THE LOST LANDS

The Blight

Richard Pett's Crooked City

GM Guide

5th Edition Fantasy

FROG GOD GAMES

The Blight

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GM Guide

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This setting is dedicated to Geoff Tew, a damn fine thief whose spirit still graces our gaming table and whose favourite character still walks these streets.

"In order to know virtue, we must first acquaint ourselves with vice."

Quotations except as noted otherwise are from the **Marquis de Sade (1740–1814)**

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The Blight GM Guide

"... You've just entered the wrong side of town ..."

For the Players

A stitched thing shambles through the night, the smog of the Canker caressing it. Hooded and covered, the thing's head is too large for its body, and it has to lean frequently against the dirt-smeared brick embankments of Sister Lyme and suck in air through broken lips. A stench like rotting vegetables and sugar surrounds it. People move by in the smog, quietly and nervously going about their business. Occasionally, a cockroach crunches under their feet. Some travellers are rich enough to have linkboys, and a ghastly yellow pallor surrounds the conspirators as they flit like will-o'-wisps through the poison air of the street.

The silence is suddenly stabbed by the sound of a carriage clattering along the cobbles — a child's nightmare pulls the carriage yet no one seems to notice; it gulps the air as it lurches by — a slick black thing that hobbles spastically yet with great purpose. Unseen within, a naga pulls at a hookah, her arcane limbs fidgeting nervous. She is reading an ancient cabalistic work that details a ragefire elemental, a hateful thing of such fury that it can consume cities. The naga smiles and blows out a crimson smoke-ring as she puzzles this new weapon that has fallen, or rather been dropped, into her presence. The naga bangs upon the roof of the carriage for the driver to speed on, and within moments, the streets are quiet again.

The hooded thing staggers on, beneath towering walls and sloping gables where great spiders crawl, the arachnids cowering from the spider-catchers who ply their trade in the dark. Both avoid the rooftops where ancient scrimshaw gargoyles call to each other in haunting song. No one climbs to meet the scrimshaw; no one dares.

The figure passes a burnt-out pawnshop and is ignored by a young couple in a doorway; seeing only each other, one of the figures has two mouths full of jutting yellow teeth. The other, possibly a man, is dead, only alchemy keeps his wan body upright. He appears to be ignoring the prostitute's shortcomings, or perhaps is paying for them.

At last the stitched thing reaches its destination, a crooked house lit by the distant lights of the Great Fayre and the peculiar cutting beam of Hobbington's Lamp — the greatest of sea lanterns. Now hobbling down the stairs, it gives a secret knock and is allowed into the alchymic opium den. Entering, it sees something in the mirror opposite, but the thing it sees is not its own reflection, and as it watches the shadow moves out of the looking glass and into the room. The hooded figure bows, and hands over a package to the mirror dweller, who smiles crookedly and moves into the city night, drawing a shining meat-cleaver as it does so. Singing a nursery rhyme under its breath, it breaks into a skip.

Outside, countless other stories are taking place; misery and joy, and lust and sin abound here. This is their home; this is home to many, many things …"

The Blight is vast; it is mad and random and teeming with life. Each doorway conceals a secret, every window a longing, every roof a hope and fear. A million faces stare from its broken soul. Each face hides a story.

In the appendices, you'll find a printable player's introduction to the Blight, its characters, streets and horrors. In essence, the Blight is a dark urban horror fantasy setting that can be used either on its own, or mingled with other areas of your GM's campaign world.

Many different races can trace their lineage back centuries in the Blight, and these Blight versions of standard races have developed their own unique abilities, contacts, and skills. In such a vast city, no guide can ever be considered entirely comprehensive, but here is a selection of new races and racial subtypes of the more established races commonly encountered. All the standard fantasy role-playing races may be met in the streets of Castorhage, but their environment may change local characters, as a dwarf living in the arctic or an elf living on a coral reef would change, but they are still unmistakably elves and dwarves.

Races presented hereafter represent Castorhage variations upon the core races, as well as new potential character races — derro, briny, coprophagi, night-slugs, and swyne. Racial subtypes of each of the core races are also presented. These subtypes are those that exist in addition to the standard core races; they have unique abilities due to their exposure and background in relation to the Great City.

Do not limit your choice to standard races; a party of ghoul characters make an excellent change of pace. Skum and wererats also make interesting variations upon character races and enable you to develop a whole new skill set and viewpoint for your characters. Your GM will always point you in the direction she wishes her campaign to go, but do not be afraid to make suggestions. The Blight is, after all, a city of a million stories …

City Races

The information given below could be useful in any urban setting. Races in the game manual of the world's most popular roleplaying game are a good starting point for variations based upon background, environment and attitude, and these are as numerous as campaign worlds they live in.

Thinking about the environment that races come from can be a fun addition to any gaming session — consider a race of dwarves that has lived far below the city in an area of the Underneath that has not been discovered until now. Perhaps greedy miners have followed a vein of silver down into the vast caverns beneath Castorhage, or maybe one of the pits has opened up somewhere in the city and the dwarves see the sun for the first time. Do the blind dwarves flee from the warmth or worship it? How do they react to the noise of the city and how do the locals react to them? Are they convenient monsters in the game of some local Streetclerk, or are they taken as freaks to Festival to be displayed and mocked for the delectation of the populace? Perhaps the dwarves are amazingly skilled artisans who begin work in secret for some unprincipled cad who kidnaps some of their number to ensure compliance. Perhaps the characters come upon an escapee one night being chased by constables who claim the blind dwarf is a killer …

New Racial Traits

A curious aspect of life in the Blight is that it subtly, over generations, moulds its inhabitants, exaggerating the effects on their physicalities and mentalities of the ways in which they apply themselves within its confines. For example, descendants of labourers are, on average, noticeably more hulking and brutish than their forebears, and descendants of scholars have, on average, wider eyes and larger craniums.

Frog God Games — as a champion of old-school games — has taken for its cue on the use of racial subtypes the same approach as was used in 3.0/3.5 and earlier iterations of the world's most popular fantasy roleplaying game with a more traditional method more akin to the concept of "subraces" of old. This approach was held by Necromancer Games during its years releasing 3.0/3.5 materials and has been carried through by the Frogs as well, most recently with the release of ***LL8: Bard's Gate*** and its (re)introduction of the street dwarf racial subtypes. It appears again in the shortly forthcoming ***Mountains of Madness*** with the mountain dwarf racial subtype. The latest iteration of the world's most popular fantasy roleplaying game has returned to the more traditional use of "subrace". However, for consistency between past and future products, we have opted to continue using racial subtype to represent a subrace.

Below you will find new, completely optional, racial traits and subtypes that can be used to add flavour and a distinctly Blight-like feel to your characters. Some of these are intended to replace existing racial traits and others can be used independently of existing traits. And as with all things **Frog God Games** provides, these rules are here for you to pick and choose as you please and as best suit your game. If you prefer to use the standard nomenclature regarding subraces, then drop the use of racial subtypes and go with subraces. As always, make of it what you will.

Dwarven Optional Racial Traits

Dwarven characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with dwarves (as presented in the game manual). Some of the new traits may list a specific trait that it is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard dwarven racial traits:

Blight Builder. Street dwarves in the Blight are especially talented builders and crafters. You gain expertise with the artisan's tools of your choice. Pick one from: smith tool's, brewer's supplies, mason's tools. This replaces the Tool Proficiency trait.

Blight Enmity. Street dwarves have redirected traditional dwarven enmities against creatures that are specific to the Blight. Choose one type of creature: Between creatures, constructs, lycanthropes, or undead (choose a single type). When tracking this type of creature, you have advantage on Wisdom (Survival) checks and on Intelligence checks to recall details about the creature. If that creature speaks a specific language, you also learn that language when declaring your enmity to the creature.

City Sharp. Some Blight dwarves have very strong ties to the city. You have advantage on Blight-related Intelligence (History) checks and on Charisma (Persuasion) checks to gather information within the Blight.

Trade Expert. Some Blight dwarves are descended from families with a focus on a skilled trade. In matters of trade, you are considered an expert, allowing you to add two times your proficiency bonus to Charisma (Persuasion) checks when trading with others.

Elves

Elven Optional Racial Traits

Elven characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with elves (as presented in the game manual). Some of the new traits may list a specific trait that it is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard elven racial traits:

Artistic Devotion. The Blight can transform elves of an artistic nature into obsessive practitioners, forever seeking the perfect expression of their form. You gain proficiency with one of the following: an instrument of your choice, calligrapher's supplies, cartographer's tools, cook's utensils, glassblower's tools, jeweller's tools, painter's supplies, or woodcarver's tools.

Fey Talent. Some Blight elves find that a talent for music, song, dance, or some other form of entertainment runs in their blood. You gain proficiency in one of the following skills: Acrobatics, Performance, or Sleight of Hand.

Immersive Memory. Some Blight elves are easily immersed within the memories of their ancient race and its history and experiences. You have

advantage on Intelligence (History) checks related to Castorhage and the Blight, the history of your race and the major events that your ancestors experienced.

Social Spirit. An inner radiance seems to shine bright in some Blight elves, positively influencing those with whom they interact. You have advantage on Charisma (Deception) checks for any lie you tell.

Gnomes

Blight Optional Racial Traits

Gnomish characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with gnomes (as presented in the game manual). Some of the new traits may list a specific trait that it is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard gnome racial traits:

Alchemy Fiend. The Blight elevates some gnomes' obsession with alchemy into incredible talent. You are proficient with alchemist's supplies. Crafting alchemical creations takes half the time and materials cost 10% less than market value (crafting and downtime activities are detailed in the game manual).

Blight-Blooded. Some gnome families have formed strong ties to the Blight through the latent action of their fey origins. This bond strengthens your relations with other gnome families. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks when dealing with other gnomes from the Blight.

Blight Enmity. Some Blight gnomes have redirected traditional gnomish enmities. Choose one type of creature: Between creatures, constructs, lycanthropes, or undead (choose a single type). When tracking this type of creature, you have advantage on Wisdom (Survival) checks and on Intelligence checks to recall details about the creature. If that creature speaks a specific language, you also learn that language when declaring your enmity to the creature.

Uncanny Business Acumen. Some gnomes find that the Blight enhances their naturally convoluted thought patterns into a talent for the abstract intricacies of trade, finance, and law. Because of your reputation as a businessperson, you receive a 10% discount on purchases within the Blight. You also receive a 10% bonus when selling to merchants in the Blight.

Truth Twister. A creative relationship with fact and fiction, especially serving within the courts of the Blight, has led to some gnomes' facilities with deceit being enhanced. You add twice your proficiency bonus to Deception, Insight, and Persuasion checks when interacting with authorities in the Blight.

Urban Magic. The Blight has altered the inherently magical nature of some gnomes. You know the *thaumaturgy* cantrip. Intelligence is the spellcasting ability for this trait.

Half-Elves

There is magic in her eyes, and a slight fey look about her. Her features are narrow, and her eyes purple. Her red hair is drawn into a tight pigtail by a deep blue cheesecloth scarf.

Everyone loves Tamarind, her smile, her laugh, her singing — she has broken a hundred hearts they say by refusing the advances of lesser men, claiming she is looking for a wealthy fat lord to live with and spend his money.

Behind those eyes, however, works a brain of evil. A black heart beats in her and Tamarind plots and weaves like a great, sick spider. She knows she is beautiful and knows it well, using what the gods have given her to bring her a better life.

She kills those who come too close to her web.

— Tamarind (Half-elf burglar)

Blight Optional Racial Traits

Half-elven characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with half-elves (as presented in the game manual). Some of the new traits may list a specific trait that it is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard half-elf racial traits:

Emotionally Remote. Torn between two worlds, some Blight half-elves have grown emotionally distant to those around them**.** You have advantage on saving throws against being compelled against your will (such as the Command spell).

Racial Ambiguity. The Blight suppresses the elven appearance of some half-elves, allowing them to pass more easily as a different race while emphasising a talent for assuming alternative identities. You are proficient with a disguise kit and you have advantage on ability checks that would expose your identity while you are disguised.

Half-Orcs

Blight Optional Racial Traits

Half-orc characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with half-orcs (as presented in the game manual). Some of the new traits may list a specific trait that it is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard half-orc racial traits:

Slum Survivor. Some Blight half-orcs are skilled at surviving in slums, sewers, and underbellies. You have advantage on Dexterity (Stealth) and Wisdom (Survival) checks within an urban environment. In addition, you can use the Survival skill to find food and water in an urban environment. A successful DC 10 Survival check results in enough sustenance for one person for 1 day.

Nightbred. The Blight moulds some half-orcs toward the darkness, emphasising their subterranean heritage. Your eyes are attuned to dark and dim conditions beyond that of others of your race granting you superior darkvision but also shackling you with sunlight sensitivity. Your darkvision has a radius of 120 feet. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you or your target are in direct sunlight.

Halflings

Blight Optional Racial Traits

Halfling characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with halflings (as presented in the game manual). Some of the new traits may list a specific trait that it is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard halfling racial traits:

Deft Dancer. Some Blight halflings are infused with the rhythm and beat of the city's dark heart. Choose one of the following options: **a)** proficiency in the Performance skill and with one type of musical instrument. **b)** proficiency in the Acrobatics skill and advantage on Dexterity (Acrobatics) checks when entertaining an audience.

Rigging Rat. Some halflings have Blight-charged agility. You have advantage on Strength (Athletics) checks when climbing. Climbing also does not halve your speed.

River Runner. Many Blight halflings are drawn to its waterways, plying the Lyme with inborn expertise. You have advantage on Strength (Athletics) checks when swimming. Furthermore, you are proficient with Navigator's tools and waterborne vehicles.

Humans

Blight Optional Racial Traits

Human characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with humans (as presented in the game manual). Some of the new traits may list a specific trait that it is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard human racial traits:

Citysoul. Within the Blight, you add your proficiency bonus to Wisdom (Perception), Wisdom (Insight), and Dexterity (Stealth) checks. In addition, once per day, you can become lost in thought in a trance-like state for 1 minute to subconsciously plumb their knowledge of the city. At the end of the trance, you may make a Charisma (Persuasion) check with advantage. You regain the ability to become lost in thought after a long rest.

Recall. You have advantage on Intelligence (History) checks in relation to knowing the urban geography of the Blight, the fastest method to get from one location to another, and for finding specific locations within the city. In addition, you can spend at least 1 minute concentrating on your surroundings to know which district you are in, even if you cannot see your surroundings.

Polluted. The city itself seems infected with choking gases and corrosive chemicals, yet some humans seem to thrive in even the most pollutant-rich environments. You have developed an innate resistance to these conditions and have advantage on saving throws against inhaled poisons and toxins.

Twilight Sight. Touched by exotic blood or Between, some humans can see better than their kin in dim light conditions. You have limited darkvision in a radius of 30 feet.

Water-Blooded. They say that blood is thicker than water, but for some Blight humans, the waters of the Lyme seem to run through their veins. You have the ability to hold your breath for twice as long as others (you have advantage on Constitution saving throws when holding your breath underwater) and have a base swim speed of 20 feet.

New Racial Subtypes

As mentioned above under Blight Racial Backgrounds, the use of racial subtypes here is in the traditional "subrace" sense.

The racial subtypes included here are all more or less unique to the Blight (with the exception of gypsy-souls). Not that they can't be found anywhere else — though that is likely to be rare enough — but rather that wherever they're found, their existence can be traced back to their Blight roots, proving that the Blight is so pervasive — so corrupting — that it changes everything it touches and usually not for the better.

Street Dwarf

Street dwarves were originally of mountain dwarf stock, but all trace their descent to a single band of exiles from the Great Mountain Clan Targ in the Forlorn Mountains. Called Gilyo's Brigade, the dwarves of this band had been cast out of the Great Clan for any number of petty crimes. The band relocated into the lowlands of the newly formed Domain of Hawkmoon after leaving their mountain home and found solace in the wild towns springing up across this new frontier. Their natural skills as craftsmen soon made them wealthy and allowed them to establish shops, inns, waystations, and merchant houses. In less than a century they had largely abandoned their old dwarven culture and had begun to establish their own rich traditions.

Since their early days in Hawkmoon, street dwarves have spread far and wide to many of the world's major urban centres. Commerce is their livelihood, and they simply follow the coin. They are savvy urbanites who know the ins and outs of city life. Well aware of the dangers of the city — pickpockets, footpads, thieves' guilds, corrupt officials, and assorted con artists — street dwarves have developed a characteristic wariness of all strangers that borders on paranoia. They are shrewd and cunning and are difficult to trick — especially when money is involved. It's equally difficult to intimidate or accost them because though they have distanced themselves from their heritage as doughty giant and orc fighters, they still remain a race of the stout folk and are notoriously hard of head and hard of knuckle in any barroom brawl or alley robbery attempt.

Physical Description. In appearance, street dwarves differ very little from one city to the next, being all descended from a single clan. They have the height of their mountain dwarf forebears, with most approaching 5 feet in height, though they are thinner and less stocky of build. Consequently, they tend to be more agile than their mountain cousins. Their beards are the darker shades of the mountain dwarves with a smattering of silvery white even among the younger folk, but they are usually kept trimmed shorter and closer to the chin than is typical for a dwarf. Hair is likewise usually kept at a shorter length, but hair and beards alike are always kept well-groomed and fashionably styled. Some street dwarf women are capable of growing beards as well, but they never do, preferring to go clean shaven as is the norm of females of other races with whom they interact. Street dwarf attire reflects the social caste and climate in which they live, but often it is an expression of affluence that they have achieved over the years.

Society. The clan kinship so strongly felt among mountain dwarves and even hill dwarves is largely absent among street dwarves. Though they all descend from a single clan, upon their arrival in the lowlands they spread out to settle and take on lowland ways. Now street dwarves relate more closely to their immediate family groups, and though they feel a

kinship with fellow street dwarves it is no more than a vague sense of camaraderie, no more binding than any other acquaintances they make. Though street dwarves are mostly known for success in business, by no means are all street dwarves wealthy merchants and business owners. Most make a comfortable living in some trade that they have undertaken while some have amassed great wealth in trade or investments and others live in the gutter as homeless beggars, their fortunes fallen on hard times or from families that either lost or never made the great leap to affluence that some of their kin have. In all regards, street dwarves tend to reflect the majority of the society in which they live.

Relations. As mentioned, street dwarves lack the extreme kin-bonding found among mountain and hill dwarves. In fact, they often find mountain and hill dwarves that they meet to be discomfiting and uncomfortably intense, if not outright uncouth. For their part other dwarves typically look at street dwarves askance as if poor souls who have lost their way among the baubles and fancies of the soft lowlanders. In any case, the groups can maintain friendly relations with one another but rarely seek out any more social contact than is absolutely necessary. Street dwarves do not maintain the same prejudices towards other races that their kin do and therefore have no more animosity towards goblins or orcs than they would towards any other brigand. Likewise, they have no experience in fighting giants most having never even seen one. Instead they hold their ire towards those they that see as oppressing them, whether it be criminals or corrupt officials for a wealthy merchant or street bullies and corrupt city guards for a beggar. It is towards these that street dwarves devote their legendary dwarven grudges.

Religion. Of all types of dwarves, street dwarves are the most likely to be agnostic or outright atheists. They are pragmatic and practically minded, putting more faith in sound investments and a solid plan than divine protection or tradition. Those that are of a religious bent usually venerate the major gods of wherever they happen to live, though they tend to shy away from elven deities as flighty and strange and traditional dwarven deities as somehow familiar yet uncomfortably alien. Some street dwarves, especially those that dwell in the Domain of Hawkmoon, still worship the Hawkmoon deity for whom their ancestors took their name. Gilyo, God of Travel and Caprice. Outside Hawkmoon, though, such worship is little seen.

Adventurers. Adventure may not call so powerfully to street dwarves as it does to members of other races, as these folks usually prefer the known dangers of city life to the unknown dangers of the open wilderness. Nevertheless, they can sometimes be found among adventuring bands if for no other reason than the irresistible lure of treasure.

Male Names. Bariom, Caedimus, Cassius, Filo, Luciliun, Tiberonus

Female Names. Andromeda, Caliopa, Gratica, Koryola, Veran, Vesta

Street Dwarf Racial Traits

Ability Score Increase. Your Intelligence score increases by 1.

Age. Dwarves mature at roughly the same pace as humans. They are considered young until the age of 50 and can live between three and four centuries.

Alignment. Street dwarves tend towards lawful alignments as the most reliable course to success among civilized folk but have no real leaning towards good, neutrality, or evil beyond their own individual moral compass.

Size. Street dwarves are among the tallest of the dwarves, their height averaging almost 5 feet but never shorter than 4 feet. They are stocky and broad and often weigh 150 pounds, sometimes more. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray instead of color under darkness conditions.

Greed. You have advantage on Intelligence checks made to determine the price of nonmagical goods regardless of what they're made of.

Grudge. Someone or something crossed you at some point in your life and you will never forgive or forget that slight. Little did they know, dwarves hold grudges like no other. Pick a person (NPC or character) or creature that represents an injustice or harmful treatment you have endured. Regardless of whether they actually wronged you, they are the object of your violent obsession. When you score a critical hit against your hated foe, you can roll one additional damage dice (based on weapon type) and add it to the extra damage of the critical hit. Because of your hatred of this foe you have disadvantage on Charisma-based skill checks against them.

Streetwise. You have advantage on Wisdom (Perception) checks to potentially notice hidden watchers, ambushes, or traps while on the streets of a city.

Urbanite. You can add your proficiency bonus to Charisma (Deception), Wisdom (Insight), and Charisma (Persuasion) checks when used in urban surroundings.

Weapon Familiarity. You have proficiency with short swords, rapiers, and whips. This replaces Dwarven Combat Training.

Languages. You can speak, read, and write Common and Dwarvish.

Elf, Primitive

Primitives are elves who have found themselves drawn to the strange, almost otherworldly allure that seems to shine just beneath the surface of the Blight for those with the sensitivity to see it. The result of their long exposure to this strange, intangible presence ever tickling at their minds has led them to devote their lives to its expression in art. They are fey — almost elemental — creatures inspired and tortured by wildly vivid dreams to the point of obsession over an act of creation to bring their dream visions to life. They may stand for hours immersed in the light play of sun on the gables, entranced by the reactions of an admixture of venoms, or crafting the perfect expression in musical movements about the unique potpourri of odours produced by a particular alleyway.

Physical Description. Primitives tend to stand taller and are more willowy than the typical elf, rarely with an ounce of fat on their bodies as they devote every waking moment and all their energy to the perfection of their art. Some with an epicurean bent lie at the opposite end of the spectrum, representing the shockingly phenomenon of a morbidly obese elf. They share the same almond-shaped eyes of other elves, but their wide irises are always completely black, blending seamlessly with their pupils, and creating the impression of looking into a vast, bottomless well. Their clothing tends toward minimalist ideals and ranges in quality from a few diaphanous veils or scarves to little more than a rough loincloth. They see their bodies as another form of expression of their art and wish to reveal their canvas to as many as can see, regardless of physique, injury, or deformity. Exotic and extravagant tattoos, often covering much of their bodies, are not uncommon. In the cold winters of the Blight, they bundle up in rough, primitive garments of hide and thick fur, channeling the inner nature they sense within the walls of the city. The hygiene of these elves varies wildly, with some taking great pride in their physical aesthetic and others seeing such concerns as mundanely gauche, preferring to revel in a natural state of filth.

Society. Primitives take their name from the fact that they see themselves entirely outside society. In fact, to them society is an unnatural aberration that separates them from the enlightened beauty that they forever seek to capture and emulate in their art. As such, primitives with any political leaning at all tend toward the Anarchist camp. Some may even believe the true expression of their inner eye's beauty lies in watching the entire city burn.

Relations. Primitives have poor relations with virtually every other race, including other elves. Only other primitives and the most avant-garde of art patrons within the city who share their bohemian outlook find themselves in the social circles of the primitives, and even then, these relationships tend to be short, self-absorbed, and one-sided, the primitive moving on to some new companion in their eternal quest to capture their inner eye in art.

