

Appendix A: Bestiary



ASHSNAKE

Ashsnakes are huge monstrosities which resemble snakes moulded from volcanic magma. Their bodies seeth with an internal heat below the charcoal-grey scales that cover their forms. While the blazing light emanating from their empty eye sockets makes it appear as though ashsnakes can see, they rely entirely on vibrations to assess their surroundings.

ASHSNAKE

HUGE MONSTROSITY, UNALIGNED

Armor Class 14 (natural armor) (18 while under ash)
Hit Points 67 (7d12 + 21)
Speed 40 ft., burrow 30 ft.

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

Damage Vulnerabilities cold

Damage Resistances fire

Senses blindsight 30ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 11

Languages understands Ignan, but can't speak

Challenge 4 (1,100 XP)

Ash Cover. The ashsnake has advantage on Dexterity (Stealth) checks made when it is burrowing in ash, as well as a +4 bonus to its armor class.

Eruption. When the ashsnake emerges from burrowing, any creature within 5 feet of it that is at least one size smaller than the ashsnake must make a DC 14 Dexterity saving throw or be knocked prone.

ACTIONS

Multiattack. The Ashsnake can make one bite attack and either one Constrict or Crush attack each round.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 3) bludgeoning damage and the target is grappled (escape DC 14). Until the grapple ends the target is restrained and the ashsnake cannot constrict or crush another target. The ashsnake can release the target at any time during its turn.

Crush. The ashsnake crushes its grappled target, dealing 11 (2d8 + 3) bludgeoning damage.

Ashen Breath (Recharge 5-6). The ashsnake breathes out a cloud of superheated ash in a 15-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much on a success.

MYSTERIOUS ORIGINS

Little is known about the origins of the ashsnake. They recently emerged from beneath the ashen plains of the Scorched Grove and appear to have an insatiable hunger. Ashsnakes use the mounds of ash and dust in the Grove to conceal their presence, allowing them to close in on unwary prey and ambush them. While not particularly intelligent, ashsnakes possess predatorial cunning and survival instincts eerily reminiscent of the fauna that inhabited the Grove before its burning.

SIGHTLESS WORMS

Ashsnakes have no ability to detect sights and sounds in a traditional sense. They are, however, adept at sensing even the smallest vibration, and the slightest footfall is enough to draw their attention. Some scholars believe it may be possible to “disappear” from an ashsnakes “vision” by standing perfectly still, but finding volunteers to confirm this theory has understandably proven difficult.



*“Beneath the ash it lies in wait.
 A hiss, a snap, and it’s too late.”*

- From The Epic of Fire, a centuries old poem.



*"It flared so brightly as it consumed the trees...
leaving naught but ashes in its wake."*

- Witness account of The Great Calamity

ASPECT OF FIRE

The aspect of fire is an elemental creature of fire and molten rock, whose gargantuan frame could easily be mistaken for a small mountain. The aspect is not only a creature of heat and energy, but also of destruction and rage, and it appears to draw strength from the forests its flames consume.

PRIMAL INCARNATION

A creature of legend, it is believed by some that this was the “being of fire and destruction” said to have caused the Great Calamity that created the Scorched Grove many centuries ago. The aspect possesses frightening power, enough to cause serious harm to the Wood and all those who inhabit it. Long has it been forgotten that the creature was conjured in a lost ritual. Shortly afterwards, it was sealed away beneath the Scorched Grove where its presence has continued to affect the region. Centuries of dormancy have weakened the aspect, as its essence has seeped into the surrounding land. Since being released, it has begun to amass power for itself by consuming plants, trees, and other living beings in flame. Once it attains enough energy to completely break the mystical fetters that tie it to the Scorched Grove, it will be an unstoppable force that could very well bring fiery ruin to all of Humblewood.

