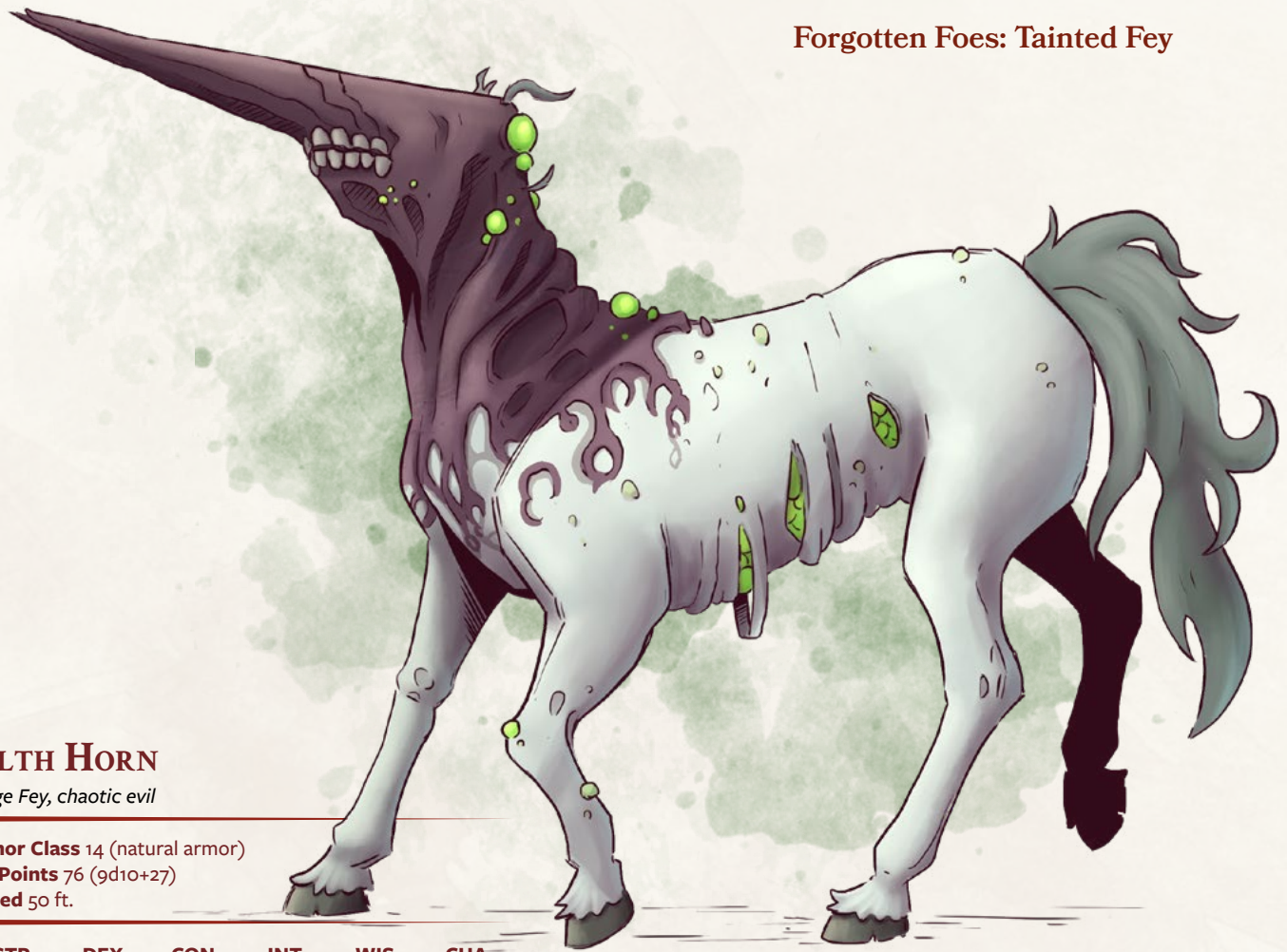
The fey manifesting artistic expressions, born of ideas of melodious harmony, are seen as vexing creatures by most trolls. Mirthful tunes, elegant melodies, and somber dirges all cause trolls maddening agony they seek to quench, or in the cases of the vile virtuosos, besmirched.

Vile virtuosos are musical fey who fell prey to the troll taint. They are transformed into twisted musicians that glorify ear bleeding cacophony. Abandoning its once dear instruments, the fallen fey fashions new tools of disharmony best suited for their new taste. Grotesque instruments are created from unsavory material and integrated into the virtuosos being, making use of its new malleability. With these the tainted fey composes vile tunes, dissonant and insulting to the senses and soul alike.

Vile virtuosos perform their masterpieces with sadistic joy to unwilling audiences, while considering bleeding noses and violent spasms induced by their horrid music as their applause.

To trolls themselves, the corrupt tunes of the tainted fey are harmless and considered pleasant to their senses. Thus one can find gangs of trolls occasionally keep these tainted musicians within their company, either to herald their approach or as grotesque entertainment.