Religion. Primitives have all of the emotional capriciousness of other elves but tend to lack much value for kindness or any concept of beauty that lies outside their own personal obsessions. Most primitives are chaotic, but very few of them are good. Primitives are never lawful. Many primitives gravitate toward agnostic or atheistic beliefs as all other matters are subordinated to their personal obsessions. Some do, however, venerate deities that represent certain types of art, freedoms, or simply hedonism in general. Among the primitives who venerate a deity, some of the more common divine patrons are Dame Torren, Moccavallo, Bacchus-Dionysus, the Queen of Spiders, Pan, Lurz-Urcia, Pelora, Eliphaz, Arialee, Sriasha, Gilyo, Demogorgon, Bast, Tiamat, Shupnikkurat, the Church of Marwan, The Poppy's Chorus, and one of the largest chapters

of the Cult of the Unspeakable in the Lost Lands. A few even call upon the blessings of The Ash Queen or The Horseman. Above all, they fear the demon lord Mathrigaunt the Mad, knowing full well even in their indolence that to fully succumb to madness is to lose their vision entirely. There are rumours, however, of some primitives who have done that very thing and now secretly seek to propagate the spread of the insidious cult among their peers.

In addition, it is not unusual to see a new cult spring up among a group of primitives dedicated to some wholly or partially fabricated deity drawn from an exotic land or a prehistoric past viewed as somehow purer or more visceral. Without the backing of a true deity to provide any sort of evidence of divine inspiration whatsoever, these small cults usually dissolve in a matter of days or months at the most. While they exist, though, some of them can become quite dangerous or vicious in their ideals of physical excess at any cost.

Adventurers. While the harrowing and strenuous life of an adventurer holds little appeal for most languid primitives, for those whose imagination it does capture, little can hold them back. For them, something of the vision they seek to actualize lies in the chaotic freedom and risk of adventuring, and they jump into the life with both feet. There are few rigors they won't endure, dangers they won't face, and risks they won't take for the sake of their passion.

Male Names. Primitives eschew the names of their elven heritage and those of the surrounding human culture alike. They prefer to take on monosyllabic mononyms that they feel portray the underlying truth of their being or poetic descriptions that seek to do the same. To most others, their names seem pretentious, nonsensical, or both.

Male Names include Chak, Durst, Flower-Fire, Pum, Quell-The-Stone, Ran-The-Side-Fall, Son-Of-Nos, Slay-Made-Blue, Tak-tak, Thorn, Tutho, Uch, Willow, and Whole-Wind.

Female Names. Females use a similar naming convention as the males, but their names tend more toward the more poetic phrasing or individual words that they feel represent their moment. Such names include Abundance, Encounter-Upon-Green-Radiance-Of-Night, Light-In-Ever-Noise, Perfect, Pain-For-Promise, Rain, Sash, Two-Sides-Through, Under-Lives-Peace, and Willow.

Primitive Racial Traits

Ability Score Increase. Your Charisma score increases by 1.

Age. As with other elves, primitives are considered adults around the age of 100 and have a lifespan of up to 750 years.

Alignment. Primitives have all of the emotional capriciousness of other elves but tend to lack much value for kindness or any concept of beauty that lies outside their own personal obsessions. Most primitives are chaotic, but very few of them are good. Primitives are never lawful.

Size. Primitives are taller and thinner than other elves, averaging 5 and a half to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray instead of color under darkness conditions.

City Knowledge. You have advantage on Intelligence (History) checks related to a specific city district. You can add your proficiency bonus to Intelligence (History) checks for one other city district of your choice.

Artistic Devotion. Primitives are forever seeking the perfect expression of their form. You gain proficiency with one of the following: an instrument of your choice, calligrapher's supplies, cartographer's tools, cook's utensils, glassblower's tools, jeweller's tools, painter's supplies, or woodcarver's tools.

Fey Talent. Primitives quite often focus on their talent for music, song, dance, or some other form of entertainment. You gain proficiency in one of the following skills: Acrobatics, Performance, or Sleight of Hand.

Dreamspeaker. Primitives have the ability to tap into the power of sleep, dreams, and prescient reverie. Once per day, you may cast the *dream* spell. Charisma is your spellcasting ability for this spell. You regain this ability after a long rest.

Know Your Own. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks involving your fellow primitives.

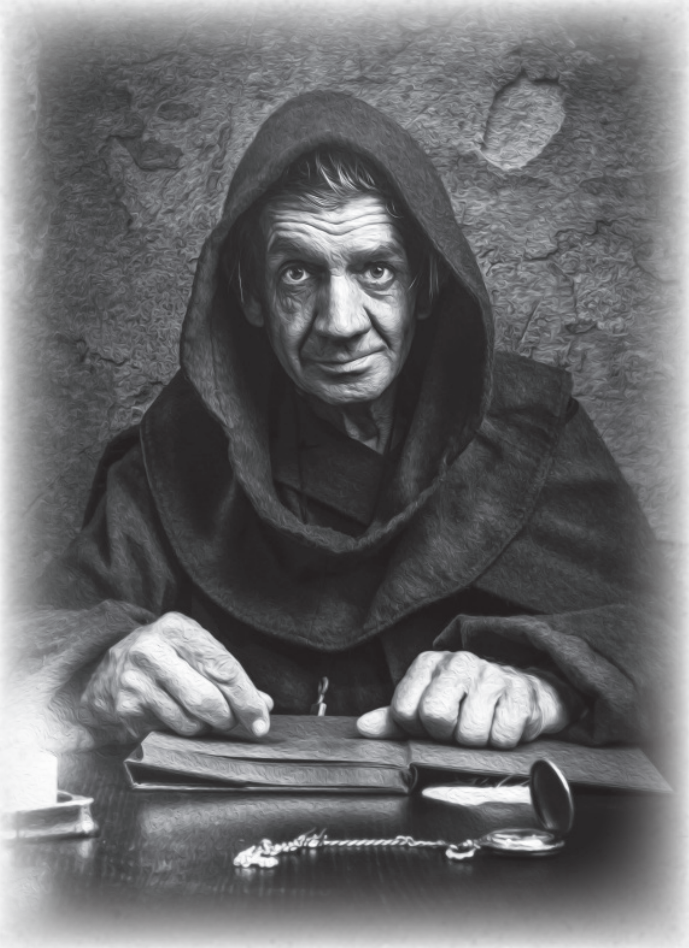
Languages. You can speak, read, and write Common and Elvish.

Gnome, Tradelord

Tradelord gnomes are a common sight amongst the financial areas of the city; they are cunning and astute, good judges of character and risk, and their talents are in demand — by the legal, financial, and speculative professions, as well as the less-legal arms of those groups. In many ways, their reputation resembles that of the street dwarves in other urban areas throughout Akados, but whereas the street dwarves are known for being hard-working business owners and workers, tradelord gnomes are specifically involved as financiers, bankers, commodity speculators, investors, and trade factors at the highest echelons of local and international trade. And while they are known for their business acumen, they are not especially well-regarded for their scruples. A person always feels more comfortable with a tradelord gnome on his side of a negotiating table but much less comfortable with one on the opposite side.

Physical Description. Tradelord gnomes superficially resemble ordinary gnomes in all ways, but all tradelord gnomes are descended from a handful of Castorhage gnome families (no matter how distantly related), and all tend to bear a certain family resemblance. Their hair tends toward muted shades of brown, red, or sometimes green, though grey and silver seem to predominate even at relatively young ages. In addition, there is an unusually high incidence of balding among their numbers. Eyebrows are almost always thick and bushy, with wide, hooked noses, and large, protruding ears. Thick, brushy moustaches and sometimes sideburns are extremely common, though beards are never worn. Their skin also tends to be more pallid compared with their kin and is frequently extremely thin, almost parchment-like, with a spider web of tiny veins visible on the cheeks, chin, nose, and ears. Eyes tend to be bleary and slightly jaundiced, and myopia is very common, with many tradelord gnomes wearing spectacles before they reach adulthood.

Society. Tradelord gnomes are extremely preoccupied with social class and form. They are extremely proud of their Castorhage lineage from a few well-placed families whose involvement in the politics and finances of the city-state date back for centuries. With family names such as Bothelwaite,



Curringham, Evendon, and Shipwright, they feel that they are the true cream of the crop within the city-state, with a name that should open doors and get immediate recognition even among the unwashed Lowfolk. The fact that none of their family names is even remotely as well-known as the upstart parlor magician Shortstones and their seemingly endless progeny irks the families of the tradelords to no end, though they will never let on to being disturbed by a notion so far beneath them.

Relations. Tradelord gnomes tend to get on well with most other races, if at a comfortable and coolly indifferent arm's length. They hold ordinary gnomes in utter contempt, however. The city's Lowfolk recognize them as true "movers" within the Blight's social strata, and the Upper Class see them as formidable and respectable professionals, if not particularly friendly or suitable for socializing. The tradelord gnomes' natural standoffishness actually serves them well in their relations with others because it makes them seem stuffy and competent while at the same time masking their inclination toward pompousness biting condescension. The few that manage to get close to a tradelord gnome almost always find them rude and unpleasant but worthwhile companions nonetheless for their astute judgment and considerable skills at the bargaining table.

Religion. Favored religions are Sefagreth, Thyr, Dre'uain, Archeillus, and Iskardar, and no doubt more than a few who secretly revere Lord Mammon. Noticeably absent among the worship of the tradelord gnomes is the worship of their chaotic racial deity Hammer Mittelschmerz.

Adventurers. Tradelord gnomes seldom become adventurers, but some find the thrill of the discovery of new trade markets and the victory over opposing forces as a great draw and become sea captains, caravan leaders, or even trade negotiators in the most hostile of environments.

Male Names. Bates, Cumberlin, Huffingham, Jomas, Myles, Perrington, Tomorj, Trevor, Willin

Female Names. Agathra, Agned, Delorys, Gertrand, Myllicent, Myrtle, Pennifor

Tradelord Gnome Racial Traits

Ability Score Increase. Your Charisma score increases by 1.

Age. Much the same as their kin, tradelord gnomes mature at the same pace as humans. They reach adulthood in their 40s and regularly live between 350 and 500 years of age.

Alignment. Tradelords have a tendency toward law and neutrality, being much more concerned with reaching the means to their ends through skilful manipulation of the existing rules rather than with whether or not the ends themselves might be in any way worthy or moral. Lawful neutral and neutral are their most commonly taken alignments, with some exceptional individual skewing toward lawful good or lawful evil. Neutral good and neutral evil are extremely rare, and chaotic alignments are unheard of among them.

Size. Tradelord gnomes are commonly between 3 and 4 feet tall and weigh around 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray instead of color under darkness conditions.

City Knowledge. You have advantage on Intelligence (History) checks related to a specific city district. You can add your proficiency bonus to Intelligence (History) checks for one other city district of your choice.

Keen Senses. You have proficiency with the Perception skill.

Know Your Own. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks involving your fellow tradelords.

Truth Twister. Quick wits and and even quicker tongue are your trademark. You are exceptionally talented at negotiation, lying, and discerning lies. You have advantage on Charisma (Deception) checks when attempting to lie and have advantage on Wisdom (Insight) checks when determining if you are a being lied to.

Urban Magic. Like many other gnomes, the Blight has altered the inherently magical nature of tradelord gnomes. This ability allows you to cast each of the following spells, without components, once per day: *floating disk*, *knock, message*, and *unseen servant*. You can cast these spells again after completing a long rest. The spellcasting ability for these spells is Charisma.

Weapon Familiarity. You have proficiency with short swords, rapiers, and whips.

Languages. You can read, write, and speak Common and Gnomish and either Semuric or Xaon.

Half-Orc, Shadowlamp

Shadowlampers, as they are typically called, are half-orcs in the Blight born pale and sickly looking. The light still hurts the enlarged eyes of these half-orcs. Sometimes referred to as vampires, ghouls, or undead by other city folk, they prefer to do their business by night. To many, however, the Shadowlamper is a boon; someone who prefers to work at night can come in very handy, not only for the criminal underclasses, but also amongst more legitimate professions. The Queen's 4th Shadowlampers are a renowned part of the City Watch, with a waiting list of seven years to join and the toughest entry tests in the whole Watch. The Illuminati have made great use of Shadowlampers, and these half-orcs are also ranked amongst some of the most famous spider-hunters in the city's history.

Physical Description. Shadowlamp half-orcs are tall like their more common kin, easily exceeding 6 feet in height for both genders, but lack the sheer muscle mass of their cousins. Their bodies are thin and corded with wiry muscle that makes them look more like scarecrows — or cadavers — than a typical half-orc, and their skins tend to run paler than the dusky or greenish hues more frequently found. They have wide eyes with large pupils that are frequently bloodshot and teary in bright lights. Though their lower canines are less prominent than is normal for half-orcs, they are nevertheless somewhat elongated, and the fact that their upper canines are likewise hypertrophied only adds to the comparisons to some sort of blood-drinking undead beast.

Society. As products of a wholly urban environment, shadowlampers do not suffer the persecution and ostracization seen by the societies of both of a typical half-orc's parents. This is partially because shadowlamp half-orcs are the offspring of mated shadowlamp half-orcs, the initial orc/human crossing having occurred generations in the past. This is also because with so many underclasses in the Blight held with equal disdain by the upper crust of society, it is too much trouble for a lone segment to be singled out for specific prejudice. They receive the hardships and privations of a second-class citizen, but then so do most folk of the Blight, so it seems like no unique burden to shadowlampers.

Relations. With no special prejudice levelled against them in the city of their birth and a generations-long dissociation from the separate cultures of their progenitors, shadowlamp half-orcs get along with the other races that inhabit the city just as would any other. No special grudges are harboured, and no great blood feuds recognized. A shadowlamper on the streets of the city would have the same possibility to like or dislike an elf he met on the street as he would an orc. Though some folk are put off by their cadaverous appearance and exhibit a prejudice along those lines, the respect they command for the work they do and the myriad of other racial prejudices that swell within the disparate folk of the Blight causes shadowlampers to not feel singled out as a target of vitriol by any particular group.

Religion. As creatures naturally suited for the dark of night, those few shadowlampers who do observe a formal religion tend to gravitate toward those that favour the shadows such as Mirkeer and Sister Shadow or other aspects of the night such as Narrah or even relating to their occupation such as Vanitthu A shadowlamper worshipping Grotaag is unheard of, but most pay no attention to any religion in particular.

Adventurers. As individuals, skilled for a certain line of work, in particular guarding, watching, or hunting at night or in the dark places of the city, shadowlampers make excellent adventurers, and many are drawn to such a life.

Male Names. Borkil, Daga, Hurk, Kultak, Merrik, Tarik, Yasg

Female Names. Borlea, Dresa, Morfuda, Shevzu, Tulik, Yada

Shadowlamp Half-Orc Racial Traits

Ability Score Increase. Your Strength score increases by 1, and your Dexterity score increases by 2.

Age. Shadowlamp half-orcs mature slightly faster than humans and are considered adults by the age of 14. They rarely live longer than 75 years.

Alignment. Shadowlamp half-orcs have no great propensity toward evil nor toward chaos. Likewise, they hold no special fondness for good

or law. They are just as likely to be chaotic evil as chaotic good, though only a very few could be considered lawful good. The largest portion of their population falls firmly within the boundaries of neutrality. Most work hard, do their job, support their families, and at the end of the day enjoy a pint and a cigar. They usually hold no great loyalty to the city or its institutions, but take great pride in their own work ethic and expertise in those areas in which they excel.

Size. Shadowlamp half-orcs are tall and lean, easily exceeding 6 feet in height for both genders. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Superior Darkvision. Your darkvision extends to a radius of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and sight-based Wisdom (Perception) checks that occur in direct sunlight.

City Knowledge. You have advantage on Intelligence (History) checks related to a specific city district. You can add your proficiency bonus to Intelligence (History) checks for one other city district of your choice.

Know Your Own. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks involving your fellow shadowlamps.

Keen Sight. You have advantage on sight-based Wisdom (Perception) checks made in dim light or darker conditions.

Weapon Familiarity. You have proficiency with the greataxe, greatsword, and maul.

Languages. You can speak, read, and write Common, Orc, and Undercommon.

Note. The shadowlamp half-orc is a variant of the half-orc described in the game manual. It is not a subtype and will not possess the same traits as non-variant half-orcs.

Halfling, Gypsy-Soul

Consummate traders and tricksters, gypsy-souls are halflings who feel a deep and abiding kindred with the Viroeni gypsy-folk of Akados. Though not related to these wandering tribes by blood, the gypsy-souls have associated with them for so many generations that these halfling bloodlines indeed seem more closely akin to the Viroeni than to their own kind. In fact, the gypsy-souls speak the Rama language of the Viroeni and generally keep to their own neighbourhoods, caravans, or encampments rather than mix extensively with others. The exceptions to this are, of course, the Viroeni themselves, who see the gypsy-souls as kindred little brothers and sisters and the halfling boatfolk of Castorhage. Interaction in the city, however, can draw some out of their insular natures, at least for a time. Gypsy-souls support themselves as tinkers, traders, and in the performance of odd jobs whenever possible. Some have small animal herds**.**

Physical Description. Gypsy-souls in general conform to the physical appearance of their halfling kin. They tend to be a little bit taller — some reaching the outlandish height of 3 foot, 6 inches — and a bit leaner, rarely having the paunch from a life of prosperity and good meals that tends to find its way onto many halflings as they reach middle age. They almost always go barefoot, which is not unusual for halflings in general, and their ears are less pointed, in some cases being completely indistinguishable from human ears in shape. Their thick curly hair tends toward dark brown and black, with many wearing thick sideburns and even short beards, though rarely moustaches, and they have a tendency to grey early, with many having thick streaks of white running through their unruly mops at even a relatively young age. Their eyes share dark shades similar to their hair though occasionally a striking ice blue appears. Their skins are a shade darker than the almond coloration of typical halflings, possibly from greater exposure to the sun in their wandering lifestyle. They quickly develop many fine lines and wrinkles from years in the sun and wind and a tendency toward laughter, though this does not make them appear older as much as it makes them seem jollier and more world wise.

Society. Like the Viroeni wanderers that they have come to identify with, gypsy-souls spend most of their life traveling upon the roads of Akados in caravans of small wagons. These are frequently included as part of a Viroeni caravan but not always so. When they are with Viroeni, they are treated as one of their own and answer to the tribes reigning matriarch just as do her human kinfolk. This arrangement is very egalitarian in that on many occasions the Viroeni themselves answer to a halfling gypsy-soul matriarch if she is the most senior member of the caravan. On the open road or in an encampment, gypsy-souls are prone to music, dancing, and the telling of elaborate jokes. They do not involve themselves in pranks very frequently because they are accustomed to living on few resources and among hostile peoples so that anything that might damage another's property or dignity is seen as detrimental to their survival. Rather, they confine their internal rivalries to clever jests and barbs for the amusement of all, and a gypsy-soul that knows he has been bested enjoys the roast as much as any onlookers and begins planning his future rejoinder almost immediately. Pranks upon non-gypsy-souls, however, is an entirely different matter, and truly legendary members of their families are those who can pull the most outlandish pranks upon other peoples.

Relations. If folk look upon the Viroeni as roving skulks and thieves, they look upon the gypsy-souls who associate with them as little better than an infestation of vermin. Only in municipalities of established relation with gypsy-souls do they find any real welcome. In Castorhage, there are entire barrios occupied by gypsy-souls who have made a more permanent abode for themselves, and here they have become enough of a fixture to avoid constant persecution. It is true that the folk of the Blight look upon all gypsy-souls as cutpurses and pickpockets, but then, most other groups are suspected of the same, so the gypsy-souls find an easier acceptance than in most other places. In places not as accustomed to the presence of gypsy-souls, they are usually confined to isolated encampments away from towns and cities, and allowed entry only on market days when their wares and services might be of use. Gypsy-souls harbour some resentment toward this inherent disregard for them, but their own habit of tricks and pranks does not engender them to these communities.

Religion. Their love of the freedom of the road and the irreverent ways of halflings means a great many favour the halfling deity Mick O'Delving with Pekko almost equal in popularity. Their inherent wanderlust and love of the many hidden twists and turns of life leads many into reverence of Belon the Wise, Moccavallo, Tykee, or Zors. Some of the older gypsy-souls are devoted to the traditional Viroeni deities of Mert, Vionir, or Lurz-Urcia. Very rarely, an evil gypsy-soul might venerate Demogorgon as the Lord of Fate.

Adventurers. Their love of life on the road makes adventuring a natural choice for gypsy-souls. Many would claim that adventuring is their only occupation, whether they be an aged caravan matriarch, mischievous street urchin, or established urban tinker. The draw of an adventurer's life is one of the reasons that many gypsy-souls who establish themselves in cities such as Castorhage eventually abandon their sedentary life and take to the roads once again.

Male Names. Gypsy-souls have abandoned the typical naming conventions among halflings in favour of those of the Viroeni. Common male names include Alfonso, Andrej, Baldo, Hanzo, Luca, Marko, Stefan, and Toman.

Female Names. Esmara, Eva, Mirella, Nuri, Riva, Tabita, Violca

Gypsy-Soul Racial Traits

Ability Score Increase. Your Charisma score increases by 1.

Age. Gypsy-soul halflings reach the age of majority at 20 and can often live up to 150 years.

Alignment. Gypsy-souls are chaotic by nature though rarely truly evil. Many of them, in fact, have a heart of gold that is tempered by their impish ways. Their love of freedom and disdain of rules and the shackles of civilization means that they are never inclined toward lawfulness. Most frequently, they are chaotic good or neutral with some neutral good and chaotic neutral. Only on the rarest occasions are neutral evil or chaotic evil gypsy-souls encountered.

Size. Gypsy-souls in general conform to the physical appearance of their halfling kin. They tend to be a little bit taller — some reaching the outlandish height of 3 foot, 6 inches — and a bit leaner, rarely having the paunch from a life of prosperity and good meals that tends to find its way onto many halflings as they reach middle age. Your size is Small.

Speed. Your base walking speed is 25 feet.

City Knowledge. You have advantage on Intelligence (History) checks related to a specific city district. You can add your proficiency bonus to Intelligence (History) checks for one other city district of your choice.

Keen Senses. You have proficiency with the Perception skill.

Know Your Own. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks involving your fellow gypsy-souls.

Gypsy-Cant. You and your fellow gypsy-souls have a special cant that allows you to pass secret messages in front of listeners who do not speak Rama. Even those that speak Rama would find it near impossible to decipher these exchanges.

Shiftless. Gypsy-souls have a reputation for larceny and guile — and sometimes it's well deserved. You can add your proficiency bonus to Charisma (Deception) and Dexterity (Sleight of Hand) checks.

Weapon Familiarity. You have proficiency with short swords, rapiers, and whips.

Languages. You can speak, read, and write Common, Halfling, Rama and River Cant.

Human, Blighted

It is a peculiar facet of the Blight that those who dwell there notice a subtle change over many generations, almost as though their deeds truly become tattooed upon their bodies. This is true in general only for those who have several generations of Castorhage in their kin; those who manage to escape, who throw off the shackles even for a few years, or who by good fortune are somehow immune to this effect are unaffected.

Others are not so lucky, and this kinship manifests in subtle changes within the bodies of those who come from such long lines of locals. For example, those who use their bodies for brute force — the builders, labourers and roofers — can be identified by their peculiarly large hands, or shoulders, or backs. Miners develop wider eyes with larger pupils; chimney sweeps, an unsettling ability to voluntarily dislocate their limbs; nobility may be tainted by generations of envy or lust and have peculiarly feral or angered expressions. In general, these changes are not monstrous but are all the more unsettling for their subtlety.

Physical Description. Blighted humans are typical of the human folk of western Akados. Their skin tones are usually somewhat pale and range from sallow to ivory to pinkish all the way to the almost pure white of albinism. Whereas most of western Akados tends toward more aquiline features, those of the blighted are usually coarser and somewhat broader. Their hair runs to the same dark browns, auburns, and black of western Akados, and their eyes are a range of blue, grey, blue-grey, bluish-black, dark brown, and pale violet. As noted, their physical features do tend to reflect the sort of occupation their family has held for many generations, though these changes are subtle and fall well within the normal physical morphology found within the population.