STIRRING IN ITS SLUMBER

The strange occurrences of late have many prominent scholars baffled: unusually aggressive emberbats, the appearance of ashsnakes, the increased frequency of forest fires, and many other phenomena which have never been seen before in Humblewood. More than mere legend, the aspect is the reason for all of these. As a creature of primordial fire, it is inextricably bound to the plane of its element. Even as it slumbered beneath the Grove for generations, the aspect has stirred, its presence causing a weakening in the barrier which keeps the material plane separate from the plane of fire, allowing for weaker creatures to slip through.

The aspect's essence has also seeped into the Scorched Grove, causing the landscape to take on far stronger elemental properties than before. The fundamental shift in the Grove's nature has effectively thwarted the efforts of the Tenders, who have for so long sought to heal this burned land. As the aspect continues to grow in power, more of this harmful elemental energy will be released, and even more powerful creatures will arise from the flames. If this otherworldly power spreads across the forest unchecked, all of Humblewood might suffer the fate of the Scorched Grove.

ASPECT OF FIRE

GARGANTUAN ELEMENTAL, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 174 (12d20 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13(+1)	18 (+4)	6 (-2)	15 (+2)	14 (+2)

Saving Throws Wis +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 120 feet, passive Perception 9

Languages Ignan

Challenge 12 (8,400 XP)

Legendary Resistance (3/day). If the aspect of fire fails a saving throw, it can choose to succeed instead.

Molten Skin. Any creature who touches, makes a melee attack within 5 feet of, or ends their turn within 5 feet of the aspect takes 11 (2d10) fire damage. Flammable objects within 5 feet of the aspect burst into flames.

Natural Light. The aspect gives off bright light in a 60-foot-radius and dim light for an additional 60 feet.

Cooling. If the aspect of fire takes 50 or more cold damage in one round, its speed is reduced to 0 until the end of its next turn.

Fuel for the Fire. The aspect of fire doesn't treat plant life as difficult terrain. Whenever the aspect begins its turn in a space of plant life that provides cover, it burns the plant life away from all spaces it is currently occupying, healing 1d4 hit points for each 5-foot square of such plant life it has consumed. If it heals for 17 or more damage in this way, it flares up, recharging its magma throw action.

ACTIONS

Multiattack. The aspect makes two molten fist attacks.

Molten Fist. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) fire damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 5) fire damage. The target must succeed on a DC 17 Constitution saving throw or be knocked prone.

Magma Throw (Recharge 5-6). The aspect hurls a ball of molten rock. Choose a location within 60 feet of the aspect. All creatures within 15 feet of the target location must make a DC 17 Dexterity saving throw. On a failure, a creature takes 22 (4d10) fire damage. On a success, the creature takes half as much damage.

LEGENDARY ACTIONS

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

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

Molten Fist. The aspect makes a molten fist attack.

Magma Barrage (Costs 2 Actions). The aspect of fire uses its magma throw action. It may use this ability if it has not yet been recharged by dealing 17 points of damage to itself.



BIRDFOLK SKELETON

MEDIUM UNDEAD, LAWFUL EVIL

Armor Class 12 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	7 (-2)	8 (-1)	4 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Auran and Birdfolk, but can't speak
Challenge 1/4 (50 XP)

Talons. The birdfolk skeleton has advantage on Strength (Athletics) checks made to climb any surface its talons could reasonably grip.

ACTIONS

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

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

BIRDFOLK SKELETON

Deceased birdfolk granted a semblance of life through necromantic spells don't have memory per se, but their skeletal bodies retain familiarity with tasks they performed in life. They also remain skilled with weapons they wielded in life, making them useful guards or servants.

UNNATURAL LIFE

Animated skeletons are common among the practitioners of the necromantic arts. Even at the Avium, where necromancy is forbidden in practice, it is taught in theory. A common exception is the use of animated skeletons for menial tasks around the college. The reanimation of birdfolk who did not give their express consent in life is seen as a violation of their memory, so these skeletons usually consist of former college staff who desired to stay and help long past their own time. Not all scholars agree that even this relatively benign form of necromancy should be allowed, while others don't see why permission from the dead should be necessary, believing that "dead is dead". Though the consent policy remains in place, heady debates over the ethics of certain forms of necromancy have resulted in the shunning of more morally flexible scholars.