## FILTH HORN

Large Fey, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 76 (9d10+27)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	11 (0)	17 (+3)	6 (-3)

**Proficiency** +3

**Condition Immunities** charmed, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, giant, sylvan

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

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

**Regeneration.** The filth horn regains 10 hit points at the start of its turn if it has at least 1 hit point. If the filth horn takes acid or fire damage, this trait doesn't function at the start of its next turn.

**Tainted Horn.** Any creature that touches the filth horn's horn or is hit by it must succeed a DC 14 Constitution saving throw or contract troll taint.

### ACTIONS

**Multiattack.** The filth horn makes two attacks: one with its hooves and one with its horn.

**Hooves.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.

**Horn.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+5) piercing damage plus 9 (2d8) poison damage.

**Defiling Touch (Recharge 5-6).** The filth horn makes one horn attack. On a hit, the attack deals an additional 27 (6d8) necrotic damage and the target contracts troll taint (DC 14). If the target is a fey or plant creature, it takes 48 additional necrotic damage instead.

**Spellcasting.** The filth horn casts one of the following spells, using its Wisdom as the spellcasting ability (Spell save DC 14) requiring no material components:

1/day: *contagion*

## FILTH HORN

Trolls delight in the corruption of the pure and defilement of the beautiful. The unicorn, a creature of grace and purity, is as such a coveted target for the trolls. Furtive and only found in serene places, the domains of trolls and unicorns seldom cross. Therefore in the rare cases in which a gang of trolls manages to capture one of the fabled unicorns, is cause for great rejoice among their vile kind.

Within the troll's sadistic clutches, a unicorn experiences a degrading martyrdom that it will not leave unscathed. Exposed to their virulent taint, the unicorn transforms into a horrid fey, known as the filth horn. A twisted antithesis to the unicorn, a filth horn is a malign creature of incarnate corruption, that leaves a blighted path wherever it passes.

It's namesake horn, a bundled growth consuming its once fair head, is a focal point of profane magic. Where the wondrous horn once gave life, the filth horn's spike inflicts blight and disease. With its maddened delight, the filth horn generously makes use of its horn to quickly turn once lush sanctuaries into fetid quagmires and wastelands to proclaim as its residence.

The filth horn will protect its newly claimed realm and tolerate no invaders, not even creatures of similar taint as itself. It will drive them out with murderous rage, leaving their broken bodies as a warning to any future trespassers.



# TROLL TREE

The splendid trees of the Far'way, slumbering or awake, are common collateral victims of the troll's spreading taint. Trees within the corrupted domains change into foul, gnarled reflections of their once magnificent forms. With fetid dripping sap oozing from their wart riddled barks they continue to add to the lands' corruption long after the troll's passing.

Some trees of exceptional beauty will catch a troll gang's attention and become a new target to sully. It is a long and drawn-out process due to the trees' great vigor and resilience, but inevitably the taint will take hold and ruin their splendor. With the taint comes a foul transformation into what is known as a troll tree.

Troll trees are no longer mere plants, nor are they fully troll. They are horrible carriers of the troll's blight, littered with warts and pus-filled boils that seep from any opening on their wretched forms. Maws manifest along the tree's sturdy trunk and drool tainted liquids, its roots split into sprawling appendages to carry its cumbersome body and foul fruits. While slow, a troll tree is capable of causing great havoc with its sheer strength alone and what is not left destroyed is ensured to be tainted by the dropping fruit that spreads its malaise. If these fruits are consumed by a beast or man they will be instantly afflicted with a terminal level of infection, starting from the inside. Death would be a kinder fate.



## TROLL TREE

*Huge Fey, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 149 (13d12+65)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	21 (+5)	3 (-5)	12 (+1)	6 (-3)

**Proficiency** +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** tremorsense 20 ft., darkvision 60 ft., passive Perception 11

**Languages** understands giant and sylvan but doesn't speak

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

**Hindering.** The troll tree's space is considered difficult terrain for medium or small creatures.

**Regeneration.** The troll tree regains 10 hit points at the start of its turn if it has at least 1 hit point. If the troll tree takes acid or fire damage, this trait doesn't function at the start of the troll tree's next turn.

**Tainted Fruit.** A creature that eats the troll tree's fruit must succeed a DC 17 Constitution saving throw or contract troll taint

and has its charisma reduced by 2 (1d4) until it is cured from the troll taint.

### ACTIONS

**Multiattack.** The troll tree makes three slam attacks against different targets.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+5) bludgeoning damage.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10+5) piercing damage plus 14 (4d6) poison damage and the target must succeed a DC 17 Constitution saving throw or contract troll taint.

### REACTIONS

**Falling Fruit.** When a creature deals 20 or more bludgeoning, piercing, or slashing damage against the troll tree in a single turn, the troll tree drops a fruit on a creature within 5 ft. of itself. The creature must make a DC 17 Constitution saving throw. On a failed save a creature takes 14 (4d6) poison damage and contracts troll taint. On a successful save a creature takes half as much damage and suffers no other effects.



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