Society. No single social stratum fits the blighted. They can be from the lowest of the city's gutters to the marbled galleries and halls of the Capitol. In fact, a member of the blighted would not even identify himself as such. Being one of the blighted is not a recognised classification; it is simply a physical reality of those whose families have dwelt in the city-state long enough for physical changes to occur. This is reflected in that the one feature they all truly have in common is their ancestry's long residence within Castorhage.

Relations. Like humans elsewhere, the relations of the blighted run the gamut from open integration with other races and cultures to rampant xenophobia and prejudice based on the individual's upbringing and circumstances.

Religion. The blighted have a higher tendency to follow the religions indigenous to the city of Castorhage as opposed to those of elsewhere in Akados. There are many exceptions to this, however, as the folk of Castorhage includes immigrants from across the world of Lloegyr who have brought their native beliefs with them to their new homes. By far the largest human congregation of any god in Castorhage is that of Mother Grace, the city's de facto patroness deity.

Adventurers. The adventuring life among the blighted is more dependent upon their occupation and circumstances than their race. An indolent nobleman with money to burn and free time to spare might take up adventuring as a pastime to relieve his boredom, whereas a Lowfolk woman living in the gutter and begging or picking pockets to feed herself might see it as an opportunity to increase her prosperity.

Male Names. The blighted use the same styles and forms of names as the rest of the citizenry of Castorhage. Their naming conventions do not mark them in any way as different from anyone else.

Female Names. Like the males, blighted females share the same naming conventions as the folk of the city around them.

Blighted Human Racial Traits

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach the age of majority in their late teens. Their lifespan is usually less than a century.

Alignment. The full range of alignment options are commonly found among the blighted.

Size. Humans have a large degree of variation in their height and weight and can range from 5 feet to 6 and a half feet. Your size is Medium despite the large variance.

Speed. Your base walking speed is 30 feet.

City Knowledge. You have advantage on Intelligence (History) checks related to a specific city district. You can add your proficiency bonus to Intelligence (History) checks for one other city district of your choice.

Citysoul. Within the Blight, you add your proficiency bonus to Wisdom (Perception), Wisdom (Insight), and Dexterity (Stealth) checks. In addition, once per day, you can become lost in thought in a trance-like state for 1 minute to subconsciously plumb their knowledge of the city. At the end of the trance, you may make a Charisma (Persuasion) check with advantage. You regain the ability to become lost in thought after a long rest.

Know Your Own. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks involving your fellow blighted.

Recall. You have advantage on Intelligence (History) checks in relation to knowing the urban geography of the Blight, the fastest method to get from one location to another, and for finding specific locations within the city. In addition, you can spend at least 1 minute concentrating on your surroundings to know which district you are in, even if you cannot see your surroundings.

Languages. You can speak, read, and write Common and one additional human language of your choice including Rama, River Cant, Thieves' Cant, and Xaon

Note. The blighted human is a variant of the standard human described in the game manual. It is not a subtype and will not possess the same traits as non-variant humans.

New Races

The scourge of the Blight does more than simply twist the essence of those unfortunate enough to live there for generation after generation and create new traits and subtypes of existing races. The Blight also has entirely new races … or has at least has attracted these otherwise rare races in numbers unknown elsewhere.

Briny (Half-Skum)

Fishermen spit when they hear the name mentioned — briny, fish-bred — born of a forced union between skum and the wives of men. The humans hate the children that flounder in the streets, children more at home in the cold, dark waters than in the lands of the sun and air. They are children that, they say, have some purpose in being on land; children that remind them of the foul act that created them; children that hate the day, hate the sun, yet are attracted to it, like moths to a flame, their eyes watering painfully as they stare into the glow of the summer orb, praying for someone to turn off the light.

They come from the deep and cold places below, watching the warmth of landmen's wives with greedy eyes, eyes that want to steal. Skum lurk everywhere in this city, and the local strain constantly seek a human mate to take and impregnate. If a skum is not born, the union is cast out — along with the mother — by the skum, who are bound by an ancient ritual not to kill them (some have conjectured that the aboleth expressly forbid such killings to allow their progeny to establish a foothold on land). The women (called "brine mothers" by most folk) often come back — poor, silent creatures that they are, no matter what they were like before. They always bring back what they have been given, these poor taken wives, but they never tell what they saw, or what happened to them. The given thing is called a briny, and hated although it is, it is well-known amongst the fishermen that to kill the child means to also kill the wife, for many have tried. Many have killed the foul infant in the hope of freeing the wife, only to find her hanged a few days later — always by her own hand.

Physical Description. Some are more human than others, but each is deformed in some way, and about a quarter of them slowly change as they age, eventually undergoing a terrible transformation, and becoming a skum. However, for a character, this end can be a long way off, or perhaps it never occurs. They always inherit some aquatic feature: bulging eyes, shreds of wan, scaly skin between fingers or toes, or perhaps an unsettling smell of brine and fish.

Society. Briny tend to stick with other briny — it's safer that way, although the more human ones find it fairly easy to blend into society. Some briny thrive on their appearance and make a living from it in the freakshows and side-stalls of the city.

Relations. Many locals are bigoted, and fishermen in particular despise such creatures. This can harden the attitude of a briny, who may become aggressive. They make excellent friends, however, since anyone who overlooks their ancestry is unusual and to be prized. Some people pity the briny, and show them acts of great kindness; many religions in the city happily accept converts to their cause. Briny can procreate with another briny, and do so willingly and regularly in the city, most notably on the Gyre. The resulting offspring is always a briny who does not further transform as it ages and is considered, perhaps, the most blest of the briny by their small society.

Religion. Some briny are unaware of the eventual end fate has in store for them, while others seek to stop the awful transformation with devotion and prayer. Communities of briny develop their own religious practices based upon nature or sea, or adopt those of other races to better blend into the societies of which they are a small part. Amongst these, the worship of Brine is by far the most common.

Adventurers. Tough lives make rogues or fighters of many briny, whilst others take to religion and rise to high ranks. Amongst their own societies, religion tends to be more druidic than clerical. Be sure to check with your Dungeon Master to see if you can play a briny character.

Male Names. To blend in, briny often take human names, although those with an inherent favouring of the Aquan language may take a darker name more in keeping with their past.

Female Names. Like the males, the less common females also tend to take names from societies in which they find themselves.

Briny Racial Traits

Ability Score Increase. Your Constitution score increases by 2, and your Charisma score decreases by 2.

Destined Devolution. Briny's age at the same rate as a half-orc. Of those that die of old age, 1 in 4 spontaneously slough off their skin to reveal a living adult skum within. This transformation functions as the *reincarnate* spell, with the newly formed skum. Your Strength and Constitution scores each increase by 4, your Dexterity score increases by 2, and your Charisma score decreases by 2.

Alignment. Although they can have any alignment, briny tend to be neutral, their upbringing making them more self-reliant and less biased toward one school of thought or another.

Size. Briny exhibit the same range of variance in height and build as humans. Your size is Medium.

Speed. Your base walking and swimming speeds are both 30 feet.

Type. You are of the monstrosity type.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray instead of color under darkness conditions.

Amphibious. You can breathe air and water.

Sunlight Sensitivity. You have disadvantage on attack rolls and sight-based Wisdom (Perception) checks that occur in direct sunlight.

Aquatic Mastery. Intelligence (History), Wisdom (Perception), Dexterity (Stealth), and Wisdom (Survival) checks are made with your proficiency bonus added while in an aquatic environment (regardless of whether you are above or below the surface). Wisdom (Perception) and Dexterity (Stealth) checks are instead made with advantage when you are below the surface of the water.

Damage Resistance. You are resistant to cold damage.

Languages. You can speak, read, and write Common.

Coprophagi (Roachfolk)

In a city of social dregs, the coprophagi (or roachfolk as they are more commonly known) are truly the scrapings from the bottom of the barrel. Reviled by all, the roachfolk live almost invisibly within the City-State of Castorhage, restricting their movements and habitats to areas where others wouldn't care to look or to the sheltering darkness of night that hides them from the eyes who might take umbrage at their very existence.

It is thought that roachfolk originally must have hailed from Between or some other vile plane because no records speak of their existence before the rise of the city-state, and they are largely unknown elsewhere on the continent. The fact that they bear a vague resemblance to dwarves, however, speaks of a far closer and more tragic origin, though none amongst the stout folk speaks of such a thing, and they would violently oppose anyone who attempted to lay such a claim. For their part, the coprophagi keep to themselves and avoid contact with others whenever possible for fear or instigating pogroms against their very existence — a circumstance that has occurred more than once in the past. The fact that they continue to survive within the Blight — and in significant numbers — is a testimony to their ruggedness and adaptability.

Physical Description. The coprophagi in all ways resemble a humanoid cockroach. They stand erect on two, thick insectile lower legs with two more sets of limbs extending from their torso, a pair of long insect-like arms extending from their flanks midway between waist and shoulder, and a second pair of smaller insectile appendages that extend from their shoulders. Their hide is brown or black and like a carapace in texture and durability, and a larger, thicker carapace extends down their backs from neck to thigh to provide their own natural armour. Their heads are like those of a large roach, with long antennae extending from the front, but they do have an oddly and unexpectedly humanoid shape to them. Some even have feeble beards growing down from their mandibled jaws, giving rise to the rumour of some mysterious dwarven heritage.

Society. Roachfolk keep to themselves, their society largely opaque to outsiders. What most do know of them is that they have formed a sort of fraternal order called the Festering Brethren. Of all the roachfolk encountered by other races, it is these who are typically seen and are some of the few who will even go about in the daytime in the view of others. The Festering Brethren largely cover their bodies in rags and winding clothes like lepers, though it does not disguise their insectoid shapes, and many even carry a curved staff with a small bell on the end that rings as they use it to walk. Also like that of a leper, these staves are intended to give the other folk of Castorhage warning that a member of the Festering Brethren approaches so they can relocate elsewhere if they wish to avoid being in the presence of the roachfolk.

Relations. Roachfolk are tolerated at best and are unwelcome in most establishments within the city. They lack the stigma of true vermin borne by the night-slugs but nevertheless are treated little better. Outside the city, they are likely to be viewed as a monster and a threat. No law in Castorhage requires the coprophagi to use the bell-staves — though some insist that it is only a matter of time — and the rampant pacifism that the Festering Brethren tend to display certainly helps that situation. Despite their peacefulness, though, the coprophagi are willing to defend themselves, and the Festering Brethren in particular have proven on many occasions to be capable combatants, further discouraging outright acts of violence against their race. Of all races, the mongrelfolk are most sympathetic of the coprophagi, and might perhaps even be distant relations to the roachfolk.

Religion. Roachfolk are survivors and have little use for religion. The Festering Brethren in particular are an order dedicated to Zors, the Hanged Man, albeit in a much more lawful aspect than that with which that demigod is usually associated. The majority of coprophagi within the city worship either Mother Grace or Sister Shadows. There is a secretive

minority, however, who cling to the prophecies of The Horseman as they time when their race will rise above all others.

Adventurers. The hardscrabble existence among the coprophagi makes techniques for day-to-day survival their first priority. A part of that is to avoid getting caught when they're scrounging about the gutters of the city. Be sure to check with your Dungeon Master to see if you can play a coprophagi character.

Male* or *Female Names. The names of the coprophagi are unpronounceable to most humanoid tongues. They, therefore, habitually take simple names borrowed from the predominant cultures around them irrespective of gender or meaning. However, they hold no special connection to these names and frequently take a new name whenever they next must deal with folk who are not of their own kind. Some common names include Abe, Ban, Bell, Bob, Cane, Cob, Dock, Duke, Guv, Jud, Lob, Lord, Mab, Nob, Pod, Prince, Queen, Rose, and Tune.

Coprophagi Racial Traits

Ability Score Increase. Your Dexterity score increases by 2, your Constitution score increases by 2, and your Intelligence and Charisma scores decrease by 2 points each.

Alignment. Coprophagi tend toward neutrality, and their actions are typically those necessary to get by each day. That said, few roachfolk are chaotic because they have learned that to provoke the populace of the Blight with their actions is to invite their own extermination.

Size. Roachfolk are between 3 and 4 and a half feet tall and weigh between 70 and 100 pounds. Your size is Small.

Type. You are of the monstrosity type.

Speed. Your base walking speed is 40 feet.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray instead of color under darkness conditions.

Spider Climb. You can climb difficult surfaces without needing to make an ability check.

Four-Armed. Roachfolk possess two middle limbs and two smaller upper limbs. As a bonus action, when you make a successful melee attack against a target, you can attempt to grapple your foe (see the game manual for more information on grappling).

Winged. You have undersized wings tucked beneath your back carapace. You gain a fly speed of 40 feet but are not able to hover. You must land at the end of any round in which you fly or fall, taking 1d6 bludgeoning damage for every 10 feet you fall.

Sure-footed. You are able to use your extra limbs to assist with balance. You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

Natural Weapons. Your claws are natural weapons which can be used to make unarmed strikes. If you successfully hit with your claws, you deal 1d4 + your Strength modifier slashing damage.

Natural Armor. Your thick carapace grants you an AC of 12 + your Dexterity Modifier.

Extreme Resilience. You are immune to all non-magical diseases and have advantage on saving throws against poisons. Additionally, you are not subject to the exhaustion effects of temperature extremes (see the game manual for more information on temperature extremes and their effects).

Languages. You can speak, read, and write Common and Mongrotic.

Lantern Folk

The lantern-folk are an offshoot from the species known as the derro, who are fey-descended creatures of the dark realms below the earth. The derro themselves are evil, and insane by any normal, surface-dweller's standpoint. The lantern-folk are less inclined to evil than their deeper-dwelling cousins, and also somewhat less insane.

At home in the Underneath, the lantern-folk have lived long enough in the shadow of the great city-state above to have taken on some of its characteristics, much like the blighted humans (see below).

Physical Description. The lantern folk have skin ranging from pale blue to stark white, and wild, bushy hair ranging from stark white to pale blue (hair and skin tone are rarely the same). They wear moustaches and sideburns with regularity, though beards are fairly uncommon. They have

bulging, pupil-less eyes like their cousins, the derro, and only four fingers on each hand, though their feet have five toes. They are small and slight of build, but extremely light on their feet and quick.

Society. Lantern folk dwell among the dwarves of the Underneath and elect delve-chiefs to govern their neighbourhoods in an orderly and peaceful fashion. They typically work as miners, craftsmen, traders, tunnel maintenance workers, or gatherers of resources available only in the Underneath or lower subterranean areas. When encountered on the surface in the night markets or well-shaded establishments during the day they sell their rare gems or negotiate contracts with surface firms for the kinds of specialised work that they can provide. The derros' racial propensity for sadistic experiments and poisoning only rarely emerges among lantern folk individuals.

Relations. The lantern folk have now lived in the Underneath for centuries without causing any (significant) problems. They are distrusted, but not generally feared or hated.

Religion. For the most part, the lantern folk have embraced the religion of the dwarves of the Underneath who sponsored them and hold Vergrimm Earthsblood or Crugas in high regard. Some revere Dwerfater or even Grox, but these are much fewer and farther between.

Adventurers. For folk interested in plumbing the maze of tunnels that exists beneath the Underneath, few are more suited to this lifestyle than the lantern folk. Their natural ability to navigate these low passages and survive in the great darkness makes them most suitable. They also do well aboveground in the many cellars of the city or even out on its winding streets at night. Be sure to check with your GM to see if you can play a lantern folk character.

Male Names. Bariom, Caedimus, Cassius, Filo, Luciliun, Tiberonus

Female Names. Andromeda, Caliopa, Gratica, Koryola, Veran, Vesta

Lantern Folk Racial Traits

Ability Score Increase. Your Constitution score increases by 2, and your Charisma score increases by 2.

Age. Lantern folk, like other derro, mature very quickly and are considered to be full grown by the age of 9 or 10 and have a lifespan similar to humans.

Alignment. The lantern folk no longer embrace the evil ways of their derro forebears. They have also shed much of the chaos inherent to the madness of others of their kind. Lantern folk prefer to live and let live, preferring a neutral approach to other races and to society. It is not unheard of for the chaotic madness of their ancestors to manifest in individual lantern folk.

Size. Derro stand between 3 and 4 feet tall and weigh between 35 and 45 pounds. Your size is small.

Speed. Your base walking speed is 25 feet.

City Knowledge. You have advantage on Intelligence (History) checks related to the Underneath. You can add your proficiency bonus to Intelligence (History) checks for one other city district of your choice.

Derro Magic. You know the *light* and *thaumaturgy* cantrips. When you reach 3rd level you can use the *color spray* spell once per day. When you reach 5th level you can cast the *darkness* spell once per day. You do not need material components for these spells but you are unable to cast these spells while in direct sunlight. You can cast these spells again with this trait after you have finished a long rest. Charisma is your spellcasting ability for these spells.

Darkvision. You are accustomed to dark and very dim conditions from having spent your life mostly underground. Under dim light conditions, you can see up to 60 feet as if the area were brightly lit. You see shades of gray instead of color under darkness conditions.

Sunlight Sensitivity. You have disadvantage on attack rolls and sight-based Wisdom (Perception) checks that occur in direct sunlight.

Know Your Own. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks involving your fellow lantern folk.

Shadow Stealth. While in dim light or darkness, you can take the hide action as a bonus action.

Languages. You can speak, read, and write Common, Dwarvish, and Undercommon.

Night-Slug

None is as naturally capable of the fine art of breaking and entering as the night-slug. Fortunately for society, few are also as cowardly. Night-slugs maintain their existence simply by avoiding notice. Sometimes called the Tunnel People by the few folks of Castorhage that run across them in the endless sewer channels beneath the city, these elusive creatures often reside in small crawlspaces or even the hollows between the outer masonry and inner plaster and lathe of a house. They can maneuver their bodies through seemingly impossible spaces. Those among their number who are not lucky enough to acquire such grand accommodations typically live in places that allow them to avoid notice — the city dump, a gable hanging over a small alleyway, and so forth.

Physical Description. Night-slugs have a humanoid structure with blotch-grey skin bearing randomly arranged tufts of muddy-brown hair. Their arms are thin and elongated, hanging limply at their sides, and they seem to possess little if any muscle tone in general. Their ligaments and tendons are exceptionally elastic, allowing a night-slug to elongate its arms and legs, in the process pulling what muscle it has closer to its frame. In addition, night-slugs have a "collapsible" skeleton; its bones are composed primarily of cartilage, allowing the creature to squeeze into incredibly small areas.

Society. Night-slugs are true scavengers living on the fringes of the societies of others. They usually prefer densely populated urban areas for the increased number of hiding places and resources from which to scrounge their needs. Most night-slugs are loners because of the limited resources available to them, mated couples rarely staying together beyond the birth of a brood of whimps (as their young are called), and mothers generally abandoning their young as soon as they reach maturity after 3 years.

Relations. While most humanoids despise night-slugs and find their presence loathsome, few actually fear the creatures. More than one urban goodwife has walked into a room of her house at night to find a night-slug crouched in the corner chewing on a lace table runner and staining the rug with its noxious skin secretions. While the typical reaction certainly includes a scream, rather than flight it just as often concludes with her grabbing a broom and chasing the creature until it manages to squeeze back through a crack in the baseboards to the safety of the inner walls. In some cities plagued by these creatures, there is an entire industry for exterminators hired to enter homes and buildings to clear out night-slug infestations. The only race that could truly be said to hold empathy for the night-slugs are the wretched mongrelfolk on the rare occasions when the two peoples cross paths.

Religion. In general night-slugs are not religious and devote little time or energy in contemplation of the gods. As such, there is no religion that could be said to be typical of night-slugs, and most follow no religion at all.

Adventurers. Unlike their skulk cousins who possess a more violent bent, night-slugs are inherently cowardly and rarely a threat to even those who would otherwise find themselves at their mercy. Be sure to check with your Dungeon Master to see if you can play a night-slug character.

Names. As loners and outcasts, most night-slugs don't bother with names at all. Their lack of interaction with most others prevents any sort of need for one. A night-slug identifies everyone as either "self" or "other/danger." Of the few that do take names, they are usually a single word — bereft of context — borrowed from another language or a monosyllabic name that sounds pleasing to a particular night-slug's ear. They make no distinction between male or female names. Examples include Bloo, Fancy, Glugh, Plop, Spoon, and Tater.

Night-Slug Racial Traits

Ability Score Increase. Your Dexterity score increases by 4, but your Intelligence is reduced by 2 and your Charisma is reduced by 4. No score can be raised above 20 or reduced below 3.

Age. Night-slugs are able to survive on their own by age 3. By age 5, they are considered adults. Night-slugs seldom live more than 30 years.

Alignment. Most night-slugs have no strong ethical convictions of any kind. They survive by stealing, so they tend toward Chaos and Neutrality.

Size. Night-slugs are Small creatures. Because they're so flexible and able to squeeze themselves into their surroundings, they make Stealth checks with advantage.

Type. You are of the monstrosity type.

Speed. Your base walking speed is 20 feet.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray in darkness, not colors.

Sly Crawler. While prone, a night-slug has a Crawl speed of 20 feet, and crawling doesn't slow it down even in difficult terrain. A crawling night-slug doesn't trigger opportunity attacks when it crawls out of an enemy's reach.

Slime Coat. The skin of a night-slug secretes a thin fluid resembling slimy perspiration that has a musty odor and leaves a stain on most fabrics. This coating protects the night-slug against grappling; other creatures have disadvantage when trying to grapple a night-slug, and a night-slug has advantage on its attempts to escape from grappling. It also makes night-slugs easy to track; Survival checks to follow a night-slug's trail across any type of terrain are made with advantage.

Compression. Night-slugs can move through spaces one size category smaller than themselves without squeezing, and they can squeeze through openings two size categories smaller.

Languages. You read, write, and speak Common.

Swyne

"Lord, why can't I get a decent tailor these days? Adjust my cravat, idiot; can't you see it's crooked? How can I go to the lodge dressed like a human? I hope they have those succulent kidneys tonight, the ones that they serve just lightly toasted with sugar. They have fine food at the lodge — not that you'd know about the finer things in life. We'll drink the finest Crava from crystal and eat our fill before talking business over cabb'e and hookahs filled with the finest tobacco and insectum money can buy. We'll trade millions tonight, you know? Millions! Can you imagine a million? I thought not. That's the trouble with humans — no imagination, and little appreciation for the finer things in life — little appreciation of anything, in fact."

Pleasure, pleasure, and pleasure: the three "P's" of swyne philosophy. A swyne lives to enjoy, to eat the finest food, to romance the most beautiful people, to plunder the greatest treasures. A swyne is a voyeur, a pleasure-seeker, a lothario. They do anything and everything to ensure that they get the most out of life.

In essence a humanoid pig, the swyne is usually fat, sallow-eyed, and hungover from excess. Dressed in the best he can buy, a swyne gets what he can out of life — as often and as plentifully as possible. Roughly human in size and shape — and with all the foibles and interests that accompanies — the swyne are often mistaken for fat humans from a distance, until their snouts and piggy eyes come closer into view. Swyne tend to stick together, and refer to each other as brother or sister hog.

Physical Description. Some swyne can pass for human; so subtle are their porcine features. Others resemble humanoid pigs, with hoggish features, clumsy hands, and squealing laughter. They all tend to be fat (a result of enjoying as much fine food as they can, as often as they can), and prone to being clumsy; their porcine ancestry runs deep, and occasionally shows itself in their eating habits.

Society. Swyne stick together. A swyne almost always helps another swyne in trouble, often with the benefit of a considerable lecture on the error of their ways and how the suffering swyne in question should follow the path of his benefactor, whatever that path may be. Swyne live for excess, and have developed many guilds of their own to band together to ensure mutual benefit — providing, of course, that the benefit is primarily their own. The swyne have developed thousands of clubs related to excess and pleasure, the most famous of which are the Hedonists, a group perpetually related to dark rumours of excess, torture, and cruelty over enormously excessive luncheons.