COBBLEFRIGHT

Cobblefrights are undead monstrosities created through dark necromancy. Rumored to have been originally devised by the mad necromancer Lathrus of the Night's Call, cobblefrights are made by linking several birdfolk skeletons together to form one frightening creature with enhanced physical properties. Among those who have studied Lathrus' research, only the most reckless have tried to create a cobblefright of their own, often to disastrous effect.

HORROR OF HORRORS

Cobblefrights are generally pieced together from the skeletons of five or six birdfolk. The combination of multiple bodies allows not only for a larger and more robust design, but also vastly increases the quantity of necromantic energies cobblefrights contain. This increased capacity for power provides cobblefrights with tremendous strength, as much as a dozen birdfolk combined. It also grants cobblefright bones greater durability. Their remarkable power and resilience is somewhat of a double-edged sword, as cobblefrights also require a large amount of necromantic energy to be sustained. The surviving records of cobblefright creators note that, quite unexpectedly, the creatures developed the ability to drain the life force of other living beings, replenishing their own energy in the process. This makes cobblefrights useful as independent sentries, so long as they have a steady supply of living beings to fuel them.

CHAOTIC PSYCHE

The discordant parts that comprise cobblefrights exert tremendous strain on the bodies of these creatures. The source of this strain is rooted in the same magic that allows birdfolk skeletons to recall skills they once knew in life: the bones remember. Remnants of the soul such as memories, desires, fears, skills, and certain forms of knowledge are imprinted on the bones of the departed. When activated by necromantic energy, these conflicting impressions swirl chaotically within cobblefrights. Since cobblefrights are composed of multiple bodies, often originating from differing times, places, and walks of life, the impressions contained within the creatures are particularly volatile and chaotic. This constant internal conflict requires large and regular supplies of energy to keep cobblefrights stable, but it also grants them a surprising degree of resistance against those who would seek to wrest control of the creatures away from their creator. However, necromancers must be careful to maintain control over these dangerous creatures. Damaged cobblefrights will readily harvest their maker as an immediate source of life energy.



COBBLEFRIGHT

LARGE UNDEAD, CHAOTIC EVIL

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Saving Throws Con +6, Wis +2

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Auran, Birdfolk, and any other languages it knew in life, but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the cobblefright starts its turn with 40 hit points or fewer, roll a d6. On a 6, the cobblefright goes berserk. On each of its turns while berserk, the cobblefright attacks the nearest creature it can see. If no creature is near enough to move to and attack, the cobblefright

attacks an object, with preference for an object smaller than itself. Once the cobblefright goes berserk, it continues to do so until it is destroyed or regains all its hit points.

ACTIONS

Multiattack. The cobblefright makes three claw attacks. One of those attacks can be replaced by a grab attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Grab. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature not grappled by the cobblefright. *Hit:* The target is grappled (escape DC 15). The cobblefright can grapple up to 2 targets at once. Once at the start of its turn for each target it has grappled the cobblefright can squeeze its victim. The target must make a DC 15 Strength saving throw, taking 13 (2d8+4) bludgeoning damage on a failed save.

Soul Siphon. One creature the cobblefright has grappled must make a DC 14 Constitution saving throw, taking 11 (2d10) necrotic damage on a failed save, or half that amount on a success. The target's hit point maximum is reduced by the amount of necrotic damage taken, and the cobblefright regains hit points equal to that amount. The reduction lasts until the target finishes a short or long rest.

EMBERBAT

Curious and gentle creatures, these tiny bats have ashen fur and noses which sport a small candle-sized flame.

WINGED FIRE

Emberbats only started appearing in Humblewood after the calamity that befell the Scorched Grove, and scholars nearly all agree that the emergence of the creatures had something to do with the elemental magics present in the Grove. The flames that give the bats their name are lit through an internal combustion process that issues fuel from their nostrils as they exhale. Emberbats appear able to start and stop this process at will. The bats obviously do not need the flames to see, but it is hypothesized that the small candle serves to attract moths or other insects into their waiting mouths, greatly facilitating hunting.