Relations. Everyone has his uses, and a swyne judges life by the number of associates he has. Their selfish natures tend to make true friendships rare but incredibly close; a swyne friend is one for life, but a swyne associate cannot be trusted. Swyne deeply admire the banking gnomes of the city, and many close associations have and do take place across the city. They consider elves to be flighty and unpredictable, dwarves miserable, and half-orcs repulsive. They like a halfling's appetite and admire the human capacity for vice. They take great offence at being likened to pigs, and often refer to other humanoid races as monkeys as a riposte if so insulted.

Religion. Swyne religions are based around acquisition: be it monetary, rare objects, land, property, or any other such avarice. Porfask, the Swyne God of Wine-cellars is one; Hork, Goddess of Musk, another. Of course, Mammon has the greatest share of worshippers among the race and has been adopted into the swyne pantheon — whether he is aware of it or not. To many races, the swyne gods seem trivial in their focus; to a swyne, they are divine in their singular greed.

Adventurers. The restless greed of the swyne makes them useful allies, which, coupled with their brotherliness, makes them useful contacts. Be sure to check with your Dungeon Master to see if you can play a swyne character.

Male Names. Boarbrand, Bogslob, Grund, Grork, Hobb, Hogwell, Hoglard, Pikskin

Female Names. Asparagus, Cauliflower, Cupling, Ladywell, Lettuce, Pigmella, Porcinia, Porflower, Sugary, Winscent, Winseed

Swyne Racial Traits

Ability Score Increase. Your Constitution and Charisma scores each increase by 2, but your Dexterity is reduced by 2.

Age. Swyne mature at roughly the same rate as humans and typically have the same lifespan as their human counterparts.

Alignment. Swyne can be of any alignment. Most often, their gluttony and greed are their motivators pushing them to follow their whims and do whatever they are able to get away with. They tend to be chaotic neutral or neutral evil.

Size. Swyne are generally as tall as humans but are almost all very plump to morbidly obese. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray in darkness, not colors.

Gut Feeling. Swyne are naturally gifted at judging people or sniffing out a bargain. You have proficiency in Insight.

Healthy. Swyne can — and often do — eat almost anything, and their powerful fortitude makes them highly resistant to toxins and sickness. You have advantage on all saving throws against poison and disease.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Stubborn. You have advantage on saving throws against being charmed or compelled.

Languages. You read, write, and speak Common and one additional modern language of your choice.

Blight Backgrounds

Where does your character's story begin? Why does it begin there? What experiences shaped your character and why? How did the environment that your character has lived helped determine who he is and why? These are some of the questions you might consider when you create your character. Below you will find numerous Blight backgrounds that can be used as a starting point when you are crafting your character and their story.

As you read through the below backgrounds, you will notice that several are tailored for specific races within the Blight. This was intentional and provides additional, defining characteristics to those races. That doesn't

mean that other races are not allowed to have these backgrounds. If a specific background is good for your character then work with your GM to customize it for your game. As always, these are optional suggestions intended to immerse you and your character into the Blight.

For characteristics, ideals, bonds, and flaws, consult the game manual and choose those that work best for your character concept.

Alchymyst

Typically found surrounded by bubbling pipes and jars, frothing jugs of vile-smelling ichor, and tubes connecting to tubes connecting to tubes, you were once admired throughout the city for your nose for the task and cunning skills with all manner of exotic substances. But you grew obsessed with perfecting your art and your reputation quickly became that of dangerous and unpredictable, if not mad. You now ply your trade out of the eye of the public, and only to customers that are looking for less traditional means of enhancement.

Skill Proficiencies: Arcana, Medicine
Tool Proficiencies: Alchemist's tools
Languages: One of your choice
Equipment: A quill, bottle of black ink, a small notebook with various arcane formulae inscribed within, a set of common clothes, a pouch containing 15 gp

Feature: Fleshwarp

Fleshwarping is gruesome but all too common in the Blight. You have developed a knack for the practice of altering a creature's physical form through the use of alchemy. Much as life is extended through the use of *elixir of life*†, you are able to enhance life with your alchemical potions and goo to make it bigger, better, stronger, and faster.

Boatfolk

The river barges where you were born, grew up, and have lived all your life are all you know. You and your people are fiercely insular and come from tightknit families. You celebrate your own holidays and have your own festivals, manners, and cant. Tradition is very important to you and yours, and no one, not even the Queen, will make you all change. You've seen the looks outsiders give you when you speak in River Cant, and you are sure their suspicious glares hide their disdain for you and your people.

Skill Proficiencies: History, Insight
Tool Proficiencies: Navigator's tools, vehicles (water)
Languages: River Cant
Equipment: A family heirloom, a clan symbol carved from **lyme walrus** ivory, a cudgel, and a pouch containing 5 gp

Feature: Oral Tradition

You are responsible for the lore and history of your clan. You were chosen by your gran to carry the traditions and ways of your people. At gatherings, children and adults alike seek you out to hear the stories, deeds and folklore of the boatfolk. One day, you too will pick someone to carry on the tradition.

Crooked

You have been touched by Between and are not like others. You cannot stand to look in the mirror for fear of seeing things from your worst nightmares reaching out to pull you down, into the dark, to slowly devour your as you unleash a scream that no one hears. Your peculiarity and random outbursts draw looks and whispers that make you uncomfortable and misanthropic.

Skill Proficiencies: Intimidation, Perception
Tool Proficiencies: None
Languages: Two of your choice
Equipment: A random trinket, a small ball of twine soaked in waters of the Lyme, a sickle, and a pouch containing 7 gp

Feature: Prescience

You have a strange prescience that often warns you out of danger. Your "gift" has you always looking over your shoulder, waiting for the glimpses of events you see to happen. You've told very few about your clairvoyance, fearing they will try to exploit you for their own gain.

Capitoler

The towering fist of the city, the Capitol, casts its intimidating shadow across the numerous districts, ghettos, and squalid sewers of Castorhage. Born in the heart of this immense city-in-a-building, your speech, dress, and demeanour reflect your privileged birth, compared to most born in the Blight, and you feel an air of superiority as you pass amongst the decrepit, stinking, filthy rabble that is the bulk of the lower castes. The intrigue, the betrayal and deceit, truth and lies - the daily drama enacted in the name of politics is a driving force in your life.

Skill Proficiencies: History, Persuasion
Tool Proficiencies: One type of gaming set
Languages: One of your choice
Equipment: A gaming set, one set of fine clothes, a pouch containing 20 gold, a set of credentials, and a random trinket

Feature: Capitol Access

You hail from the Capitol, where your parents mingled with minor gentry, scholars, guards, or any number of other civil servants or people of some importance. Because of this you can come and go among the countless clerks, servants, butlers, and other necessary personnel within the labyrinthine halls that lie behind the Great Door. You know the inner workings of the extensive bureaucracy within the Capitol and can gain access to records that you normally would never be privy to. You can gain audience with minor functionaries if needed.

Cultist

The "Gods" of Castorhage are not divine but rather legends and myths that have risen to god-like prominence and developed cult-like followings. These "Gods" - Beltane, the Crooked Promethean, the Aspect of the Green Man, and many others - wield immense authority, influence, and fear over the people of the Blight. That influence extends to you.

You follow one of these "Gods" with slavish devotion, enacting their will and spread their influence across the Blight. Work with your gamemaster to determine which of the "Gods" fits with your character and the campaign.

Skill Proficiencies: Deception, Religion
Tool Proficiencies: Choose one: disguise kit, poisoner's kit, or herbalism kit
Languages: One of your choice
Equipment: A kit of your choosing, a book containing the testament and teachings of your "God," ritual accoutrements, and a pouch containing 5 gp

Feature: Bolt Hole

You lead a normal life, moving among the populace as any other resident might. Your affiliation with one of the cults of the "Gods" is secret but you have taken precautions just in case that is ever compromised. You have established a safe house where you and a few close associates can retreat to lay low for a time. Work with your GM to establish a location where you can hide out that fits with your character and the campaign.

Charmwell

Your features and mannerisms reflect your elven parentage and overshadow any human blood that runs through your veins. The fey blood flows strong within you; you might even have the stuff of the Old Ones or possibly the dark fey. You've taken advantage of your elven predominance and relish the role of the entertainer, hearing the cheer of the crowd, being at the centre of attention, with a commanding presence that holds rapt the attention of all that watch you perform.

Skill Proficiencies: Performance, Sleight of Hand
Tool Proficiencies: One type of musical instrument
Equipment: A musical instrument, a set of traveller's clothes, a set of juggling balls, a pouch containing 10 gp

Feature: Headliner

You have a steady gig at a local tavern or theater. Your show, whether comedy, drama, or tragedy, or simply riotous shenanigans of the bawdiest caliber, is always sold out days in advance. You might even have a paramour that is rather famous within the city!

Forsaken

You've come to the city to discover and learn, hoping that your lifetime of memories and experiences will reveal some greater meaning, but memories are fickle and what may have been your reality now seems like a dream. Your bitterness that your long life is slowly coming to an end is apparent and you have developed a grim reputation among the locals. You are one of those that have come to Castorhage in the twilight of your years, searching for meaning and understanding of what your life has truly meant.

Skill Proficiencies: History, Arcana
Tool Proficiencies: One type of musical instrument
Equipment: A musical instrument, a set of traveller's clothes, a small notebook containing memoirs, a pouch containing 10 gp

Feature: Lifetime of Learning

You have acquired a lifetime of knowledge and training, and life in the Blight evokes past experiences with the new. You can call upon your lifetime of learning and research and are considered a source of knowledge and lore for your peers. You are considered an expert in an obscure subject. Work with your GM to determine what subject and how it fits with your character.

Hooligan

You are one of the Invisibles, the Lowfolk, or the Lowest of the Low. You were born and raised in the cesspit that passes for slums within the Blight. You know how dangerous the streets are but are able navigate them with ease. These are your streets, your people, and you have a reputation among the underclass of Castorhage as someone not to be trifled with. Murder, blackmail, illegal insectum, extortion, racketeering - these are but a few of the things you and your crew traffic in. When something happens, you know about it thanks to your network of informants.

Skill Proficiencies: Deception, Stealth
Tool Proficiencies: One type of gaming set, thieves' tools
Equipment: A gaming set, thieves' tools, a set of dark, a set of common clothes, a concealed dagger and cosh, a satchel containing a random type of insectum or other illicit good (work with your GM to determine the type), a small notebook with a list of those that owe you money (encrypted with a cipher of your creation).

Feature: Friends in Low Places

You have contacts in all parts of the underworld within Castorhage. Some owe you favors or money, some simply fear you, others respect you, but they all supply information that you can use to get ahead in this Between-dog-eat-Between-dog world.

Lyme-Blessed

Ah Sister Lyme, she slithers — or perhaps more rightly oozes — through the city, her veins reaching upstream to taint and choke. None can escape her. She peculiarly affects humans; you've spent many generations on her back or in her womb, and it has seeped into your pores. You wear this patina, this infestation, and she has a strong hold on you. You've never been able to venture far from her banks for long, always returning to her bosom, relishing her caress, and drinking deeply from her waters.

Skill Proficiencies: Nature, Perception
Tool Proficiencies: One set of artisan's tools
Equipment: A set of artisan's tools, traveller's clothes, spectacles with rose-coloured lenses, a flask filled with water from Sister Lyme, a pouch containing 10 gp

Feature: Clear Sight

Your eyes have subtly evolved to see better through water distortions and obstructions. You can see twice as far as others through fog, mist, and murky water. Work with your GM to determine how this will fit with your character and in the game.

Revolutionary

Vile politicians, twisted royalty, greedy thugs - the disease and decay that rules Castorhage must be excised completely so that those that suffer under the yoke of tyranny and oppression can be free. You've seen the malignancy first hand, after all, you were born to it as a child of the aristocracy. You grew to despise your station and those that perpetuate the rot. But now, now you fight!

Skill Proficiencies: Deception, Stealth
Tool Proficiencies: Disguise kit, thieves' tools
Equipment: A disguise kit, thieves' tools, a set of traveling clothes, a pouch containing 20 gold

Feature: Inside Man

Because you were born to the aristocracy, you are privy to the plots and schemes of the ruling class within Castorhage. You use this to your advantage and gather intelligence that can help the Shadow of Freedom or another underground revolutionary movement strike at the heart of the corruption and expose them for what they are.

Salt-o'-the-Earth

Coming from a respected family in the city, you can trace your local ancestry back over several generations to the dwarven kingdom said to have first carved the Underneath. You are extremely proud of your heritage and will never let your clan name be besmirched. You are well known within your home territory and have a reputation as forthright, stern, and wise.

Skill Proficiencies: Athletics, Intimidation
Tool Proficiencies: One type of gaming set, one type of artisan's tools
Equipment: A gaming set, a set of artisan's tools, a set of common clothes, and a belt pouch containing 10 gp

Feature: Family Feud

You may choose an organization, a guild, a club, a cult, or a noted individual from the Blight with whom they have a longstanding grudge. You have a network of informants that reports on the activities of your hated foe. Additionally, you take any opportunity available to act on this family grudge.

Work with your GM to establish an acceptable grudge (and target for the grudge) for your character.

Savage

Your parents came to the city to seek their fortune; half-orcs themselves, they found life hard, and they joined a growing number of half-orcs who live in dark, rusty ghettoes and hovels — grouped together for fear of attack. You are tough, independent, and smart and have learnt to survive alone in the city. You do what you must, the only way you know how – by any means necessary.

Skill Proficiencies: Intimidation, Survival
Tool Proficiencies: None
Languages: Two of your choice
Equipment: An improvised weapon of some type, and a backpack containing a bed roll, a healer's kit, flint and tinder, a mess kit, 3 days of rations, and water skin

Feature: Exit Strategy

People look upon you with disdain and suspicion. You know you must be wary when you are out of your home territory. The first thing you do when you enter a building is identify the different means of egress. You can handle your own but you are a survivor, and sometimes that means making a quick getaway.

Sprawl Mason

Some dwarves have a particularly strong background in all things connected to building. You have an extremely keen eye for quality craftsmanship and can identify who the craftsman was. Furthermore, you are an extremely well-respected craftsman in your district and are often sought after for your skill and innovation.

Skill Proficiencies: Insight, Perception
Tool Proficiencies: One type of artisan's tools
Languages: One of your choice
Equipment: A set of artisan's tools, a set of well-made work clothes, a small sketch pad and pen and ink, a pouch containing 15 gp

Feature: Professional Reputation

You have earned the respect and admiration of others both in and out of your trade. You are the first person that others in your craft come to for advice and for permission to take commissions within your district. You have prospective apprentices begging for your tutelage.

Toiler

Myriad dwarf families came to Castorhage seeking work, and the reputation of their spirit of toil gained many of employment. A trade expert and successful merchant, you are always on the lookout for new ventures and investment opportunities. A rare spice from far off Khemit? Mustalbhin sundries? Jade figurines from an ancient and forgotten civilization? Not a problem, you can find it, which is why you are sought after by the most discerning clientele.

Skill Proficiencies: Insight, Persuasion
Tool Proficiencies: One type of artisan's tools
Languages: One of your choice
Equipment: A set of artisan's tools, a set of traveller's clothes, a small notebook containing business ideas and possible investments, a pouch containing 15 gp

Feature: Trade Network

You have a well-established network of merchants and traders that come to you first when they arrive in Castorhage so that you can have first pick of any of their goods. You can find hard to locate goods, contraband, and other sundries, through legal and illegal means.

Thanatologist

Death is always present in Castorhage. The study of death, how bodies decay, the changes they go through the post-mortem period has always been fascinating to you. You spend all your spare time studying death and its processes. You are not concerned with the meaning of life and death, just the physiological and forensic aspects of death and how that knowledge can benefit those still living.

Skill Proficiencies: Investigation, Perception
Tool Proficiencies: Choose one: a mortician's kit or a surgeon's kit
Languages: One of your choice
Equipment: A kit of your choosing, a hefty tome containing your notes and observations, a magnifying glass, a lantern, pen and ink, and a satchel with 15 gold.

Feature: Body Farm

You have established a body farm of sorts within the districts in Castorhage. You have been able to place bodies in various stages of decay in areas where they will not be disturbed. These locations are secluded enough that you can visit them and record your observations and findings without fear of interruption. You also have established contacts with several body snatchers who are always willing to take your coin for the freshest specimens.

Traveller

You are a brilliant performer that can dazzle, amaze, and entertain crowds. Not only are you blessed with talent and stage presence, but you have dashing good looks and are keenly aware of the effect you have on others. You have a silver tongue to match your charm and can often talk your way out of (or into) any situation.

Skill Proficiencies: Persuasion, Sleight of Hand
Tool Proficiency: One type of musical instrument or a forgery kit
Languages: One of your choice
Equipment: A musical instrument, a bright set of traveller's clothes, a flask of strong liquor, a pouch containing 10 gp

Feature: Grift

You can run the short or the long con, can spot the best marks, and have associates you can call on a moment's notice to run a scam. There are those that are still talking about your last con as if it were legendary.

Vigilante

Life in the Blight is brutal. Injustice, murder, slavery, and worse plague the streets, subjecting the already hopeless residents to suffering unknown in the majority of other cities. You cannot stand to see this continue. You see the inequality, the abuse, and the rotten corruption at the heart of the Blight as cancers that must be excised. If the law won't protect them, you will.

Skill Proficiencies: Investigation, Stealth
Tool Proficiency: Poisoner's kit
Languages: One of your choice
Equipment: A poisoner's kit, a set of dark clothes with a cowled cloak, a mask, a weapon of your choice, a climber's kit, and a pouch with 10 gp

Feature: Judge, Jury, and Executioner

What gives you the right to cast judgement and sentence on those that prey on the weak? The fact that the law will not protect them gives you the right. You feel no remorse when you hunt down, cast judgement, and carry out the sentence on these vermin. You are the law.

Optional Blight Character Quirks

Abandoned. Abandoned to live on the streets as a child, you grew up tough. You have abandonment issues that hampers your ability to develop close relationships. When alone, you find it uncomfortable and try to seek out company if possible. (Optional: When alone, you begin to panic and must succeed on a DC 10 Wisdom save or become frightened.)

Alleychild. The narrow defiles and ginnels were your childhood playground and home. Wide-open spaces are panic inducing and make you extremely uncomfortable. (Optional: You must succeed on a DC 10 Wisdom saving throw or become frightened while in a wide-open space.)

Almost Killed. You fell in the Lyme, were hit by a runaway broken or undead horse, or fell from a tall building. You have odd nightmares about the event that somehow manifest themselves in the dreams of others, who find it impossible to save you.

Apprentice. Because you were raised by a tradesman, you have a keen understanding of tools and crafting. Consult your GM to determine what trade you might be adept at.

Artists' Quarter Born. You were raised or spent some considerable time in the crazy and creative district of the Artists' Quarter. You have done everything you can to stay out of the way of the three major factions and were once invited to join the Cult of the Self-Blinded Angel.

Bastard Nobility. You bear the hallmarks of an aristocrat's bastard. You can mingle easier than others with different castes, and can call upon an aristocrat that is known to you for a favour.

Between Marked. Whilst very young, a nightmare from Between somehow manifested itself and scarred you. You are deeply affected by the experience and cannot abide being near mirrors. (Optional. If you come within 20 feet of a mirror, you must succeed on a DC 10 Wisdom save or become frightened.)

Boatchild. You have grown up on the banks of Sister Lyme, and even swum her depths for dares. You are more comfortable on the water than on land.

BookTown Born. You were raised or spent some considerable time in BookTown. You are privy to secrets whispered among the stacks and shelves of the cavernous libraries of BookTown.

Body Harvest. You're quite the entrepeneur and have established yourself as the go to source for highest quality cuts of meat. Your customers are Cadaver-Surgeons, Homoncule-Wives, Golem-Stitches, and others who are in the market for body parts, cadavers, and sometimes even something alive...

Born in the Barn..acle. You were raised among nests and tunnels of the Barnacle. You know the tunnels and tight, winding streets better than most and can move through the Great Docks unhindered. There is a chance you know some information about a shady deal or two.

Born to Beer Slops. You were raised in the gin houses and taverns of the city. You know the best dives in the Blight and just so happen to have a legendary thirst that causes tavernkeepers to groan when you walk through the door.

Brine Touched. There is some briny in your family, a gift that your mother and father tried to hide. Your fingers and toes are webbed and you can hold your breath twice as long as average.

Brothel Waif. The child of a harlot from the Crimson Lantern, you have grown up hardened, independent, and tough. You have a soft spot for those in the "trade" and seek to aid them whenever possible. If you witness a prostitute being mistreated or abused, you will surely step in and aid them.

Capitol Born. You were raised or spent some considerable time in the Capitol. You have unique insight into the gossip and politics of this dangerous quarter. You might even know a secret way into the Capitol.

Child of a Famous Beauty. Your mother or father was famous in the city for their looks. However, you were often left alone when young and suffered from nightmares. To this day, the night terrors persist. (Optional. You must succeed on a DC 10 Wisdom check before attempting to sleep.)

Chimney Sweep. When young, you were small and used for cleaning chimneys of the wealthy or those of the Capitol. You can always find the best hiding places but confined spaces are terrifying. (Optional. When you are in a confined space, you must succeed at a DC 10 Wisdom save or become frightened.)

Choir Child. You have an incredible singing voice but the brutal training regimen you endured at the hands of your cruel choir teacher has left you scarred and traumatized. (Optional. Pick a specific tune that reminds you of your time in the choir. You must make a DC 10 Wisdom save or become frightened.)

Circus Act. You ran away to join the circus. A colourful life of travelling through Festival and the Artists' Quarter followed, punctuated by trips to other parts of the city. You still have contacts within the myriad troupes that perform in the city. Interestingly, your closest contacts can be found in the Great Fayre, possibly within the Family.

Cruel Kin. Cruel parents or relatives raised you, and you left home early. You are independent and misanthropic but have a cruel streak that you try hard but often fail to control.

Devotee of Mother Grace. Very religious parents who found great solace in the order of things in the church of Mother Grace raised you. If someone blasphemes against Mother Grace within your hearing, you feel compelled to educate the blasphemer. (Optional. Succeed on a DC 12 Wisdom saving throw or act in an overzealous manner against the blasphemer.)

Distorted. Your anatomy has been altered by exposure to the toxins and pollutants of the Blight. You have a distinguishing anatomical feature caused by the environment of the Blight. This feature is something you could have been born with or developed through years of exposure. (Optional. Your distinguishing feature can have positive or negative effects on your Charisma. Work with your GM to determine if this is the case).

Educated. You attended one of the minor schools in the city. Schools were vile, ordered places, and they have given you a healthy loathing for order and authority.

Festival Born. You were raised or spent some considerable time in Festival, but were not tainted by the place. You can move freely among the lyncanthropy-inflicted locals. At some point in your life, you caught the attention of the Rat Queen. She still is interested in you.

Foundling. You were abandoned as a baby, but found. There is something distinctly odd about you. This can be a physical thing such as a minor deformity (an extra finger, mismatched eye colour and so forth), or simply an odd air about you.

Freakshow Touched. You were raised in a freakshow and became close to many acts. You have developed a very meaningful relationship, possibly romantic, with the "star" of one of the shows.

Gable Child. You spent your days up in the gables, where the air was clearer and there was always more to see. You know the best perches to watch the residents of the Blight and often see things not intended to be seen.

Gablemaester's Child. Your father was one of the brave gablemaesters who kept the rooftops clean, safe, and free from spiders. You have utmost familiarity with the rooftops of the city, and can often find the quickest and easiest path through the city using the rooftops.

Guild Child. You were raised as part of a guild and have a benefactor looking out for you. At some point, when you are most in need, there is a chance your benefactor will aid you. (Optional. Roll percentile dice. On a roll of 96-100, your benefactor will come to your aid in some manner determined by the GM.)

Guild-Bound Family. Your family is blighted by an agreement they made to a guild before you were born. Because of this, you are constantly fearful of being held accountable for your family's mistakes. (Optional. Succeed on a DC 12 Wisdom check any time you encounter a member of a guild. Failure results in an unpredictable outcome to be determined by you and the GM.)

Haunted by Between. Between seems somehow to follow you around. Every so often, you hear noises no one else does, feel something move behind you, or see a reflection in a corner of a mirror that cannot be there. You are inherently Between touched. (Optional. Succeed on a DC 12 Wisdom save or become frightened when hearing noises that others do not.)

Hideling. For reasons known only to you, you have chosen to mask your mixed racial heritage. Forsaking one for the other, you emphasise the ancestry that is most common, human, in the Blight and excel at hiding in plain sight.

Hollow Hills Born. You were raised or spent some considerable time in the hallowed and holy places of the Hollow and Broken Hills. You can

move freely among the inhabitants of these areas and have explored every inch of the Great Blight Cemetary.

Jumble Born. You were raised or spent some considerable time in the Jumble. Because of this you are paranoid and untrusting, always lamenting that you are being watched. You are right.

Kissed by Angels. Some people are born lucky, and you're one of them. Cats sit in your lap, children stop crying and laugh when you enter a room, and frosty discussions thaw when you talk. Some petty people find such lucky folk annoying, and become jealous of them, of course.

Link Child. When younger, you worked the dark streets of the city as a link boy (or girl). Your night vision is excellent, and you have an almost sixth sense when operating in darkness. You find daylight unpleasant, and prefer to wear tinted lens when the sun is at its highest.

Messenger. When younger, you were hired by one of the many messenger guilds in the city to pass messages in haste. You know the fastest routes through the city.

Mill Child. You spent much of your childhood working in one of the many mills in the city. Worker safety was not a priority of the overseers in the mills. You bear the marks of having been involved in an industrial accident of some kind. Consult with your GM on how to utilize this trait in game.

One of Many. There were 10+1d6 other children in your family. You have a very high likelihood of encountering one of your siblings at any given time within the Blight. These encounters can be cordial or hostile, the choice is yours.

Orphan. Raised by an overseer, your early life was incredibly tough. You bear the physical and psychological scars of this experience. You have vowed to save as many orphans as you can. How you do this is up to you.

Out from the Asylum. You don't know how you escaped intact (mostly), but you did. You've been to the City of Golems and lived to tell about it, albeit with a noticeable alteration to your body. You've undergone a transformation at the hands of a Cadaver-Surgeon, Homoncule-Wife, or a Golem-Stitcher. Work with your GM to determine something noticeable that has been altered about your character.

Riverchild. You were raised in a boat town along the river; you speak River-Cant as if it were your native language. You know the right folk to talk to in the boat towns that ever-present within the city and always seem to have the best information about the goings on in these "neighbourhoods."

Seminarian. You were born or raised (or created) in the Seminary. You have seen the true horror of the ghastly experimentations that take place in this academic bastion at the foot of the Capitol. You rarely make it through the night without waking in a sweat, screaming at the horror you cannot forget.

Seventh Child of a Seventh Child. There is something decidedly odd about you; odd things happen around you, and occasionally unpredictable events occur — cats bristle and flee from you, plates fall on floors when you enter the room, or a clock strikes thirteen. This does not have a mechanical effect, and your GM should weave it into your character's story from time to time.

Sewer Brat. You spent a lot of time in Underneath, either as a runner for a guild, someone who ran away from home or the orphanage you were raised in, or some other story you deem appropriate. You have a sixth sense that allows you to navigate the sewers of the Blight better than most others.

Sideshow Touched. You were raised in a carnival sideshow and became close to many acts. You can move amongst the sideshow workers as if you were still one of them. You have a special affinity with many of them and are often given the best rumours and tales.

Sinks Born. You were raised or spent some considerable time in the Sinks. When you were younger, curiosity got the best of you causing you to venture down to the Grey Lake. You've seen things. Terrifying things. And you know the stories to be true.

Sinister Theatrics. You were raise or spent considerable time in the Theatres' Sinister. You'll never admit it, but you very well could have the ear of Aris Macwell or one of his Liars.

Sorrowful. You are of mixed heritage but struggle to understand why you feel you are missing something crucial to your makeup. Your parent's differences were too much to overcome after the love and lust faded. You favour the parent that raised you but are cursed with an unnaturally long life or a fleetingly short life in comparison to your parent.

Strange Relations. Somewhere in your family line is an anomaly. the hint of an elf, the touch of a gnome, the flicker of a halfling. Exactly how and where this came from is a mystery. Your character is slightly odd in a hard-to-define way. This is not a mechanic, but a story option; perhaps the PC has a luxuriant dwarvish beard, slightly pointed ears, or woolly feet that indicate that somewhere, far back, something odd happened in the family.

Streetwaif. You were raised on the hard streets of Castorhage and have learned how to survive. You made an enemy, however, and that enemy is looking for you. Work with your GM this develop this twist for you accordingly, and weave it into your ongoing story.

Thirteenth Child of a Thirteenth Child. There is something decidedly odd about you, and not all of it good. Strange effects follow your character. These are only minor but decidedly strange. horses keel over and die in the street when you walk by; a pyre-beetle lamp goes out; you find two-headed silver coins; or a plummeting magpie crashes into a wall as you walk past. Life, in short, continues to throw oddities about you.

Toiltown Born. You were raised or spent some considerable time in Toiltown. You know who to go to when you need the illicit services offered in Toiltown. Your fellow East Enders remain loyal and true to you, aiding you when you need it. (Optional. Whenever you encounter a slaver, you must succeed at a DC 12 Wisdom save or confront them, often violently.)

Touched by the Unsea. When young, you were taken to the Unsea, and it had a profound and unsettling effect upon you. The Unsea calls you, and you find it oddly consoling to have objects from there or even odd things from the mundane sea about your home or person. There is something oddly clammy and brackish about you.

Town Bridge Born. You were raised or spent some considerable time in Town Bridge, and can consider yourself a Town Bridge local. You despise Crown Prince Justice Cornlord and the ruthless landlords that act in his stead in Town Bridge. You have vowed to bring them all down.

Wicked Stepsisters. Wicked stepsisters who delighted in using you as little more than a slave raised you. This made you resilient, if sad, when young. That sad resilience has shaped your personality into one that is hardened and serious. You have little tolerance of frivolity.

Wild Child. You were feral as a child. Your feral nature remains with you and impacts your relations with "civilized" Blighters.

New Equipment

Equipment and Things to Part You From Your Lucre — Castorhage Goods

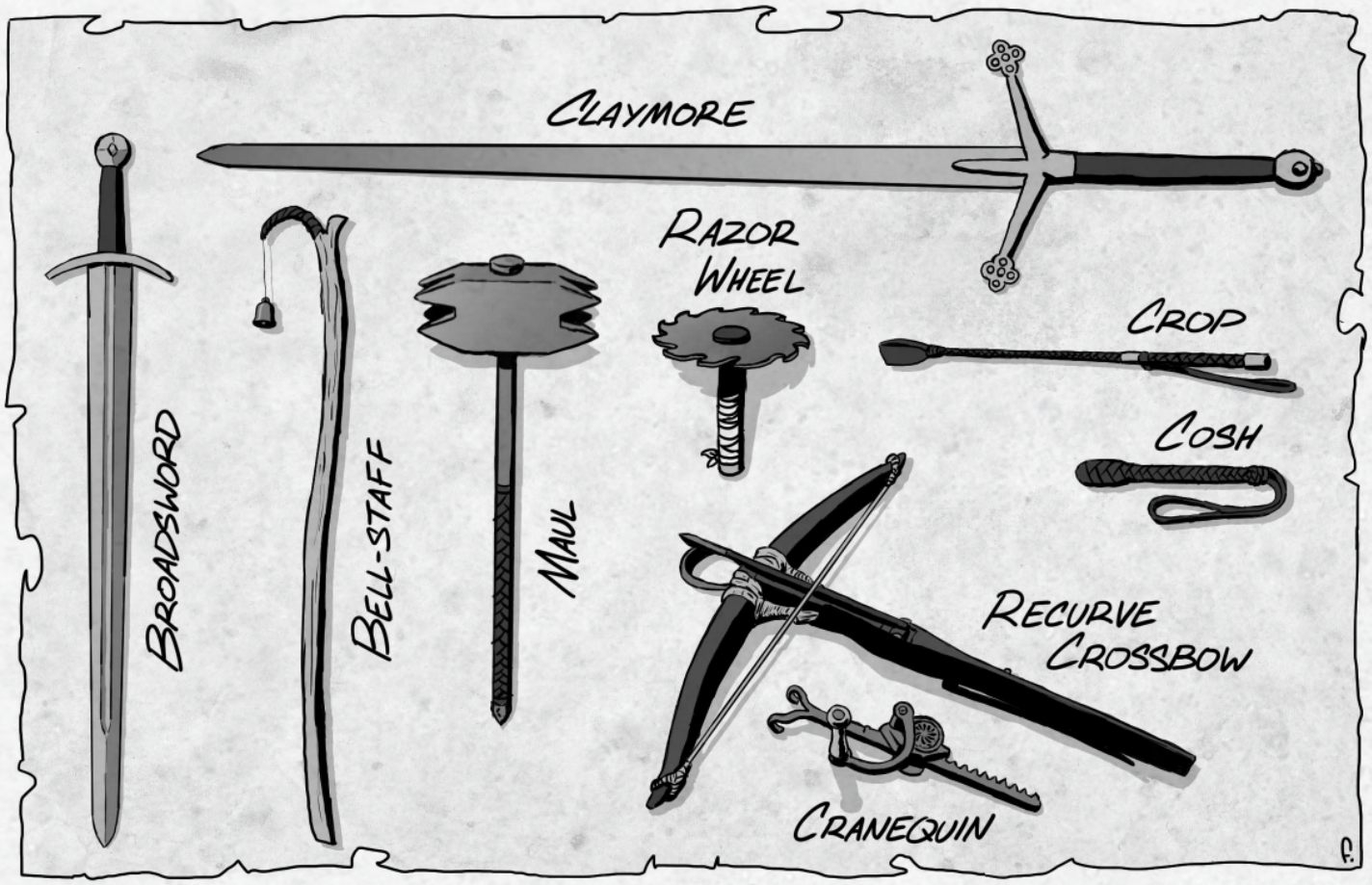
A short walk in the Blight avails one of the sheer volume of goods for sale, from Aarckle, Budge & Sons Gentlemen's Outfitters, to Zyn, Ripple & Wade, Pipe Makers to the Aristocracy. The wares are advertised across every available space; no wall is without a painted sign or hoarding, sandwich boards are carried by down-at-their-heels men eager to earn a tanner, and shop windows often show elaborate displays of wares. With so many people in such a small space, competition is stiff, and beyond their gaudy adverts, traders stop at nothing to be the best — and the richest — in the city-state.

Weapons of the Blight

Along with most other weapons, the following new weapons are used by the denizens of Castorhage.

Weapon Qualities

Misfire: The increased power or configuration of some crossbows can result in a misfire. If the natural result of your attack roll is equal to or less than the weapon's misfire value, that shot misses, even if you would



have otherwise hit the target, and the crossbow cannot be used again until a person proficient in the use of the weapon spends a full-round action to restore it to working order. Magical repeating crossbows will still misfire on a natural 1. Magical, non-repeating crossbows will not misfire, even on a natural 1.

Weapon Descriptions

Bell-staff, coprophagi. This is a simple walking staff usually of hornbeam or some other hardwood capped with a curving arm from which dangles a small bell. When the staff is carried, the bell rings, resulting in disadvantage on Dexterity (Stealth) checks. The coprophagi and sometimes lepers or other diseased individuals typically use these staves to give warning of their approach to others so they can be well away before they reach them. In the hands of a coprophagi or other individual proficient in its use, though, the bell-staff becomes a potent weapon.

The proficient user of a coprophagi bell-staff can flip the bell up and against the arm it hangs from so that the clapper is held still, and the bell no longer rings to cause disadvantage on Stealth checks. You can then flip it down again as well so that it returns to ringing as normal. A non-proficient user can perform the same maneuvers (if he thinks of them) as move actions that provoke attacks of opportunity.

Broadsword. The broadsword has a heavier, shorter blade than the longsword. It is 2-1/2 to 3 feet in length.

Claymore. The claymore is a heavier, longer version of the greatsword. It is 4-1/2 to 5 feet in length. The heavier weight of this devastating weapon contributes to it doing additional damage.

Crop. A stout leather crop used to spur on a mount or punish a peasant.

Crop, loaded. A loaded crop is a crop in which the shaft and head has been weighted with lead to provide some heft.

Cosh. This small, flexible club, also known as a blackjack, consists of a leather-wrapped lead weight attached to the end of a wooden shaft via a leather-wrapped coil spring.

Cosh, folding. This smaller, lighter cosh folds to make it easily concealable. It can be unfolded as a bonus action. The gentleman's version — a handy weapon for the discerning person of quality to have in a tight spot, or on the rugged streets of the Blight — is usually rimmed with metal, and is readily transportable in a handy leather holder.

Crossbow, arbalest. Because of the size and weight of this heavy crossbow, you attack at disadvantage with it if you are not wearing an arbalist harness (see below).

The increased power of the arbalest crossbow tends to make it misfire. If the result of your attack roll with an arbalest crossbow is a natural 1, the shot misses even if you would have otherwise hit the target, and the crossbow cannot be used again until an action is used to restore it to working order. A magical arbalest crossbow has no chance of misfiring.

Crossbow, folding. This smaller, light crossbow can be folded down to make it more easily concealable or disguisable. Unlike most other weapons of its size, you may attempt to conceal a folding crossbow upon your body. It can be assembled as a standard action. The gentleman's version — de rigueur at all fashionable or aristocratic shoots and hunts — is always of masterwork quality, usually inlaid with precious metals, and always comes collapsed in its own velvet-lined carry case.

The configuration of the folding crossbow tends to make it misfire. If the result of your attack roll with a folding crossbow is a natural 1, the crossbow cannot be used again until an action is used to restore it to working order. A magical folding crossbow has no chance of misfiring.

A folding crossbow is treated as if it were a light crossbow.

Crossbow, folding hand. This hand crossbow can be folded down to make it even more easily concealable or disguisable. It can be assembled as a standard action.

The configuration of the folding hand crossbow tends to make it misfire. If the result of your attack roll with a folding hand crossbow is a natural 2 or lower, the crossbow cannot be used again until an action is used to restore it to working order. A magical folding hand crossbow has no chance of misfiring.

A folding hand crossbow is treated as if it were a hand crossbow.

Crossbow, recurve. A recurve crossbow is a light crossbow modified with the power of a heavy crossbow at a shorter range. You draw a recurve

Simple Melee Weapons

Name	Cost	Damage	Weight	Properties
Crop	10 gp	1d2 bludgeoning	1 lb	nonlethal, bludgeoning
Crop, loaded	20 gp	1d3 bludgeoning	1 lb.	nonlethal, bludgeoning

Simple Ranged Weapons

Name	Cost	Damage	Misfire	Capacity	Rate/Fire	Weight	Properties
Crossbow, folding	50 gp	1d6 piercing	—	—	1	3 lb.	Ammunition (range 30/120), loading, two-handed
Crossbow, recurve	100 gp	1d10 piercing	—	—	1	7 lb.	Ammunition (range 80/320), loading, two-handed

Martial Melee Weapons

Name	Cost	Damage	Weight	Properties
Bell-staff, coprophagi	5 sp	1d6 bludgeoning	5 lb.	Versatile (1d8), disadvantage (Stealth)
Cosh	5 gp	1d4 bludgeoning	3 lb.	Nonlethal, light
Cosh, folding	10 gp	1d4 bludgeoning	2 lb.	Nonlethal, light
Broadsword	12 gp	1d8 slashing	5 lb.	Versatile (1d10)
Claymore	50 gp	2d8 slashing	10 lb.	Heavy, two-handed
Razor wheel, coprophagi	5 sp	1d6 slashing	1 lb.	Finesse, light
Scythe	15 gp	1d10 slashing	8 lb.	heavy, two-handed

Martial Ranged Weapons

Name	Cost	Damage	Misfire	Capacity	Rate/Fire	Weight	Properties
Crossbow, arbalest	125 gp	2d6 piercing	1	—	1	22 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Crossbow, folding hand	125 gp	1d6 piercing	1	—	1	2 lb.	Ammunition (range 30/120), light, loading
Crossbow, repeating arbalest	825 gp	2d6 piercing	3	6	2	30 lb.	Ammunition (range 100/400), heavy, two-handed
Crossbow, repeating heavy	300 gp	1d10 piercing	3	8	2	24 lb.	Ammunition (range 100/400), heavy, two-handed
Crossbow, repeating recurve	600 gp	1d10 piercing	3	10	2	10 lb.	Ammunition (range 80/320), heavy, two-handed

crossbow back by pulling a lever called a cranequin. A recurve crossbow fires crossbow bolts.

The increased power of the recurve crossbow tends to make it misfire. If the result of your attack roll with a recurve crossbow is a natural 1 or lower, the shot misses even if you would have otherwise hit the target, and the crossbow cannot be used again until an action is used to restore it to working order. A magical recurve crossbow has no chance of misfiring.

Crossbow, repeating arbalest. This weapon functions identically to an arbalest crossbow, except that it does not need to be reloaded after firing a single bolt. It has a magazine capacity of 6 bolts and a rate of fire of two bolts per round.You must be wearing an arbalist harness to use the repeating arbalest crossbow. The increased power of the repeating arbalest crossbow tends to make it misfire. If the result of your attack roll with a repeating arbalest crossbow is a natural 3 or lower, the shot misses even if you would have otherwise hit the target, and the crossbow cannot be used again until an action is used to restore it to working order. A magical repeating arbalest crossbow only misfires on a natural 1.

Crossbow, repeating heavy. This weapon functions identically to a heavy crossbow, except it does not need to be reloaded after firing a single bolt. It has a magazine capacity of 8 bolts and a rate of fire of two bolts per round.

You must be wearing an arbalist harness to use the repeating arbalest crossbow. The increased power of the repeating arbalest crossbow tends to make it misfire. If the result of your attack roll with a repeating arbalest crossbow is a natural 3 or lower, the shot misses even if you would have otherwise hit the target, and the crossbow cannot be used again until an action is used to restore it to working order. A magical repeating arbalest crossbow only misfires on a natural 1.

Crossbow, repeating recurve. This weapon functions identically to a repeating heavy crossbow, except that its damage and range values are equivalent to those of a recurve crossbow. It has a magazine capacity of 10 bolts and a rate of fire of two bolts per round.

The increased power of the repeating recurve crossbow tends to make it misfire. If the result of your attack roll with a recurve crossbow is a natural 3 or lower, the shot misses even if you would have otherwise hit the target, and the crossbow cannot be used again until an action is used to restore it to working order. A magical repeating recurve crossbow only misfires on a natural 1.

Razor wheel, coprophagi. This weapon is made from a thin sheet of scrap metal that has been fashioned into a circular shape and given a serrated edge. A wooden handle is set in its centre at a perpendicular angle so that it can be gripped with the blade parallel to the wielder's arm and used in battle as a slashing weapon.

Blight Gear

Adventuring Gear

Item	Cost	Weight
Alchemical solvent	20 gp	½ lb.
Alchemist's Glue (bag)	50gp	1 lb.
Cage, pyrebeetle	5 gp	5 lb.
Everburning candle	25 gp	—
Everburning lamp	125 gp	1 lb.
Fishing tackle, basic	5 sp	—
Fishing tackle, luxury (Tugg, Wilmott & Son)	8 gp	2 lb.
Gable bridge, clockwork	200 gp	15 lb.
Harness, arbalist's	40 gp	3 lb.
Ladder, clockwork	300 gp	10 lb.
Lantern, pyrebeetle	20 gp	3 lb.
Pyrebeetle, live	5 cp/pound	—
Pyrebeetle carcass	1 cp/pound	—
Siklight cockroach	8 cp	—
Siklight sconce	5 sp	1 lb.
Siklight sconce, candelabra	5–10 gp	5–8 lb.
Vermin repellent	5 gp	—

Alchemical solvent. This bubbling gel eats through adhesives. Each vial contains enough solvent to cover a single 5-foot by 5-foot square. It destroys most normal adhesives such as glue, tar, sap).

Alchemist's Glue (bag). This bag of alchemical goo can be used to restrain a target. The bag is small, about the size of a medium humanoid's hand, and triggers upon impact when thrown. On a successful ranged attack roll, the target must make a DC 12 Dexterity saving throw or be restrained for up to 1 minute as sticky glue foams out of the bag and quickly adheres to the nearest surface. A successful saving throw results in the target's movement being halved until the end of their next turn. A failed save results in the target being completely restrained. A creature restrained by the alchemical glue can use its action to make a Strength check (escape DC 12) to end the effect.

Flying creatures hit by alchemist's glue must immediately land or take falling damage on their next turn.

The glue does not work underwater. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately.

Cage, Pyrebeetle. This is a small, portable cage capable of holding up to 5 pounds of pyrebeetles. If properly cared for and fed, pyrebeetles can survive in these cages for up to a week.

Everburning candle. This otherwise normal candle has a *continual flame* spell cast on its wick. Due to the small size of its wick, it sheds light only as an ordinary candle, but it does not emit heat or deal fire damage. If the candle is broken, its *continual flame* no longer functions.

Everburning lamp. Everburning lamps are oil lamps bearing a *continual flame* spell that function in all ways as an everburning torch. However, an everburning lamp is partially made of glass and is, therefore, more fragile than an everburning torch. If an everburning lamp is broken, its *continual flame* no longer functions.

Gable bridge, clockwork. Similar to a clockwork ladder, a gable bridge extends to 20 feet in length at the pull of a lever, enabling it to be used as a bridge, provided support is available at both ends. These objects, which weigh 15 lbs and are structurally stronger than the ladder, are frequently used by Gablemaesters on their hunt for spiders and other horrors in the rooftops.

Harness, arbalist's. This harness is worn over armour or normal clothing and is used to provide support for the use of an arbalest crossbow or repeating arbalest crossbow by allowing the stock to rest in a special socket built into the harness. The wearer of an arbalist's harness can mount the crossbow in place or remove it from its mount as an action, and can fire and reload the crossbow while it is mounted.

Ladder, clockwork. A collapsible ladder able to extend up to 20 feet in length in a single round. Activating a clockwork ladder is equivalent to a move action. A clockwork ladder collapses back to 4 feet in length and weighs 10 lbs.

Lantern, pyrebeetle. This sturdy lantern comes equipped with a fireproof wire cage capable of holding a pound of pyrebeetles in its interior as well as built-in reflectors to magnify its light to equal that of a torch.

Pyrebeetle, live. These cockroach-like beetles have an extremely hardy carapace and produce a natural slow-burning oil from glands within their bodies. They are not especially incendiary, but burn readily if exposed to fire. Typically, they are set alight after being held within small fireproof cages or bags of tough fibres. A pound of burning pyrebeetles emits light in a 10-foot radius, but reflectors mounted on street lamps or within lanterns doubles this area of illumination to an area equal to that of a torch. A pound of live pyrebeetles burns with a largely smokeless fire for 12 hours. A single live pyrebeetle is insufficient to provide a light source, quickly burning out and crumbling. Burning pyrebeetles are not suitable to serve as flaming weapons because they do not burn particularly hot and readily crumble to ash if treated too roughly while burning.

Pyrebeetle carcass. As live pyrebeetles, the carcasses of pyrebeetles can be lit for use as a light source. They give off the same illumination as live pyrebeetles, but the oil-producing glands of a pyrebeetle break down soon after death. A pound of pyrebeetle carcasses burn for only 2 hours. A single pyrebeetle carcass is insufficient to provide a light source, quickly burning out and crumbling.

Siklight cockroach. These small, pale-grey roaches give off a soft, greyish light equal in illumination to candle when awake. They eat garbage and if properly cared for, will live for a year or more. They also give off a distinctive unpleasant odour so that anyone carrying one or more of these insects has disadvantage to Stealth checks when within olfactory range. Siklight cockroaches have a hard chitinous shell and 1 hit point. If their shell is pierced, the cockroaches explode similar to alchemist's fire, though only dealing 1 point of fire damage in the square where the explosion occurs and no splash damage to surrounding squares. However, they do burn for 1 round thereafter and deal 1 additional point of fire damage, so flammable objects and structures can easily be set alight by such an explosion. The cockroaches are also prone to rupturing their carapace under certain weather conditions and are known to start many small fires in Toiltown and in the hovels along the Great Lyme River (conditions for such a spontaneous explosion are at the GM's discretion). Fortunately, cumulative exploding siklight cockroaches do not cause additional damage or duration of burning. However, if many of them explode in a single square, they still only deal a total of 1 point fire damage and another point fire damage on the following round before they burn out. For this reason, they have found no practical application as weapons, though they can make good detonators.