COLONIES OF COMBUSTION

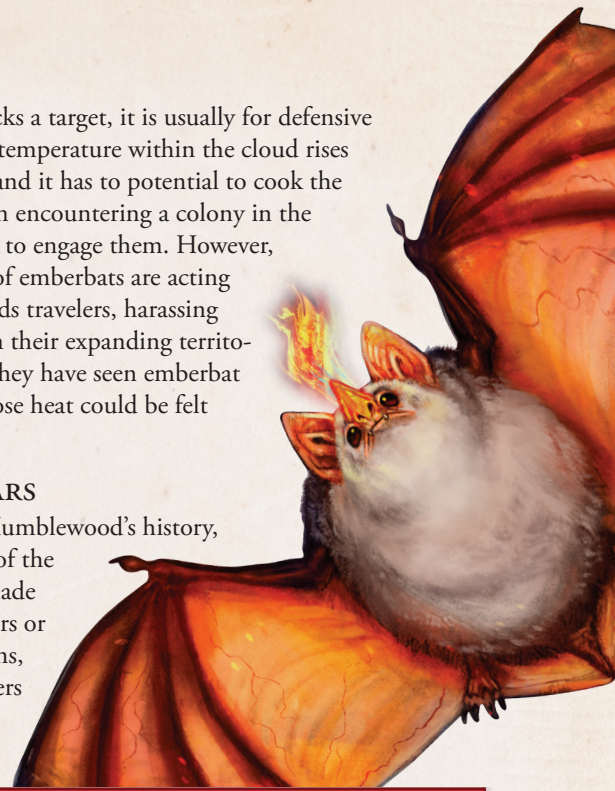
Emberbats are most often seen flying in clouds consisting of many different families acting in unison. The bats perform virtually every task as a cohesive unit, from flying to hunting to nesting. The real threat they pose lies in the remarkable coordination of their colonies.

Alone, an emberbat is no more dangerous than a candle. But together they have the potential to burn like a pit of hot embers, and can easily set dry tinder ablaze. When a colony

of emberbats attacks a target, it is usually for defensive purposes. The air temperature within the cloud rises dangerously fast, and it has to potential to cook the victim alive. When encountering a colony in the wild, it is best not to engage them. However, recently colonies of emberbats are acting aggressively towards travelers, harassing any who approach their expanding territories. Some swear they have seen emberbat supercolonies whose heat could be felt from yards away.

FINE FAMILIARS

Throughout Humblewood's history, the docile nature of the emberbats have made them ideal familiars or animal companions, especially to masters who journey into dark places.



EMBERBAT

TINY BEAST, UNALIGNED

Armor Class 12
Hit Points 2 (1d4)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses blindsight 60ft., passive Perception 11

Languages -

Challenge 0 (10 XP)

Echolocation. The emberbat can't use its blindsight while deafened.

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

Ember Flame. The emberbat can create a flame from its nose at will. It sheds bright light in a 5-foot-radius and dim light in another 5 feet beyond this. This effect lasts until it is dismissed, which the emberbat can do at anytime. When lit, the flame also provides a small damage boost to the emberbat's bite (already included in stat block).

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 1 fire damage.

SWARM OF EMBERBATS

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60ft., passive Perception 10
Languages -
Challenge 1/2 (100 XP)

Echolocation. The swarm can't use its blindsight while deafened.

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

Flame Essence. Any creature that starts their turn within 5 feet of the emberbat swarm must make a DC 10 Constitution saving throw, taking 2 (1d4) points of fire damage on a failure.

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

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

FOREST PROWLER

Forest prowlers feature prominently throughout folktales in Humblewood, notably as monsters in frightful stories. These cat-like beasts have the unique ability to grow leaves and moss on their spotted fur, allowing them to camouflage perfectly within the forest canopy.

FABLE AND FOLKLORE

One of the reasons forest prowlers have attained such mythic status is due to their elusive nature. They are adept at moving unseen through the canopy where they hunt, and their skills as ambush predators means that few who see them live to tell the tale. In some communities the killing of a forest prowler is considered a rite of passage among beast hunters. The large fangs seen adorning the necks of Humblewood's greatest hunters and warriors, and cloaks made from prowler fur, are trophies that showcase one's prowess and skill.