Siklight sconce. This is a small candle sconce of tin, brass or some other non-flammable substance. The candleholder portion has a wire covering and allows space for a single siklight cockroach to be caged within. Beneath this is a small, connected repository that can hold a small amount of organic garbage upon with the caged cockroach can feed. As long as the food repository is kept stocked with garbage and the sconce is shielded from extremes in temperature or violent handling, a siklight cockroach can live in the sconce for up to a year or more. A siklight sconce can be set on a table or other surface as a candle stand or mounted to a wall.

Siklight sconce, candelabra. This functions in all ways as a siklight sconce but can have individual sconces for anywhere from 3 to 12 siklight cockroaches.

Vermin repellent. this vile-smelling paste can be spread on the skin to keep vermin at bay. It will repel most normal vermin such as rats, centipedes, beetles, spiders, snakes, and wasps. It is not as potent against swarms (up to the discretion of the GM).

Tools and Skill Kits

Item	Cost	Weight
Gablemaester's kit	200 gp	8.5 lbs.
Mortician's kit	100 gp	10 lbs.
Rat-catcher's kit	10 gp	40 lbs.
Second-story harness	55 gp	3 lbs.

Gablemaester's Kit. Specialized kits for the spider-hunting gablemaesters that dare to venture across the spires and rooftops of Castorhage, this kit includes the crampons, pitons, and other tools found in a climber's kit plus a second-story harness, alchemical solvent, antitoxin, and vermin repellent.

Mortician's Kit. This kit contains the vials, instruments, tubing, tools and chemicals necessary to drain a corpse of all fluids, embalm a corpse, and prepare a corpse for presentation at a funeral. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to embalm or prepare a corpse.

Rat-catcher's Kit. For those brave enough to risk hunting dire rats and wererats within the city, special gear is often required. Rat-catcher's gear comes in a hefty trunk and consists of bags of pepper (to mask scent), a bag of silver dust, a hefty armoured leather shirt (equivalent of padded armor), and an shortspear.

Second-story Harness. This series of straps, trusses and buckles can be worn over clothing or armour and allows the wearer to secure herself in place, using a move action, on a vertical surface so that both her hands are free. The wearer can remain in this position without needing to make additional Strength (Athletics) checks. While anchored in this way she cannot move but does not need to make Strength (Athletics) checks to avoid falling whenever she takes damage. The wearer can release herself to start moving again using half of their total movement.

Surgeon's Kit. This kit contains various sizes of scissors, needles, forceps, clamps, scalpels, probes, and sutures necessary to perform most common types of surgery. Proficiency with this kit lets you add your proficiency bonus to any ability checks you when performing common surgical procedures.

Animals, Mounts, and Related Gear

Item	Cost	Speed	Carrying Capacity
Animal Sentinel (canary)	1 sp	40 ft.	—
Broken animal	varies*	—	—
Broken creature, intelligent*	varies*	—	—
Cage, canary	2 gp	5 lbs.	—
Camel	50 gp	50 ft.	480 lb.
Camel (combat trained)	110 gp	50 ft.	480 lb.
Canary	2 gp	40 ft.	—
Dog, fighting (blight-bull)	40 gp	40 ft.	150 lb.
Dog, fighting (pit-mastiff)	210 gp	40 ft.	195 lb.
Dog, terrier	2 gp	40 ft.	100 lb.
Elephant	450 gp	40 ft.	1,320 lb.
Elephant (combat-trained)	530 gp	40 ft.	1,320 lb.
Hyme	6,500 gp	—	—

Animal Sentinel (Canary). An animal sentinel is a normal animal used (normally by humanoids) to detect hazards before they can affect the animal's owner. Many types of animal sentinels exist, but the type most commonly encountered are the caged canaries used by miners. The caged canaries are carried into new or deep tunnels to detect the presence of carbon monoxide or coal gas or methane. The use of a canary animal sentinel gives advantage to the Survival check to detect the presence of the invisible, odorless gasses before larger creatures are affected or before exposed flames can ignite volatile pockets. When a canary sentinel is exposed to these types of bad air, the bird becomes poisoned for 1d4 rounds before its owner becomes affected. When the owner is exposed to the levels of gas that would cause negative effects to him, the canary becomes unconscious and dies in 1d4 rounds. After an exposure to such a hazard, there is a 50% chance that the bird dies regardless of whether it was removed from the hazard in time or not.

Broken Animal. These sell for 10 times their standard value, so a broken heavy horse costs 2,000 gp. Animals come with a focus (a command word or command item, such as a rod or badge or tabard). The most common broken animals are performing monkeys (often dressed in human clothes to entertain) that sell for 500 gp. ***Broken Creature, Intelligent.*** These sell for 300 gp x Int x HD. A broken troll, therefore, would cost 10,800gp (300 x 6 x 6 gp). ***Camel.*** This camel is trained as a mount or pack animal. A combat-trained camel can be ridden into combat without danger. Refer to the game manual for details on mounted combat and for more information on camels.

Dog, Fighting. See *Part 6: The Blight Bestiary*

Dog, Terrier. See ***The Tome of Blighted Horrors*** by **Frog God Games**

Elephant. An elephant trained as a mount or pack animal. A combat-trained elephant can be ridden into combat without danger. Refer to the game manual for details on mounted combat and for more information on elephants.

Hyme. A hyme is an unpleasant but loyal draft animal detailed further in *Part 6: The Blight Bestiary*.

Transport

Item	Cost	Speed
Boat, Bilges narrowboat	1,000 gp	2 mph
Caravan, gypsy	150 gp	5 mph
Carriage, fancy	500 gp	5 mph

Item	Cost	*Speed*
Fare, coarse cab	1 gp/mile	5 mph
Fare, elephant-wallah	2 sp/mile	4 mph
Fare, gable palanquin	10 gp/mile	4 mph
Fare, sedan chair	1 sp/mile	2 mph
Fare, treadmill ferry	2 sp	2 mph

Bilges Narrowboat. A horse or other dray animal pulls this 30- to 100-foot-long ship. It is 10 feet wide and has a living space. Sometimes the whole boat is given over to a living area, but costs are tripled for such vessels. In general, they travel at 1 mph along the city's lock-laden canal ways and 2 mph on rivers.

Caravan, Gypsy. A richly decorated and enclosed wagon used for living and travel. A family of 4 can easily live in a gypsy caravan. They are almost always drawn by a single horse.

Carriage, Fancy. A four-wheeled luxurious transport able to carry as many as four passengers in leather-clad luxury. Often, details are added to the carriage such as potion stores, armoured doors, and magical accessories. Installing these in the carriage costs one and a half times as much as a normal object. For example, installing a chest into a carriage would cost 2 gp and 2 sp.

Clothing

Item	Cost	Weight
Cummerbund, silk	4 sp	1/2 lb.
Boots, farmer's heavy duty	1 sp	3 lbs.
Boots, gentleman's luxurious, (Forbes Winter; Grugg & Sons)	3 gp	2 lbs.
Boots, ladies' calfskin and crocodile hide, luxurious	8 gp	1-1/2 lbs.
Boots, ladies' dire wolverine and ermine, luxurious	75 gp	2 lbs.
Boots, wading, leather	5 sp	5 lbs.
Boots, workman's heavy	5 sp	3 lbs.
Fisherman's coat, heavy waxed	3 gp	6 lbs.
Gauntlets, black leather	3 gp	1 lb.
Gauntlets, owlbear hide	16 gp	1 lb.
Gloves, winter, gentleman's luxury (Forbes Winter; Grugg & Sons)	2 gp	—
Hat, stovepipe	15 sp	1 lb.
Hat, tophat, basic	1 gp	1/2 lb.
Hat, tophat, fancy ermine-lined (Forbes Winter; Grugg & Sons)	25 gp	2 lbs.
Hatpin, basic	1 sp	—
Hatpin, jewelled	5+ gp	—
Jacket, insectum, luxurious (Aarkle, Budge & Sons)	14 gp	3 lbs.
Jacket, smoking, luxurious (Forbes Winter; Grugg & Sons)	10 gp	4 lbs.
Keff	5 cp	1/2 lb.
Muff, basic	5 sp	1 lb.
Muff, ermine or beaver	1 lb.	100 gp
Overcoat, basic	5 sp	5 lbs.
Overcoat, luxurious, fur and silk lined (Maxim's)	40 gp	6 lbs.
Overcoat, waxed (Aarkle, Budge & Sons)	1 gp	5 lbs.
Tailcoat, luxurious (Forbes Winter; Grugg & Sons)	8 gp	4 lbs.
Veil, mourning	2 sp	—
Veil, white	3 sp	—
Wrap, ladies winter	4 sp	4 lbs.

Fisherman's Coat, Heavy Waxed. This heavy long coat is made of canvas and carefully waxed to seal it against moisture. Because of its excellent insulating qualities, it grants advantage on Constitution saves against exposure to cold weather. It can be worn over light armour.

Keff. This is a thin, black full-face scarf. It is light enough with a loose enough weave to be worn in the summer months without being stifling or limited vision, but provides some protection against biting flies.

Personal Grooming and Accessories

Item	Cost	Weight
Dubbing (Mompeson's Finest)	3 cp	1/2 lb.
Flask, hunter's, plain	7 sp	1-1/2 lbs.
Flask, hunter's, silver	25 gp	1-1/2 lbs.
Grooming case, gentleman's (Watt, Simpin & Dodd)	6 gp	2 lbs.
Hair oil, gentleman's (Forbes & Son)	1 sp	—
Hair oil, musked (Forbes & Son)	3 sp	—
Hipflask, fancy	15 gp	1/2 lb.
Hipflask, plain	1 gp	1/2 lb.
Hookah, fancy	15 gp	10 lbs.
Insectum container, fancy	10 gp	—
Insectum container, armoured	20 gp	1/2 lb.
Lucky rabbit's foot	1 gp	—
Monkey's paw, mounted on silver chain	2 gp	—
Moustache oil, basic	2 sp	—
Moustache wax, luxury (Hobb & Darkler, Gentleman's Groomers)	7 sp	—
Muscle balm (Colcott's, "Eases stiffness")	2 sp	—
Pipe, smoking, briar	2 sp	—
Pipe, smoking, clay	1 cp	—
Pipe, luxury smoking, calabash	5 gp	1/2 lb.
Polish, boot (Mompeson's Finest Tan)	5 cp	1/2 lb.
Razor, cut-throat (Hoppin & Sons)	1 gp	—
Razor, cut-throat, superior (Forbes & Son)	4 gp	—
Scrip, luxury leather	1 gp	1/2 lb.
Scrip, plain	2 sp	1/2 lb.
Shaving stick, military	2 cp	—
Shaving stick, perfumed	1 sp	—
Snuffbox, gentleman's	3 gp	—
Tantalus lock, walnut; average	50 gp	1/2 lb.
Travelbag, gentleman's	5 gp	3 lbs.
Travelbag, lady's	5 gp	3 lbs.
Umbrella, fancy	1 gp	1 lb.

Item	Cost	Weight
Umbrella, plain	5 sp	1 lb.
Walking cane, fancy	2 gp	2 lbs.

Insectum Container, Fancy. A richly decorated container in which to keep live insectum.

Insectum Container, Armoured. As above, but made of steel.

Scrip, Luxury Leather. A small decorative pouch or wallet for carrying small amounts of coinage and important papers or calling cards.

Scrip, Plain. As above, but without decoration.

Tantalus Lock, Walnut. A tantalus lock for a liquor bottle encased in walnut. The lock can be picked by a creature proficient with thieves' tools with a successful DC 15 Dexterity check.

Food and Drink

Item	Cost	Weight
Ale (Tolly's Bottled Brown)	1 sp	1 lb.
Chocolate	10 gp/1b.	1 lb.
Cabb'e (coffee) beans	2 sp/lb.	1 lb.
Gin (pint)	2 sp–5 gp	1 lb.
Tea & Accoutrements		
Tea, common, brick or loose leaf	5 cp/lb.	1 lb.
Sieve, bland	2 cp	—
Sieve, fancy	1 sp	—
Sieve, silver	2 gp	—
Tea, Arrath Green Leaf	6 gp/lb.	1 lb.
Tea, Dazeel	1 sp/lb.	1 lb.
Tea, East Dominion Between Leaf	25 gp/ 1/4 lb.	1 lb.
Tea, Mugreebb Finest Quality (Gruss & Daughter)	4 sp/lb.	1 lb.
Teapot, earthen	1 sp	2 lbs.
Teapot, silver	15 gp	1 lb.
Tea set, common	5 sp	5 lbs.
Tea set, luxury silver (Hobbington & Daughter)	50 gp	7 lbs.
Tippling stock, luxury	20 gp	—
Tonic (Ad's, "Guaranteed to lift your spirits")	4 sp	—

Drugs

Item	Cost	Weight
Opium tincture	25 gp	—
Snuff, tobacco (1 pinch)	1 sp	—
Tobacco, rough shag	5 sp/lb.	1 lb.
Tobacco, Turkad	8 gp/lb.	1 lb.
Tobacco, personal mix (Tott & Grimwell, Royal Tobacconists)	2 gp/lb.	1 lb.

Opium Tincture. This small vial of liquid contains a single dose of ingestible opium.

Snuff, Tobacco. Typically carried in decorative silver boxes, snuff is a form of tobacco that does not require chewing or smoking. Instead, it is snorted into the nostrils with the effects experienced as swiftly as inhalation.

Boiling Death Lice (Injury). A failed experiment in insectum development, the bites of these alchemically enhanced lice inject a potent toxin that boils the victim's blood. Typically, they are kept in a flask that is thrown at the victim. If it hits, the flask breaks and the swarm of lice emerges to bite the victim. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 9 (2d8) poison damage and is poisoned for up to 1 minute. The creature can repeat the saving throw at the beginning of each of its turns. On each successive failed save, the creature takes 4 (1d8) poison damage. After three consecutive successful saves, the poison ends.

Boiling Death Toxin (Ingested or Injury). Harvested from the alchemically enhanced boiling death lice, this version of the toxin has been concentrated into an ingestible or injury poison that can be applied to weapons. A creature subjected to the boiling death lice toxin must succeed on a DC 15 Constitution saving throw. On a failed save, it takes 18 (4d8) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Insectum

Insects are everywhere in the Blight, a peculiarity even the wisest find difficult to explain. In summer, the night air boils with them, and even in the depths of winter, a hive of enormous elephant cockroaches may be seen huddling behind a hearth, or a black batmoth fluttering around a pyrelantern's glow in the snow. The Blight, which is host to many unique species, seems to nuture them, and many grow to uncommon, even giant, sizes. They have an alarming habit of forming swarms that — if not dealt with swiftly — may amass in quantities large enough to kill domestic animals and even people.

The preponderance of large and unique insects, as well as other types of vermin, in the city has led to a unique industry that combines alchemy, toxicology, and insect husbandry to produce a range of alchemically enhanced drug-like insect venoms. The purpose-bred species that result are known as insectum, and their use is tightly controlled by the corrupt and ruthless Insectum Guild, which issues licenses to only a handful of official dealers to collude on supply, and who respond swiftly to spikes in demand with commensurate price rises. A host of illegal street dealers fill out the market for insectum, but most are unpredictable in quality, with many of these disreputable dealers selling inferior, sick, or even dangerous insectum. While guild members are not spotless, the value of their official status and a fixed address tends to ensure that the effects of their products can be relied upon.

An insectum is typically used by ingestion or injury: eating it, or applying its bite or sting, sometimes to a particular body area, where it may remain attached for the duration of its effects. Usually, the user must willingly succumb to the effects of the toxin in order to also benefit from the alchemical boon it contains. Insectum are sold live and sterile, and die within a week of purchase. An insectum must be alive when used, and unless otherwise detailed, dies once it has been used. The price reflects a single dose of insectum.

Insectum	Type	Price
Angry weevil	injury	75 gp
Auceps scarabaeus	injury	40 gp
Bite spider	injury	100 gp
Blake's sanguisuga	contact	350 gp
Bloatfly	ingested	2 gp
Callus fleas	injury	50 gp
Cockerel spider	ingested	40 gp
Darkwasp	injury	175 gp
Dolor crabrao	injury	275 gp
Eyeleech	contact	125 gp
Festerfew	ingested	75 gp

Poisons

Poison	Type	Save DC	Onset	Frequency	Effect	Cure	Price
Boiling death	ingested/injury	20	—	1/rd. for 6 rds.	2d8 poison	2 saves	2,300 gp
Boiling death lice	injury	18	—	1/rd. for 6 rds.	4d8 poison	2 saves	900 gp

Insectum	Type	Price
Fingerlice	injury	35 gp
Fire bite lice	injury	40 gp
Gadfly ambrosia	ingested	3 gp
Great snakefly	injury	40 gp
Howling nightshade grub	ingested	40 gp
Hungering wasp grub	ingested	250 gp
Joy scarab	injury	10 gp
Jubb's nasal lice	injury	140 gp
Kothrington's swan fleas	injury	150 gp
Libidinosus vermis	ingested	40 gp
Lobotomy hornet	injury	950 gp
Lucius spider	injury	40 gp
Misery slug	ingested	30 gp
Ochre lice	ingested	100 gp
Porr's scarab	ingested	275 gp
Rictus gnats	injury	150 gp
Screaming maggot	ingested	125 gp
Speed weevil	injury	40 gp
Thistle frenzy bug	injury	40 gp
Wart lice	ingested	175 gp
Water crane	ingested	110 gp

Angry Weevil. This black-and-red giant weevil injects a toxin that deals 1d4 points of damage and causes the user to fly into a uncontrollable fury for 1 minute, increasing their damage by 1 points, but taking a –2 penalty to AC. This does not stack with barbarian rage effects. When the user reduces a creature to 0 or fewer hit points, she must attempt a DC 12 Wisdom saving throw or become confused. For the remainder of the duration, she attacks the nearest creature other than herself. On the following round, refer to the *confusion* spell to determine her actions. At the end of this round, and each round thereafter, she can attempt a new saving throw to end the confusion effect. The user cannot end her fury voluntarily.

Auceps Scarabaeus. The bite of this golden scarab contains a poison that causes 3 (1d6) points of poison damage plus disadvantage on any Charisma-based checks (a DC 13 Constitution saving throw negates the effects on Charisma checks). If affected by the poison, the user gains advantage on initiative rolls and on Perception and Insight checks for 2 hours.

Bite Spider. The bite of this spider injects a toxin that causes the user to have disadvantage on Charisma-based checks and causes the user's skin to gradually harden over the course of 1 minute, at which point the user cannot have an AC less than 14 for 1 hour. When the effect ends, angry boils and warts cover the user's skin for the following 1d6 days, imparting disadvantage on Persuasion checks.

Blake's Sanguisuga. When this mottled brown leech is first attached, the user must succeed on a DC 14 Constitution saving throw or be incapacitated for 1 minute. The leech remains attached for 1d3 hours in which time the user has improved resistance to the effects of certain types of damage. The user gains resistance to bludgeoning, piercing, and slashing damage for the duration but becomes vulnerable to acid, fire, and poison during this time.

Bloatfly. Consuming this 2-inch-long fly provides a Medium or smaller creature sufficient nutrition for 1 day. The user must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour.

Callus Fleas. The bites of these fleas cause the user's skin to gradually harden over the course of 1 minute. This effect deals 3 (1d6) points of poison damage but provides a +2 bonus to AC for 1 hour.

Cockerel Spider. Ingesting this spider causes the user's voice to deepen and become more threatening. The user has advantage on Intimidation checks for 1 hour but must also succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours.

Darkwasp. The sting of this wasp injects a venom that deals 4 (1d8) points of poison damage and improves the user's ability to resist the effects of certain types of damage. If affected by the poison, the user gains resistance to acid, fire, and poison for 1 hour. The user becomes vulnerable to bludgeoning, piercing, and slashing damage while under the effects of the wasp venom.

Dolor Crabrao. The sting of this wasp injects a venom that deals 4 (1d8) points of damage to the user and forces the user into an uncontrollable fury for 1 minute. While in a rage, the user gains a +2 bonus to hit and damage on melee and thrown weapon attack and damage rolls, and advantage on Wisdom saving throws. In addition, she takes a –4 penalty to AC. She also gains 2d6 temporary hit points. These temporary hit points are lost when the effect ends. This does not stack with barbarian rage effects. While under the effects of the venom, the user cannot use any Charisma-, Dexterity-, or Intelligence-based skills or any ability that requires concentration (such as spellcasting). The user cannot end her fury voluntarily, and gains 1 level of exhaustion after the effect ends. If the user falls unconscious, her fury immediately ends.

Eyeleech. When this black leech is attached to the eyelid, it injects a toxin that deals 3 (1d6) points of poison damage but the user's night vision is enhanced. The user gains darkvision 60 ft., and advantage on all sight-based Wisdom (Perception) checks, for 1d3 hours.

Festerfew. A user who eats a handful of these live lice gains advantage on all saves versus disease and poison for 1d4 hours but must also succeed on a DC 15 Constitution save or be stunned for 1 hour.

Fingerlice. A user whose hands are bitten by these lice gains exceptional manual dexterity but tiny maggots writhe under their skin. The user gains advantage on Dexterity (Sleight of Hand) checks for 2 hours, but has disadvantage on Strength (Athletics) checks that require use of the hands (climbing, swimming, and other similar activities).

Firebite Lice. A user bitten by these lice gains exceptional agility but the toxins cause the user to feel like they are on fire. The user takes 5 (2d4) points of fire damage, but gains advantage on Dexterity (Acrobatics) checks.

Gadfly Ambrosia. Consuming a paste made from the crushed remains of this fly provides a Medium or smaller creature with sufficient water for 1 day. The user must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Great Snakefly. The bite of this fly is applied behind the user's ear, whereupon she has advantage on Acrobatics checks for 2 hours. At the end of the duration, the user is deafened for 2 hours unless they succeed on a DC 16 Constitution saving throw .

Howling Nightshade Grub. This sausage-sized grub tastes disgusting and howls when eaten. For the following day, the user has advantage on skill checks and Constitution saving throws made to resist nonlethal damage from exhaustion, starvation, thirst, a forced march, or hot or cold environments, but becomes sluggish and has disadvantage on initiative rolls for the duration.

Hungering Wasp Grub. When eaten, this orange-and-black-striped grub provides the user with advantage on saves versus poison for 24 hours. At the end of the duration, the user must succeed on a DC 16 Constitution saving throw or fall unconscious for 24 hours.

Joy Scarab. The bite of this green scarab beetle injects a toxin that instils intense feelings of elation and joy. The user gains advantage on

saves versus emotion altering effects (*calm emotions, mind blank, detect thoughts*, etc.) for 4 hours. However, for the duration, the user fights only to defend herself. If the user is interacted with or questioned while under the effects of this spell, she can only defend herself and may not attack, though any advice or answers she gives may be disjointed due to her euphoric state.

Jubb's Nasal Lice. These lice must be snorted into the nasal passage where their bites grant the user advantage on Wisdom (Perception checks) that involve smell for 4 hours. For the duration, the user also has disadvantage on saves versus effects that would be inhaled, such as inhaled poisons and stench effects.

Kothrington's Swan Fleas. The bites of these fleas inject a toxin that deals 3 (1d6) points of poison damage but the user gains advantage on Strength checks and Strength saving throws for 1 minute. At the end of the duration, the user must succeed on a DC 15 Constitution saving throw or have disadvantage on Strength checks and saving throws for the following hour.

Libidinosus Vermis. Ingesting this worm grants the user advantage on Charisma (Deception, Intimidation, Performance, and Persuasion) checks for 4 hours, but the user also has disadvantage on Wisdom checks and Wisdom saving throws for the duration.

Lobotomy Hornet. The sting of this hornet injects a venom that grants the user advantage on Strength checks and Strength saving throws for 4 hours, but the user also has disadvantage on Intelligence checks and Intelligence saving throws for the duration.