FIERCE HUNTER

Forest prowlers are apex predators. They can claim virtually any prey they desire, but usually target deer, elk, and other large herbivores. Prowlers use their powerful bodies and gripping claws to drag their kill up into their tree nests, where it can be consumed at their leisure. These felines are known to travel long and winding paths through the forest, residing in temporary shelters throughout the seasons. Although nomadic, the prowlers are quite territorial of whatever area they currently inhabit. Relatively passive in the winter, they are most active in the spring and summer during peak hunting and breeding seasons.

FOREST PROWLER

LARGE BEAST, UNALIGNED

Armor Class 16 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft., climbing 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	4 (-3)	14 (+2)	9 (-1)

Skills Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages -
Challenge 4 (1,100 XP)

Natural Camouflage. The prowler has advantage on Dexterity (Stealth) checks made in the forest. Creatures who attack a target that cannot see them have advantage on their attack roll.

Pounce. If the prowler moves at least 10 feet toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. The prowler can use its bonus action to make another claw attack against this target.

Ambuscade. The prowler can use the dash or hide action as a bonus action.

ACTIONS

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

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target of the bite attack is prone, it takes an additional 4 (1d8) piercing damage.

*"Did you see that?
Was it just the wind in the leaves,
or has a prowler come calling..."*

LESSER DEMON

SMALL FIEND (DEMON), CHAOTIC EVIL

Armor Class 13 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Abyssal
Challenge 1 (200 XP)

ACTIONS

Multiattack. The demon 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.

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

Foul Odor (1/day). The demon emits a cloud of poisonous gas that fills a 20-foot sphere and persists for 1 minute until it disperses into the surrounding air. The cloud spreads around corners, and the affected area is heavily obscured. Any creature that is completely within the cloud at the start of its turn must make a DC 11 Constitution saving throw against the poison. On a failed save, the creature spends its action on that turn retching and reeling. Creatures immune to poison are immune to this effect. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) will disperse it after 1 round.

LESSER DEMON

For those still new to the art of summoning, a fumbled attempt to conjure forth an entity of great power often results in the appearance of a lesser demon in its place. These beings are lowly, vexing creatures, eager to sow discord wherever they have been called.

VILE AND MALICIOUS

While there are all manner of devils and demons that seek to terrorize the good folk of the world, others are more off-putting and disgusting—an embarrassing blunder for the fledgling witch or wizard whose invocation went awry. Although not particularly powerful, lesser demons can still pose a serious threat to inexperienced conjurers and unsuspecting civilians.

MOUNTAIN LION

The mountain lions of Humblewood's Crest Mountains are more than the mere beasts travelers may mistake them for. Covered in rocky protrusions that serve to protect as well as camouflage them, mountain lions possess special powers as a result of their ties to the elemental earth of their territory.

MOUNTAIN STALKER

Mountain lions live and hunt in their craggy mountain homes. They are natural climbers and prefer to ambush unsuspecting prey rather than engage in prolonged chases across the treacherous cliffs. A pride of mountain lions is led and protected by a large female. Males compete for the right to mate, and work together as a hunting party. While not as adept at pack hunting as wolves, a few mountain lions working in tandem can take down dangerous creatures of unusual size, including basilisks and griffons.

ROAR OF THE EARTH

Owing to the magic of the elemental earth, mountain lions can gain limited control over nearby rocks with their roar. Using this ability, they can cause rockslides to hinder their prey's escape or inflict critical damage. The ability takes a great deal of energy, so many mountain lions use it sparingly, knowing it will be some time before they can call upon it again.



MOUNTAIN LION

LARGE BEAST, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +4

Senses passive Perception 14

Languages -

Challenge 1 (200 XP)

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

Pounce. If the mountain lion moves at least 20 feet towards a creature and then hits it with its claw attack on the same turn, the target must succeed a DC 13 Strength saving throw or be knocked prone. The mountain lion can make a bite attack against a prone target as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Call Avalanche (Recharges after a Short or Long Rest). With a mystic roar, the mountain lion can call down the very rocks. So long as it is in mountainous terrain, it can use its action to cause a rockslide to fall within a 15-foot-radius of a space it can see within 60 feet. Creatures in this area must make a DC 12 Dexterity saving throw, taking 13 (3d8) bludgeoning damage on a failure and half as much on a success.

“The results of their roar can have quite an impact on adventurers.”

SLIME

Deep in the murky marshes of the Mokka Fields, where water lays stagnant and the stench of decay permeates all, the worlds of life and death intertwine. Within this ominous mire lurk some of the most unusual natural predators in Humblewood. Collectively known as “slimes”, these oozes move slowly through the muck, well-camouflaged by the dark and pungent waters, waiting to devour any hapless being that wanders within reach.

Slimes are easily provoked, and while it isn't difficult to outrun one, some who have strayed into a slime's territory only find out too late that they have been detected. Fortunately for many swampland travelers, slimes have a slow metabolism, and can go without feeding for long periods.

In addition to being an important part of the ecosystem, many slimes are either naturally magical, or yield organic materials which are in high demand among mages, scholars, and researchers. While slime hunting is a dangerous undertaking, the perch of Winnowing Reach was built on the labor of so-called “slime-wrangers”, whose skill collecting valuable residue from live slimes is directly responsible for transforming the once minor outpost into a thriving site for scholarly innovation.

Three main types of slimes have been classified, but as magical creatures with strange properties, it's speculated that more elusive slime species might exist somewhere in the remote swamps. The three documented types are: **caustic slimes**, **shifting slimes**, and **sticky slimes**.

CAUSTIC SLIME

These pale green oozes have an astringent chemical odor, which mixes with the smell of liquefied flesh from their latest meal. Owing to the slow speed at which they digest their victims, the bones of partially-digested meals can be seen through their transparent exterior. Dissolving remnants move within the slimes in a macabre semblance of motion. This phenomena has earned them the nickname “green puppeteers”.

NATURAL DEFENSES

Capable of producing a lethal acid that can eat away at stone and metal, caustic slimes are especially deadly. Even the slightest touch on exposed fur or feathers can be dangerous. Many would-be heroes have met a slow, grim demise after being engulfed by these strange creatures.

CAUSTIC SLIME

MEDIUM OOZE, UNALIGNED

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1/4 (50 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime can climb difficult surfaces, including vertically and upside down, without making an ability check.

Caustic. Any creature that touches the slime or hits it with a melee attack must succeed a DC 12 Dexterity saving throw or take 2 (1d4) points of acid damage.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) points of acid damage.

REACTIONS

Split. When a slime that is Medium or larger and has 10 or more hit points is hit with slashing damage, it splits into two new slimes. Each new slime has hit points equal to half the original slime's, rounded down. New slimes are one size smaller than the previous size.

SCIENTIFIC INTEREST

Though hazardous, the acid produced by these slimes is also valued for its potential uses as a powerful sorcery reagent and an ingredient in potent potions. Some claim it can be distilled into practical applications, like a solvent for metallurgists and builders.

SHIFTING SLIME

A type of large and fluid ooze, shifting slimes have an iridescent hue to them which seems to shift as they move. According to slime-wrangers, they can use magical energy to create an eerie bioluminescence. Shifting slime residue is a highly sought after potent reagent, but it is hard to come by. Despite their size, these slimes are elusive and generally spend their time below ground where visibility is low. They can be quite difficult to locate when they conceal themselves in the subterranean darkness, though these strange creatures are known to leave trails of bioluminescent residue to lure in prey.

ADAPTIVE DEFENSES

This type of slime can harness magical energy within its form. Shifting slimes absorb and store magic passively over time, but are also capable of absorbing magical jolts from spells. It is unclear exactly how much energy they can store, or for how long.