Lucius Spider. This fist-sized grey spider's bite delivers a toxin that deals 11 (3d6) points of poison damage, but a user so affected gains advantage on Strength (Athletics) checks for the following 4 hours.

Misery Slug. Eating this slimy, black finger-long slug cures 1d8 points of damage at the beginning of the user's turn and at the beginning of their following turn. At the end of the duration, the user must succeed on a DC 12 Constitution saving throw or be blinded for 1 minute.

Ochre Lice. Eating a handful of these fat lice grants advantage on Dexterity (Stealth) checks for 2 hours, but the user has disadvantage on Wisdom saving throws for the duration.

Porr's Scarab. Consuming this crunchy, bitter black beetle grants advantage on Dexterity and Strength checks for 1 hour if the user succeeds on a DC 15 Constitution saving throw . Failure results in the user vomiting up the remains of the beetle and being poisoned for 10 minutes.

Rictus Gnats. The bites of these gnats cause the muscle tone of the user's face to relax, making it hard to convey expressions or emotion. For 1 hour, the user, if reduced to 0 hit points, drops to 1 hit point instead. For the duration and for 24 hours thereafter, the user's face remains devoid of expression, incurring disadvantage on Charisma (Persuasion, Deception, Performance, and Intimidation) checks.

Screaming Maggot. This writhing, bulbous maggot screams when eaten, dealing 3 (1d6) points of thunder damage to the ingester, who must also succeed on a DC 12 Constitution saving throw or be deafened for 10 minutes. The user gains advantage on Intelligence checks for 1 hour.

Speed Weevil. The venomous bite of this white weevil is applied to the chest near the heart, dealing 4 (1d8) points of poison damage and granting the user an extra 10 feet of movement to her base walking speed for 2 hours.

Thistle Frenzy Bug. If this insect is attached to the user's neck, its sharp claws inject toxins that deal 3 (1d6) points of poison damage but the user adds 1 to their AC while the bug remains attached. The bug remains attached for 3 hours before dropping off, but if it is forcibly removed before this time, the user must succeed on a DC 15 Constitution saving throw or take 11 (3d6) poison damage from a concentrated burst of venom.

Wart Lice. Ingesting these lice causes the user's skin to become malleable and flexible, granting advantage on Charisma (Deception) checks and checks involving a disguise kit for 4 hours. At the end of the duration, the user's skin forms ugly warts, imparting disadvantage on the user's Charisma (Persuasion) checks for 1d4 days before they disappear.

Water Crane. Eating this long-legged water insect grants the ability to breathe underwater (as the *water breathing* spell) for 1 hour. Once the user has breathed underwater, though, she must succeed on a DC 15 Constitution saving throw to be able to breathe air again so long as the water breathing duration is still in effect. If the user fails this saving throw, she is able to only able to breathe underwater for 10 minutes or until the water breathing effect ends, whichever is sooner. After this time, if the water breathing duration is still effect, the user can attempt another saving throw to be able to breathe air again.

Lifestyle Expenses

Live a life of luxury; eat well, drink the finest wines, and be seen in all the right places. In the Blight, how well you eat and how well connected you are can have a direct effect on the characters. Lifestyle expenses add detail to life in a filthy, crowded city such as the Blight. If you don't want to add the minutiae of expenses, feel free not to employ this section.

Costs of living are associated with a specific standard of living: destitute, poor, average, wealthy, extravagant, and decadent (detailed below). Give your players a general sense of the options, and let them decide how they're going to spent their time and money. Generally, costs of living are subtracted at the start of each month, along with the effects as indicated.

Destitute (0 gp/month): Eating what you can beg.

At the end of each month, make a base DC 10 Constitution saving throw (add 1 to the DC for each consecutive month of **destitute** living) or reduce your Constitution by 1 point. If your Constitution reaches 0, you die. This reduction cannot be recovered except by magic healing or by an improvement in living standards up to at *least* average for at *least* 1 week, during which it can heal as normal. You must also make a base DC 12 Constitution saving throw at the end of each month of living destitute or contract the filth fever disease. If you contract filth fever, there is a cumulative 1 in 10 chance* for each consecutive month of living in destitution that you must make a Constitution saving throw or contract one of the following additional diseases. Roll percentile dice to determine which one. The cumulative chance stops and resets to 0 if you spend at least 1 week at an average standard of living. Likewise, if one of these comorbid diseases is contracted, there is no additional chance of catching another unless you are cured of the first one.

*Roll d10. At the the first month of destitute living, a roll of 1 indicates that you have contracted a disease and should roll on the Additional Diseases table. The second month, a roll of 1 or 2 o a d10 indicates that you contracted a disease. Repeat this process for each month, so month 3 would be a result of 1, 2, or 3, and so on.

Additional Diseases

d%	Disease	Save DC
01–03	Black Rot	19
04–15	Blinding Sickness	15
16–31	Bloody Flux	15
32–39	Devil Chills	13
40–42	Festering Lung	16
43–58	Grey Ache	13
59–60	Leprosy	17
61–64	Mindfire	13
65–72	Red Ache	15
73–80	Seizure	13
81–84	Slimy Doom	13
85–00	Sewer Plague	10

Treat Disease effects as per *contagion,* with this addition: "Saving throw can be repeated after each long rest. If the save is made, the creature is cured and the effects end."

Black Rot. This highly infectious disease affects the skin and muscles of the victim, creating an accelerated gangrenous process that turns the affected tissue black and eats it away. If exposed to the disease, a creature needs to make a DC 19 Constitution saving throw or contract the disease. The effects of the disease take hold during the first 24 hours. For every

4 points of Constitution damage sustained by the victim, a random limb is lost and can only be recovered by regeneration or similar magic. Once contracted, the victim needs to make a new saving throw every 24 hours. If two consecutive saves are made, the disease is cured and all effects except for the loss of a limb are restored after a long rest. If the save fails, the victim suffers 1d6 Constitution damage, 1d6 Dexterity damage and 1d3 Charisma damage. If Constitution is reduced to zero, the victim dies.

Devil Chills. An infestation carried by various devils. It typically is not fatal. Potential victims must make a DC 13 Constitution saving throw or contract the disease. It weakens the victim over time, but generally is not fatal. Once contracted, the victim gains one level of exhaustion and cannot recover and exhaustion from non-magical means until the disease is cured. Repeat the saving throw every 24 hours. If the save is successful, the victim is cured and can recover exhaustion normally. If the save fails, the victim gains an additional level of exhaustion but this disease cannot increase exhaustion over 3 levels of exhaustion.

Festering Lung. Creatures exposed to this disease must make a DC 16 Constitution saving throw or become infected. This infection gets into the lungs of the affected creature and begins to break down the respiratory system, producing choking and copious amounts of bloody phlegm. It saps the strength from the victim due to poor oxygenation and renders him unable to speak or make any vocal noises two days after contraction. Creatures that do not breathe are immune to festering lung. While under the effects of this disease, the victim cannot cast any spells requiring a vocal component. In addition, the creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. The saving throw can be repeated after every long rest and if successful, the creature is cured and the effects of the disease end.

Grey Ache. Upon exposure to this disease, creatures must make a DC 13 Constitution saving throw or become infected. Once infected, the creature's bones begin to ache, and shortly following the onset of the ache, round or oval-shaped lesions begin to appear on the skin. The lesions are grey and scaly and within 1d12 hours begin to crack and ooze blood and pus. While infected, the creature has disadvantage on Dexterity and Charisma checks, saving throws, and any attacks that use Dexterity. This disease can only be cured through magical remedies, such as the *lesser restoration* or *heal* spells.

Leprosy. This disease slowly rots the flesh and numbs and stiffens limbs. Creatures exposed to this disease must make a DC 17 Constitution saving throw or become diseased. While diseased, creature has disadvantage on Dexterity and Charisma checks, Dexterity and Charisma saving throws, and attack rolls that use Dexterity. This disease cannot be cured except for by magic.

Red Ache. Living creatures must make a DC 15 Constitution saving throw or become infected. Their skin will become red and bloated and warm to the touch. While infected, the creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. The saving throw can be repeated after every long rest and if successful in 2 consecutive tries (two long rests in a row), the creature is cured and the effects of the disease end. A *greater restoration* spell will also cure the disease.

Poor (3 gp/month): Eating frugally, with little or no meat.

At the end of each month, make a **base** DC 5 Constitution saving throw (add 1 to the DC for each consecutive month of poor living) or take 1 point of Constitution damage. This damage cannot be recovered except by magic healing or by an improvement in living standards for at least 1 week, during which it will heal normally.

You must also succeed on a DC 13 Constitution saving throw at the end of each full month of average living to avoid contracting filth fever.

Average (10 gp/month): You have meat and ale occasionally, the odd night in a tavern, and generally your dress is fair.

You heal attribute damage at the normal rate (fully recover after a long rest) after maintaining an average standard of living for at least 1 week.

There is a 1 in 4 chance* that you must also succeed on a DC 13 Constitution saving throw at the end of each full month of average living to avoid contracting filth fever.

*Roll d4. A result of 1 indicates the DC 13 Constitution saving throw is required.

Wealthy (100 gp/month): You visit taverns regularly, eat meat most days, and drink wine.

After 3 consecutive months of this standard of living, you gain a temporary +1 bonus to your Constitution. If the temporary bonus to Constitution changes your Constitution modifier, your hit point maximum will also change, and would be as though you had the new modifier from 1st level. This bonus is lost if your lifestyle drops below the **wealthy** tier for at least 1 month.

Because you are well connected, you are considered proficient in social interaction skills (Deception, Persuasion and Intimidation) in your home district. This bonus stacks with any other you have gained through feats or traits. This bonus is lost if your lifestyle drops below the **wealthy** tier for at least 1 month.

Extravagant (1,000 gp/month): Only the finest things in life for you. You drink expensive wine as often as you wish, go out to expensive clubs and the theatre, and are seen and known by many.

After 3 consecutive months of this standard of living, you gain a temporary +2 bonus to your Constitution. If the temporary bonus to Constitution changes your Constitution modifier, your hit point maximum will also change, and would be as though you had the new modifier from 1st level. This bonus is lost if your lifestyle drops below the **extravagant** tier for at least 1 month.

Because you are well connected, you have advantage on social interaction skill checks (Deception, Persuasion and Intimidation) in your home district. This bonus stacks with any other you have gained through feats or traits. This bonus is lost if your lifestyle drops below the **extravagant** tier for at least 1 month.

Decadent (5,000 gp/month): You deny yourself nothing. You eat and drink and partake in whatever catches your fancy as often and as much as you like. You rarely go to clubs or the theatres because private showings and debauches are prepared for you. Your hedonism is known to all, and you have acquired a sizable entourage or sycophants, devotees, and hangers-on who emulate your every move.

After 3 consecutive months of this standard of living, you gain a temporary +3 bonus to your Constitution. If the temporary bonus changes your Constitution modifier, your hit point maximum will also change, and would be as though you had the new modifier from 1st level. This bonus is lost if your lifestyle drops below the **decadent** tier for at least 1 month.

While maintaining your lascivious lifestyle, there is a non-cumulative 5% chance that you contract one of the diseases on the **Additional Diseases** table at the start of this section. Roll a d20. If the result is 1, roll on the table above.

Sustaining a lifestyle of insectum abuse, alchemical enhancements, and hard living takes its toll on your body and immune system. After an entire year of **decadent** living, you lose the temporary Constitution bonus and begin taking 1 point of Constitution damage for every 6 months that you *continue* to maintain your hedonistic lifestyle. If your standard of living drops below **decadent** for at least 1 year, you can then recover the Constitution damage after a long rest.

You have a reputation of largesse and are very well connected. Because of this, you have advantage on social interaction skill checks (Deception, Persuasion and Intimidation) in any district within the city. This bonus stacks with any other you have gained through feats or traits. In addition, your reputation precedes you, allowing you once per day to add double your proficiency bonus to an interaction skill check in a non-hostile situation.

If your standard of living drops below **decadent** for at least 1 week these bonuses are lost completely, and your entourage and the crowds turn on you, casting you as the object of their derision.

Common Names of The Blight

These are examples of typical human names found within the Blight. There are many more names to found within the city, but these can serve as a guide for capturing the feel of the average names spoken on the streets and in the gin houses of the city.

Male Names

Barbel	Joshua	Sorrel
Bathsedomil	Kale	Spurge
Bedomile	Kotlin	Sturgeon
Borage	Loam	Tanner
Breck	Longhorn	Toadflax
Carbuncle	Luther	Tog
Carder	Natter	Tomlin
Cleg	Mab	Turnip
Cole	Mox	Turnstone
Crig	Oscar	Tussock
Droll	Padge	Uriah
Ekrin	Pleasant	Weald
Flax	Quarrel	Weld
Gideon	Qogg	Welt
Grund	Rudge	Woad
Henbit	Seth	Wrack
Jacob	Silas	Wryneck

Female Names

Ancona	Elisa	Mercy
Bernice	Elisabeth	Murnifell
Blackberry	Ettie	Nan
Briney	Fogou	Nightscent
Broom	Grace	Poppy
Brudella	Happiness	Primrose
Bunting	Hazel	Rull
Buttercup	Hemp	Shanny
Catkin	Hempy	Shanny
Celeress	Hope	Sheepsbit
Chastity	Hornet	Tansy
Chen	Humrineller	Teasel
Constance	Ivy	Thenna
Curlew	Juniper	Uneria
Dandelion	Katkin	Vellia
Dulse	Lettuce	Weft
Ella	Mallow	Zydora

Surnames

Alderfly	Grindylow	Pumple
Bedstraw	Gutter	Rake
Blackfly	Hartwill	Rast
Blackhemp	Hogweed	Rowgate
Bladderwort	Humpless	Sedge
Botfly	Kumblecramps	Slyne
Brompton	Kumblekumble	Sough
Butterly	Linton	Stoat
Catchpenny	Lucksikard	Stotter
Cornuwell	Mine	Tangle
Cotter	Mowthorpe	Thornholme
Crump	Mumblechump	Tredge
Crush	Mumpsy	Troff
Dogerell	Pedimine	Turnkey
Flixton	Podge	Wodge
Frim	Pollard	Wold
Grindalythe	Porter	Zander

For the GM

"Happiness lies neither in vice nor in virtue"

The advice given herein is aimed specifically at the Blight and running a rich, story-driven experience for you and your players. However, the themes within and those outlined in ***The Blight Player's Handbook*** — complex relationships, family, power, and other ambiguous themes — could fit well into any urban adventure path or indeed other campaigns. Rich relationships and family are at the centre of many adventures set in out-of-the-way places, betrayal can occur in the most remote spots, and complex groups can stretch across the countryside, not just streets.

These rules and ideas won't suit every group, so use only what you think you and your players will enjoy.

Finally, not everyone wants the complexity of followers, friends, powerful enemies, and shadowy sponsors. The Blight lends itself beautifully to the more classic role-playing campaign too, with opportunities at every corner for adventuring. Whether it's robbing a cruel merchant, exploring the shifting jungles of the Between, or fighting in the bear pits and sweat vats of the city's underbelly, a city is a great place to adventure.

Using the Blight as a base for other adventures gives your players the opportunities to spend their hard-earned cash on magic, on pleasure, and on the dubious goods for sale here. Each Blight adventure and District includes options to further develop stories as sidebars, but has at its core simple adventure.

Bringing the Blight to Life

The best campaigns and adventure paths are merely text without the input of a great GM and players to guide it and make it grow into something more. These groups often share their experiences on message-boards and get into character in a way actors might be proud of, immersing themselves in detail and complex handouts. On one occasion, I recall with particular fondness, actual food was prepared for part of the adventure.

An adventure is not unlike that food that served as part of our game. A great adventure is not just about words but deeds, and a good GM adds flavour to the words, spicing descriptions with sounds, sights, and smells to bring the whole to life in a satisfying and fulfilling way.

Castorhage pays serious attention to these senses, and each district of the city has a "Sight, Sound and Smell" section as a part of it. Also, included in each district is one additional section — what the place *feels* like. Is it crowded or oppressive? Have an air of nervousness? Excitement? Some GMs may find this detail too much, and wish simply to play out events and areas as written. However, I again include such detail because for many GMs (myself included), this can transform a game into an experience. Strong feelings leave an impression on the adventure, and as such may lead to a more satisfying experience. I can recall when simply the banging of my hand on a radiator to define an echo from below suddenly created an air of menace, and when a tap on the underside of the playing table to define a sudden thump below the character's feet pulled everyone's gaze downward.

Again, as with all of the Blight, the city is yours to do with as you please. Use as much or as little as you wish.

The Blight: Mundane, Magic or Mythic

The Blight is a place like no other; it bleeds into other realms, it bludgeons its way into narrow alleys, and it slithers its way beneath other cities. The insidious, twisted domain of Between has a peculiar effect upon the place, and one you may wish to think about before you run anything in and around the Blight: How does it work? As written, the Blight is a single place; a city made up of many parts to create a whole fantasy setting perched on the borders of reality with an extraordinary place — Between.

You might not want that, however. You might want a district, a shop, an NPC to come from here, and nothing else. These places and people might be mundane parts of a whole, simple passers-by or districts that have always existed in your city. You can, however, go for a more extraordinary answer. The Blight can literally exist in *Between* other places: a door in your city leads to the Blight, a shop front backs onto Between, or a tramp wanders the streets of your city *and* the Blight. If using this more magical approach, be careful how you choose to explain it; the Between is in effect similar to a *gate* spell, allowing access between, but it is much more fickle than that. You might not want such an explanation, however; *gate* spells are generally very rare, and having too many presents its own problems. Instead, you might wish for the simplest of explanations — it's a mystical place whose very nature is inexplicable: doors exist that connect to different places, but they simply are; occasionally the view from an otherwise mundane window shows something completely random; and a character falls down a seemingly endless tunnel and ends up in the Between and thence the Blight.

A City for Anywhere

The great thing about running a fantasy role-playing game is the flexibility you have in determining detail. You can create vast volcanic ranges, deep ocean trenches, and huge flood plains. In short, you determine whole geographies. Once these ideas have been generated, you're then free to get into the details — how high, how deep, how wide? The same goes for any fantasy city, and Castorhage is no different. I've presented Castorhage as having a temperate climate with extremes of winter and summer; however, it would be an easy task to adjust this — some sections such as the Black Ice Fayre† of winter— would need to be reconsidered or removed, but basic details could be altered quite simply.

Castorhage could be at the equator of your world — the heat and squalor should therefore be emphasised. Litter the narrative with crushing ivy growing up the sides of decaying buildings ravaged by the peculiar Castorhage stonemite (whose bite, of course, is painful and can kill babies). The river is sluggish and could become mudflats lasting many months in the dry seasons.

Flip the idea on its head and Castorhage becomes a sub-arctic hell, the black waters frozen for many months. Here the city dwells in a comatose frozen canker-shrouded blanket throughout the long, harsh winter.

Other ideas can easily be weaved into the mix, even the exotic such as Castorhage standing on the edges of a vast waterfall falling into nothing, or being the last point of call before the Burning Ocean. Use the text as a canvas, not a script.

Size Isn't Everything

One of the most important decisions you may wish to make is how Castorhage fits into your world: Is it the basis for an ongoing campaign and thus the centre of everything?

Castorhage is presented herein as a huge city, an impossibly massive population at complete odds with a typical fantasy game setting. Its population density as presented here is a little greater than that of the borough of Manhattan at ~77,000 people per square mile. However, despite its advanced technological state compared with much of the world, Castorhage is by no means a "modern" city. It lacks the towering skyscrapers, though it has a multitude of precariously tall tenement buildings and a propensity to stack new construction haphazardly atop old construction as in the Jumble and Festival. Though Festival and TownBridge are not technically a part of the city in the legal definition, their population numbers are included in the census here. In addition, though Manhattan has a multitude of skyscrapers, a great portion of that real estate is office space rather than residential space, of which Castorhage has only a fraction by comparison. In fact, the typical apartment or residence of Manhattan would be considered luxuriously roomy by better than 90% of the population of Castorhage who settle for a single cramped room, garret, undercroft, stairwell, or door stoop that they call home. The Blight, of course, has only a ghost of the infrastructure of a modern Manhattan or London.

However, even with the above considerations, the Blight's size is still virtually unbelievable (always an interesting concept in a fantasy roleplaying game) in a contextual sense, like a swollen blood-gorged tick always on the verge of rupture. This is greatly accounted for by Castorhage's own unique quality hinted at in the "Between tessellation"

description in the sidebox. In short, the city's proximity to Between creates a sort of vortex of sentience (I would say humanity, but humanity is only a majority representative of the beings found here).

This unique vortex of sorts consists of two principal features. Despite the appalling mortality rates and constant threats of danger and disease, Castorhage enjoys a subtle fecundity that ensures that the population can renew itself and not only sustain its numbers but even grow despite the plagues, pestilence, and famine that frequently afflicts the population on some scale. In addition, it seems to possess a strange form of unconscious mental. Those who are born in the Blight seldom leave — even those who travel far away to the city-state's many colonies usually end up finding their way back home before all is said and done. This is no conscious compulsion; it just seems to work out that way more often than not. In addition, foreigners who travel to Castorhage and remain for any extended period of time frequently stay permanently as well, start a family or raise the one they brought with them and become a part of the city's ever-burgeoning populace. Again, this is not a conscious compulsion, and most anyone asked about it as a motivation would outright deny such a thing, but more often than not that is how things turn out.

It seems that the Blight is hungry and never sated.

If the population scale of Castorhage is simply too large for your campaign use, however, simply drop the number by an order or magnitude or only adopt the parts of the city that you really need. Just because the Blight is a growing, ravenous beast doesn't mean that it has to be for your campaign world.

The Flavour of the Blight

"The imagination is the spur of delights ..."

The descriptions of people and places gives you an overview of the city, its decaying parts, and its twisted alleyways, which are merely the main components to the dish. The true essence of the Blight lies also in its flavour, its smells, its atmosphere, and its spice.

Appendix Aincludes a number of random lists included to give you some inspiration if you need any for the strange locales and locals found in the city but also to give you a taste of what is lurking there. It is hoped these lists inspire you to set up adventures, encounters, or even perhaps simple conversations in your own game. In addition, Appendix B includes a lexicon of terms common to the folk of the Blight so you can sprinkle it liberally throughout your campaign and create that living-city feel.

Bear in mind also that the Blight is of course more than the sum of its parts and that any twisted dark fantasy setting could have these elements. Over and above these flavours, here are a few more ideas to give you a taste of the city.

I started titling this next section "Mature Campaign Themes," but I'm not sure if that's the exact phrase I wanted. Mature can mean many things, but initially comes across as sex, violence, drugs, and other morally ambiguous themes. Those issues certainly have their place in the Blight, as it's a dark fantasy setting, but it's not all it's about. The optional rules and ideas that follow are for you to judge. Do they suit your style, are they unacceptable to your group or would they have a place with a slight alteration?

How It All Began

One of the most useful and inspiring RPG articles I've ever seen appeared in the pages of *Imagine Magazine* — TSR UK's roleplaying periodical that was published during the decade of the '80s. *Imagine* featured articles about a homegrown campaign called Pellinore and in some articles The City League — so called because it was "a league across." These city articles fascinated me in their level of detail. They would describe everything from entertainments in the city to obscure corners and plazas with an incredible depth of character and interaction. To me, they were the consummate way to describe a city — down to every street corner, every persona, and every obscure fact but always leaving space for development if the GM wished. This place lived. Yet always with such a place, there was room for expansion.

A long time ago I was lucky enough to have an adventure published called "The Styes" (*Dungeon Magazine* #121). I intended the place to be a simple one-off location for a single adventure, and as such, the setting was fairly small, and provided scant details. I'd read China Miéville's incredible *Perdido Street Station* shortly before writing it, and the amazing dark atmosphere Miéville created soaked into me. Reaction to the adventure was good, and James Jacobs suggested a sequel. I threw several ideas around, one of which eventually became "The Weavers" in *Dungeon* #135. However, at about this time I also began an adventure path with my own group, based upon the Styes setting. This adventure path, loosely based around *The Maltese Falcon*, greatly expanded upon that original setting, and I soon realised that the Styes was not big enough for the players to explore so other regions such as Festival Town and the Spice Islands were incorporated. These in turn expanded into what became a schizophrenic madness, an endless development that has been fed and nurtured in a dark attic as it slowly became the City-State of Castorhage.