Shifting slimes can develop a temporary immunity to various types of magic after exposure. This immunity in turn makes it exceptionally difficult to destroy the slimes with a single type of magical energy. Luckily for slime-wrangers, shifting slimes are only capable of containing one energy type at a time.

MANIFESTATION OF STORED POWER

After absorbing magical energy, these slimes will change color based on the type of power absorbed. Because of the rarity of shifting slimes, only a handful of people have witnessed these changes. But, over generations, skilled slime-wrangers have managed to record which color a shifting slime will turn in response to different types of magic.

SHIFTING SLIME

LARGE OOZE, UNALIGNED

Armor Class 9
Hit Points 31 (3d10 + 15)
Speed 20 ft., climb 20 ft.

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

Damage Immunities Special; see Adaptive ability
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages -
Challenge 1/2 (100 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime can climb difficult surfaces, including vertically and upside down, without making an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) acid damage. The target is grappled (escape DC 13). Until this grapple ends, the target is restrained and the shifting slime can't make a pseudopod attack against another target.

Swallow. The shifting slime makes one pseudopod attack against a target it is grappling that is at least one size smaller than itself. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is restrained, it has total cover against attacks and other effects outside the shifting slime, and it must make a

DC 13 Constitution saving throw at the start of each of its turns taking 3 (1d6) acid damage on a failure. If the shifting slime used its adaptive ability to become immune to a damage type, the damage dealt to the target on a failed save becomes that type instead. The shifting slime can have only one target swallowed at a time.

If the shifting slime dies, a swallowed creature is no longer restrained by it, and may move freely as the body of the slime quivers and neutralizes into an inert puddle of goo.

REACTIONS

Split. When a slime that is Medium or larger and has 10 or more hit points is hit with slashing damage, it splits into two new slimes. Each new slime has hit points equal to half the original slime's, rounded down. New slimes are one size smaller than the previous size. New shifting slimes each have the same damage type immunity as their parent slime and retain the Adaptive ability.

Adaptive. Each time the slime is hit by a spell that deals damage, it can become immune to that damage type for 1 hour. When the slime changes the damage type it's immune to, its color changes based on the table on the below. The slime can only be immune to one damage type at a time. Normally, shifting slimes are iridescent, shimmering with all the colors of the rainbow.

Damage Type	Slime Color
Acid	Lime Green
Cold	Ice Blue
Fire	Bright Crimson
Force	Clear
Lightning	Vibrant Yellow
Necrotic	Dark Black
Poison	Dark Green
Psychic	Bright Violet
Radiant	Warm Orange
Thunder	Bright White

STICKY SLIME

A semi-solid type of ooze, sticky slimes are far more robust than their cousins. Experienced slime wranglers know never to attack them directly with weapons. The rubbery bodies of sticky slimes can suck a blade out of a wielder's hands, leaving the attacker unarmed.

TRUE TO FORM

Sticky slimes are wholly described by their name. They leave a trail of extremely thick adhesive residue in their wake. While the residue itself is harmless, it can trap adventurers where they stand, and sticky slimes tend to live in proximity of far more threatening monsters.



STICKY SLIME

MEDIUM OOZE, UNALIGNED

Armor Class 6
Hit Points 13 (2d8 + 4)
Speed 15 ft., climb 15 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	3 (-4)	14 (+2)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1/8 (25 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Slime Trail. The slime leaves a trail of ooze behind it that remains tacky for up to 15 minutes. A creature that steps in the ooze must succeed a DC 12 Strength saving throw or become restrained. A creature may attempt the saving throw again at the end of each of its turns, ending the effect on a success.

Mucus. When the slime is hit by a melee attack, the attacker must succeed on a DC 12 Strength saving throw or their weapon becomes stuck in the slime. The weapon can be wrenched out by using an action to make a Strength (Athletics) check against the same DC, freeing the weapon on a success. All weapons stuck in the slime can be retrieved once the slime is slain.

ACTIONS

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

WAKEWYRM

Wakewyrms are massive reptiles that have aspects of both snakes and eels. On rare occasions they've been spotted close to the shores of the Talongrip Coast, though many are quick to dismiss these accounts. Their name originates from the powerful tidal waves their bodies cause, which pose a considerable threat to nearby vessels.

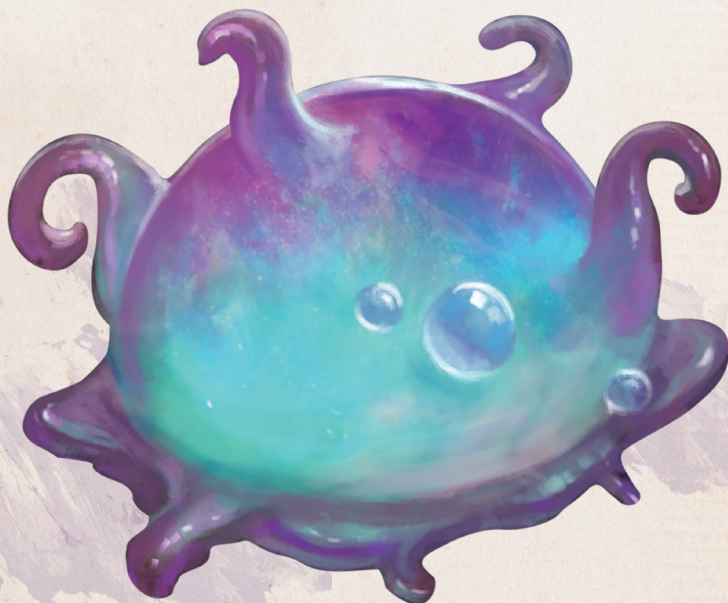
OCEAN TALES

Despite their size, wakewyrms are elusive, able to hide within the vast expanse of the ocean. The rarity of this creature has bred many rumors about the exact nature of wakewyrms. All sailors know at least a few stories about bizarre creatures of the sea, including fantastical accounts of wakewyrms that lurk in the ocean's gloomy depths, able to sink an entire fleet of ships. Such tales are more often fabrications than not, as few have actually encountered these creatures.

DEVOURER FROM THE DEEPS

Wakewyrms are more than a 100 feet long and weigh over 1000 tons. Their lashing tails, snapping jaws, and huge bodies can deal significant damage to a ship's hull, though they prefer to swallow sailors whole, swiftly pulling them into the fathoms below with hardly more than a splash. Filling their gullet with as many creatures as possible, wakewyrms let their strong stomachs take care of their meals. While a fine tactic for devouring fish or other large marine creatures, wakewyrms that swallow adventurers whole sometimes find the snack too much to handle.

Though wakewyrms rarely encounter sailing vessels as they cross the ocean looking for food, the results are often violent. Afterwards, all that remains is nothing but a derelict phantom ship, found wrecked against the rocks of distant shores.





WAKEWYRM

HUGE BEAST, UNALIGNED

Armor Class 16 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	3 (-4)	12 (+1)	3 (-4)

Senses passive Perception 11

Languages -

Challenge 6 (2,300 XP)

Hold Breath. The wakewyrm can hold its breath for 1 hour.

ACTIONS

Multiattack. The wakewyrm makes two attacks, one with its bite and one with its tail, or two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. The target must succeed on a DC 16 Strength saving throw or be grappled (escape DC 16). The wakewyrm can only grapple one creature at a time, and cannot make bite attacks against other creatures while it has a creature grappled.

Tail. *Melee Weapon Attack:* +8 to hit, reach 25 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage.

Swallow. The wakewyrm makes a bite attack against a Large or smaller creature it is grappling, and if the attack hits the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the wakewyrm, and it takes 11 (3d6) acid damage at the start of each of the wakewyrm's turns. If the wakewyrm takes 18 or more points of damage from a creature inside of it, the wakewyrm must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the wakewyrm. If the wakewyrm dies, a swallowed creature is no longer restrained by it, and it can escape from the corpse using 20 feet of movement. After death, internal gasses keep the wakewyrm's body afloat for several hours, before it begins to sink gradually to a watery grave.

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