That "The Styes" now languishes unused by its owners frustrates me, but it has given birth to a new monster — The Blight — so in many ways I'm grateful for its torpor.

Above all, the idea for this vast work owes itself to encouragement in my writing, both from message-board posters and especially from the wonderful people at Paizo and Frog God Games. For without that, and the kind words of many others, I would never have had the courage to undertake this project. It's also very important for me to thank people who have taken the time to review my work, edit it, and suggest changes. I've looked at everything they've done, and I hope learnt from them. Your suggestions and annoyances and likes have helped me to improve in the past, and continue to improve in the future I hope.

This project is therefore yours, and I hope that I can repay you by creating something to savour.

Campaign Themes and Styles

Some groups play an incredibly deep and absorbing campaign; others like to relieve the stress of their daily lives by beating up orcs. Most games (ours included) prefer a balance of both; unmasking a politician one week, and slaughtering a group of goblins without dialogue the next. Linking adventures into themes through the characters is one way to bring your characters realistically together under a common bond. It's not for everyone; some groups like to start and roll characters with total freedom — an elf monk here, a dwarf barbarian there — but sometimes a change of pace is good. It may not always be appropriate to do so, but occasionally, ideas like the two below can offer a welcome change of pace.

The City-State of Castorhage

CITY-STATE OF CASTORHAGE

Size: Metropolis

Population: 3,285,000 (67% human, 5% mongrelfolk, 5% ratfolk, 4% gnomish, 4% dwarven, 3% half-elven, 2% goblinoid, 1.5% half-orc, 1.3% briny, 1.2% orcish, 1% elvish, 5% other, including halfling, swyne, tengu, inphidians, tabaxi, grippli, ghazaks, dhampir, an vishkanyas)

: Castorhage, for all appearances, is a hereditary monarchy supported by a very a powerful, yet insular, bureaucracy. Queen Alice is the ruler in name and title, but the Crown Justices, three powerful bureaucrats, control the vital areas of trade, defence, and colonisation. Behind the scenes, the puppet strings are pulled by a shadow syndicate, the Illuminati, who control the Crown Justices. But true supremacy rests with **Demoriel, the Twice-Exiled Seductress**, a manipulative arch-devil who secretly rules from the shadows, plotting the course she wishes Castorhage to take.

Defence: Castorhage is protected by the City Watch and the Royal Armies under the command of Duke Malice, a cousin of Queen Alice. There is also a secret police force, the "**Knockers**," that rounds up Anarchists, dissidents, political enemies, and anyone seen as a threat to the status quo of the ruling elite.

Commerce: There is no limit to the goods and services – licit or illicit - available in Castorhage.

Qualities: academic, colonial power, holy site, magically attuned, notorious, prosperous, racially intolerant (lowest caste), strategic location

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UNIQUE CHARACTERISTICS

Between Tessellation: The area of the city of Castorhage has the unique property of being exceptionally "close" to a physical "other reality" called Between. This creates all manner of unpredictable and dangerous manifestations within the city and its inhabitants.

Colonial Power: Castorhage possesses a vast network of global colonies from which it can draw economic and labour resources.

Overpopulation: Castorhage has a massive population for the area it encompasses unparalleled elsewhere in the world. Its massive economic, colonial, and magical resources are the only things that stave off massive starvation. However, it also creates an unprecedented diversity, innovation and labour base causing a contradictory dichotomy of prosperity and poverty.

Notable NPCs

Demoriel the Twice-Exiled Seductress, Hidden Despotrix of Castorhage
Her Royal Highness Queen Alice, Monarch of Castorhage
Her Royal Highness Princess Alicia, Heir Apparent
Clovis, Crown Prince of the Capitol
Elaine of Aldwark, Queen's Lady-in-Waiting
His Resplendent Grand Justice Braken, Crown Justice, Master of Courts
His Resplendent Grand Justice Korsk, Crown Justice, Master of Trade
Her Resplendent Grand Justice Ashleia, Crown Justice, Mistress of Commons
His Grace Duke Malice, Captain-General of the City Watch and the Royal Armies
His Grace Duke Taim, Master of the Capitol
Kevel Durmast, Watch Commander
Prester Haft, General of the Royal Army
His Holiness Umbertine IX, Father of the Church of Mother Grace

The Player Characters as Part of the Story

Having a theme to a group of characters can be a great way to commence and find a thread through a campaign. Are the characters all associated with a thieves' guild? Are they all pirates or members of the same holy order?

While theming a group is a powerful way to start a campaign, restrictive themes can soon become tiresome, so whilst using these themes, try to vary them. Perhaps one group of characters is indeed part of a holy order, but even such an order has its more dubious associates. Isn't it true that even the best and most spotless law enforcers must associate with and occasionally (or perhaps often) deal with more dubious characters? Such a party could easily be made up of clerics of the order, supported by fighters who though initially allied to the order could be disillusioned with it or have a more selfish, profit-driven motivation for their alliance with a powerful religion. A rogue could easily be "persuaded" to join the order to assist in the more dubious of activities when nimble hands and a head for heights is crucial.

Having limitations of race is occasionally interesting, and an all-gnome or dwarf party can make for an interesting campaign, but players often play their characters for a long time — sometimes many years — so be sure *all* your players are happy with this option before you consider it.

Below are two potential options for themed character groups and how they may be involved and evolve in your campaign.

The Shadow of Freedom

Vile politicians, twisted royalty, and greedy thugs rule the city. Against this backdrop there is a movement taking form — the Shadow of Freedom. Word spreads amongst the underclasses, and charismatic locals are sought to further the group's ends. This group doesn't want anarchy - they want freedom. Working-class heroes, any class could feasibly be represented here, and rogues, fighters, and rangers could join forces with clerics, wizards, and a multitude of races. The binding arc for this party is to strike at the ruling classes in their corruption and unmask them. Adventures in this theme focus upon unmasking cruel overseers who use slaves and undead to work mills, revealing secret cults hidden within the aristocracy, and stopping the filthy trade of golem-making.

The characters face the entire weight of the law in this campaign, which sees them as fugitives operating in the underclasses, and yet they are glorified as heroes by the working folk who do all they can to help the legendary Shadows.

The Guild and Demelza

This party is more ambiguous and operates from a thieves' guild. This guild could be a group of swarthy but kind-hearted Dickensian rogues or a bunch of street thugs who use brutality to achieve their ends: wealth and power. The power they seek is an object, a mask that grants incredible charisma and arcane power to whoever wears it. Sadly, the wrong person has it, a young witch by the name of Demelza (CN female high elf **witch**). As the campaign arc begins, her actions within the Great Coven, which is threatening to burst apart, are but small ripples in the great pool of the city.

The binding theme here is greed and power; the characters face the wrath of the law and rival gangs as they seek to establish their own patch of the city — perhaps even their own guild eventually. Adventures focus on daring heists, dashing rooftop chases from sadistic guards, and working in a city district to establish a base of operations. As the campaign begins to take on more of a structure, the characters learn that Demelza's cohorts are thriving right under their own feet in the Underneath. She has fled from her own kind and has entered the bowels of the city to regroup.

The Great Coven cares nothing about who gets in the way, and the locals are suddenly frozen with terror as night visitors and other *things* cavort across the rooftops. Unfortunately, the characters are caught between the two factions, and whatever action they take is construed by the other as treachery. As Demelza becomes more desperate, she dabbles with darker and more powerful devils, and soon these too are at large in the character's patch. More powerful aspects of all the different groups are brought together for a final confrontation in the vast spaces below the city.

The Characters as the Whole Story

Another option is to modify the character's background to be something extraordinary. In this way, a group of characters may become the focus of the campaign. This option lends a very strong connection between the characters and the setting. It may, however, require the GM to flesh out the adventures accordingly, or modify published adventures with his own theme. In taking this approach, it is vital to raise questions at each turn, justify why events are happening, and seek answers.

Following are two sample quirks from ***The Blight Player's Handbook*** used as examples for this process:

Noble's Bastard. Far from being just any noble, it is a highborn priest who has fathered the character. The character is the bastard offspring of Justice, the **Lord Alfor Quent, Master of Humours**. The characters are brought together for some collective reason, perhaps to aid the unwanted father or to thwart him. How do events proceed from here? Does the Justice know of the characters and judge them irrelevant or crucial? Do the Justice's enemies know of the characters and consider them valuable tools for future plots? Does the character hate the Justice, having been brought up as an orphan?

Child of a Famous Beauty. Famous beauty the character's parent may be, but looks are only skin deep. The character is a child not of one beauty, but many, a cult of witches that were each burned at the stake long ago. Now the characters have been brought together for some reason. In truth, the witches' child has already infected his friends — the other characters — with his arcane sickness, and their fates are now intertwined.

The cult mothers sold the souls of their children to the Devil, whose cohorts come collecting on the first child's name day. The first child is an NPC who brings her kin together to fight back against the Devil. She tells the characters that they must stick together or risk a fate worse than death, but soon after the campaign begins she vanishes, and soon the Devil's cohorts begin to appear.

You can modify these quirks to certain characters , or all of them as you wish, giving the characters a ready-made focus and enemy at the start of things to hang your campaign on or to add to existing adventures to give them a personal touch. characters of different races and ages present different challenges, but having the group begin as friends or subjects of a particular NPC is always a good starting point.

Castes

Caste is about birth and breeding, and it's something that a clever person can easily use to her advantage. How you play this option depends on how much you wish to make of caste issues. Some find them abhorrent, and prefer to play with them out of the way. That's fine. Just have it playing along in the background: royalty looks down on upper caste, who look down on middle caste, who frown on low caste.

If you wish to make a simple rule, then the gap between each caste is reflected in a penalty for social interaction — that is Deception, Intimidation, and Persuasion checks. The penalty for each separation of caste is 2, so a common man trying to persuade an upper-class banker does so at DC +4, simply because the banker mistrusts him, and vice versa.

A character can fake higher caste simply by use of Deception, the check is made at DC +2 for the first separation, and DC +4 for the next. A member of the royal family covertly trying to join the lower caste anarchist group does so at DC +4. As GM, you may wish to play up stressful situations: for example, a character trying to talk round a princess at a dinner party.

Caste may be a good way to enhance role-playing situations, but it may also not be your cup of tea. As ever, use it or not as you wish.

Real Places with Blight Flavour

Though the Blight is a fiction, a sheer folly of the improbable, its roots run deep in the real world. I can't help but picture those places from which her inspiration has been drawn when I crack open the pages or dust off the keyboard to revisit the old girl. The main places I always have at the back of my mind when delving into the Blight are Fes in Morocco — one of the few true medieval cities left in the world — and, of course, London. Venice, York and Cambridge all also lurk somewhere in the streets of the city-state as well.

Fes is a meandering confusion of alleys and footpaths, steep narrow streets, and the resonance of human work. The call to prayers is something to be experienced as they echo across the city.

It would be churlish to deny that there is a lot of London in the Blight; many names and inspirations are from the city, twisted and spat down on this setting for your amusement. Peter Ackroyd's incredible *London: The Biography* is the best book I've ever read about the capital and is a goldmine of great ideas.

The bottom line with this and many other fantasy settings is that power rules. If the characters get caught in the Royal Palace and end up before Alicia — the little queen — and she yells, "Off with their heads!" then unless the characters escape, and escape quickly, they've had it. That is not to say, however, that a lord ordering a serf to chop his hand off expects him to do so. Making an enemy of a sir or lord may bring the characters trouble in a different way, however; he's likely to have plenty of powerful friends, plenty of money, and plenty of influence. Perhaps he's friends with the local Watch Captain, and can ensure that the characters are harassed or followed, or his house is better guarded.

The Caste Levels of Castorhage

Royal
Upper Class
Middle Class
Lowfolk
Invisibles
Lowest of the Low

Caste Characteristics

For those who really wish to immerse their campaigns into the injustice of caste and class, here are some characteristics you may wish to make available to characters. Only one caste characteristic may be chosen per characters, and that choice is made when a character is created.

Each caste characteristic is associated with one or two specific castes and can be taken only by those of the proper caste. The feat is physically manifested in the body of the individual as much as in his actions, so presence of the characteristic is obvious to any native Castorhager unless hidden by Deception checks as detailed above. As etiquette is so richly bound with grace and breeding in the Blight, so caste is also accent, education, and demeanour. Therefore, simple spells such as *alter self* still require a Charisma (Deception) check to pull off the charade when speaking as one from a different caste.

Note to the GM: These are intended for immersion. If they do not fit with your game then definitely ignore them, tweak them, or alter them however works best for you and your players.

Labouring Caste (Lowfolk or Invisibles)

You have broad shoulders and a harsh, coarse appearance.

Benefit: You can apply your proficiency bonus to all Deception,

Intimidation, and Persuasion checks within your caste, regardless if proficient in the skill or not. You have exceptional Strength from working as a labourer all your life. You are proficient in Strength Athletics.

Special: When operating outside your caste, the DC of Deception, Intimidation and Persuasion checks increases by 2 for each level of caste separation.

Gable Caste (Lowfolk or Invisibles)

You have long, clever fingers and slightly longer arms, and your head has a slight upward tilt to its deportment.

Benefit: You can apply your proficiency bonus to all Deception, Intimidation, and Persuasion checks within your caste, regardless if proficient in the skill or not. You are incredibly dextrous and can gain proficiency in Sleight of Hand.

Special: When operating outside your caste, the DC of Deception, Intimidation and Persuasion checks increases by 2 for each level of caste separation.

Sailing Caste (Lowfolk)

You bear the tanned weatherworn skin of your caste and strong, broad hands.

Benefit: You can apply your proficiency bonus to all Deception, Intimidation, and Persuasion checks within your caste, regardless if proficient in the skill or not. You have spent your life on the water and know the ins and outs of sailing. You are proficient in Vehicles (water).

Special: When operating outside your caste, the DC of Deception, Intimidation and Persuasion checks increases by 2 for each level of caste separation.

Expert Caste (Middle Class)

You have the quick wits and intense concentration of the Middle Class but bear the worry lines and bags under your eyes of one always beset by the worries and weight of an unforgiving world.

Benefit: You can apply your proficiency bonus to all Deception, Intimidation, and Persuasion checks within your caste, regardless if proficient in the skill or not. You are always alert and aware of your surroundings, taking notice of anything out of the ordinary. You are proficient in Perception.

Special: When operating outside your caste, the DC of Deception, Intimidation and Persuasion checks increases by 2 for each level of caste separation.

Educated Caste (Royal, Upper Class, or Middle Class)

You have the highbrow and piercing stare of an educated person.

Benefit: You can apply your proficiency bonus to all Deception, Intimidation, and Persuasion checks within your caste, regardless if proficient in the skill or not. You are proficient in either History or Religion (pick one).**Special:** When operating outside your caste, the DC of Deception, Intimidation and Persuasion checks increases by 2 for each level of caste separation.

Caste Locations

These are the general castes of parts of the city. Use them as a rule of thumb but bear in mind that traders abound in the Capitol, and Royals are sometimes seen in Toiltown.

Royal: Capitol
Upper Class: BookTown, Capitol, Hollow and Broken Hills, the Sinks
Middle Class: Artists' Quarter, the Barnacles, Town Bridge
Lowfolk: Festival, Jumble, Toiltown, Underneath
Invisibles: Festival, Toiltown
Lowest of the Low: Festival, Toiltown

Duels

Duels are common in the Blight amongst all classes and castes, and are a good way to settle matters without them getting messy. They are a commonplace way to resolve issues that are likely to otherwise result in a

The Honourable Guild of Duelling Referees

This august body, of course, does not exist in the city. However, a successful DC 20 Intelligence (Investigation) check always avails one of a local member of the unspoken guild. These Referees ensure fair play and that honour is satisfied and operate on a strictly controlled hierarchical wage system. A Referee for a Duel to First costs the participants 50 gp; a Duel to Second costs 100 gp; a Duel to Third costs 200 gp; and a Duel to Fourth costs 300 gp. Not using a Referee may raise awkward questions afterward: If the duellists had nothing to hide, and if the winner was "so honourable" and didn't need to cheat, why wasn't there a Referee? It is considered gentlemanly, for the challenger to pay for the Referee, but this is not always the case, and for those of lower castes, there are always folk nearby who might act as an arbiter in a tight spot or, if not, a baying crowd who otherwise suffice.

protracted campaign and, ultimately, death. They can also be very exciting to role-play.

Duels are illegal (but then, theoretically, so is murder) but follow a very strict set of guidelines. Duels are to "First" (the first wound to a participant ends the duel), "Second" (where the loss of 75% of hit points ends the duel), "Third" (where the fight goes on until one person is brought down to 0 hit points), or "Fourth" (to the death, where the character that drops to 0 hit points is killed outright by the other duellist). Duels are always fought on neutral ground, and weapons are either melee or ranged. Sometimes magical duels are fought.

Seconds are used to act as assistants to the duellists, and sometimes (particularly in Third or Fourth duels) it may be agreed that seconds also participate. All duels require the services of a Referee.

Many Duels to First and Second are accompanied by a wager — often a considerably large wager — that the loser hands over the sum without complaint. Cheating, reneging on a wager, or other such despicable acts soon lead to an establishment of a reputation, and there are some duellist clubs and guilds — most notably the Royal Duellists — who seek out cheats and duel them … or simply murder them.

Those who play fairly and honour the traditional rules of duelling are respected, even by their enemies.

Enemies

Great enemies make a great campaign. A recurring villain can generate stronger feelings than the toughest monster, and having someone who can outsmart the characters from time to time is a good way of levelling the playing field of your campaign. However, recurring villains come with some warnings: Don't overdo them, and don't make them omnipotent, omniscient, or omnipresent. Base your villain on logic, bound by the same rules your characters have, and they'll work fine. A good recurring villain should have a way out, but one based on sound game sense. A *potion of gaseous form* or a *scroll of fly* are both good methods to use, but hold your master villain to the same rules the characters have and be prepared for your characters coming after her. The predictable garbage truck pulling out of a side alley at the last minute to unintentionally block a pursuit should be reserved for only your worst game sessions. Ergo, always be prepared that the villain may be caught or killed.

In the same way that a master villain makes a great addition to some campaigns, so do more mundane enemies. Enemies great and small — from individuals to guilds, cults and monsters — bring another dimension to play. However, they come at a cost: more work for you as the GM.

Enemies have actions, lives, lairs, and probably friends and enemies of their own, and you must decide early on how much work you're prepared to do. A simple basic villain such as a cult is an easy way to start. As the characters kill the cultists other more powerful cult leaders hear about it and try to eradicate the characters. Eventually, clues lead to a showdown and a good campaign ending. A more complex issue would be a group of Anarchists; the relationships within that group are complex, and perhaps some allies are also partly enemies. The characters could even side with their enemies temporarily to attack a greater mutual foe, although can anyone be trusted in such a complex situation?

Optional Rule: Enemies as a Penalty

Just as Part 3 introduced the idea of friends of the characters as part of their creation process, the Blight also offers the possibility of introducing enemies into their lives and the idea of enemies as a penalty. In a thriving vibrant place like a city, there is generally no cause without effect: You almost always reap what you sow.

You may wish to allocate enemies to characters at the start of their careers, in the same way that they come into the story with friends. Bear in mind the relative strengths and importance of starting-level characters when deciding their enemies, and again don't just think of individuals alone. Perhaps the character is part of a family that wronged an NPC, or maybe what he stands for and whom he works for are abhorrent to an NPC who was once a friend.

You might occasionally wish for such an enemy to be incredibly powerful, however. Starting off a campaign being hated by **Duke Taim** makes for an interesting twist to any campaign. Taim is not omnipotent but has tough friends, and an adventure starting with a group of constables kicking in the characters' door to arrest them for heresy could provide some lively play. However, it requires additional work on your part to either explain why Duke Taim doesn't continually pursue the characters once they escape or explain how the characters are repeatedly able to avoid his efforts.

Another, less front-heavy option is to never throw away a good villain. If the characters defeat a villain on an adventure but don't make sure that he's dead, it's very easy to again use that same villain (now with a revenge motive against the characters). Likewise, even if they are more thorough in their administrations against said villain, perhaps she has some well-connected friends of her own who might spring to have her raised or perhaps saved at the very brink of death only to be transformed into an *alchymic-undying*†. In a place like the Blight, the options for a long-term villain reappearing from a past adventure are almost limitless. And as the characters advance in level, power, and influence, a good villain should do the same with the expansive resources and alliances to be found in the city.

For instance, if during an adventure the characters kill Rammen the wererat cultist, unless they take precautions to keep his death secret, his sister Campion hears about it 1d4 days later. **Campion** (a.k.a. the Mistress of the Ashen Lantern) (NE female human wererat **burglar**) is part of the Cult of the Elder One, and commands followers, most of whom are wererat rogue/clerics. Campion loved her brother and immediately becomes an enemy of everyone who took part in the raid that ended in his death. Based in Festival, her lair is a festering vat of filth filled with her victims. Campion begins her enmity by stalking individual characters, finding their homes and preparing to attack the ones who live alone.

And of course, all of this plays out as the backdrop to whatever new adventure the characters happen to be undertaking.

Fads of the Blight

"It is always by way of pain one arrives at pleasure."

Fashions shift almost daily within the chic circles of the Blight, and one day's fad is tomorrow's cast off. The most current fads are listed below, although they can change as quickly as the wind.

Art as Cruelty/Cruelty as Art

The Surrealists Club delights in using pain as art, and whilst some of these groups are little more than sadomasochists, others are much more sinister. The use of flesh for art is unsettlingly common in the Blight, and is fast attaining a cult following. The creation of art from broken, living flesh is something that has coincided with the rise of the Cult of N'gathau within the city, who are able to keep victims alive whilst lacerating and filleting them. A scattering of notable groups, including the revolting Panacea, have risen in recent times to indulge in this travesty.

Of course, there are always those who imitate art, and the rise in sadistic serial killings involving the lacerating of flesh has soared recently.

Goblin Pets and Awakened Animals

The latest fashionable accessories to be seen with — goblin pets and awakened animals (almost always dressed in imitation of humans) — are seen frequently in the Blight and command a high price. Kept on a chain and regarded with some amusement, the creature has learnt that if it behaves to amuse, it is not hurt. Awakened animals learn very quickly, and some have surmised that every single cat in the Blight is awakened. Goblins tend to be

slower to learn but are no less comedic in the eyes of the elite as they make their ineffectual attempts to resist or win their freedom.

A good goblin pet or awakened animal able to perform tricks fetches at least 200 gp; those who do more astounding things fetch even higher prices. The *Garbled Poet*, a goblin that quotes poetry, was recently the subject of a 2,000 gp bid from a collector; a bid refused by its current owner.

The whispered idea that these goblins somehow steal out of their homes at night and meet below the streets of the city has been roundly ridiculed by all parties, but it's only a matter of time before the truth of the situation comes to light in a most disagreeable spectacle.

Macabre Fashions

Aristocrats get bored very quickly and require the very latest indulgences and fashions, partaking in an almost frenzied desire to be seen in the right places by the right people wearing the right clothes. A macabre fashion has grown recently that is accentuated by the wearing of undead objects as clothing or accessories. Animated insects are the usual choice, but unliving stoles are also seen as de-rigour amongst the higher families. A small selection of such objects follows.

Item	Cost
Earrings, unliving, undead moths set on silver hasps	60 gp
Stole fox fur, composed of torpid, undead fox	400 gp
Cape, ghoul-flesh	200 gp
Gown, wedding, egret feathers accented by carved monkey-bone swans	400 gp
Scarf, human hair	5 gp

Clubs, Guilds, Cults and Gangs

Making a foe of an individual can be dangerous; cunning or powerful individuals may stalk and attack characters when they are at their most vulnerable or hire assassins and other killers to do so on their behalf. Far more dangerous, however, are cults, groups, kinsmen, and gangs, for these are likely to have deeper resources and can make multiple attacks upon their enemies.

On the other hand, membership in such groups can make for powerful allies — or perhaps, not-so powerful allies that create more of a hassle than a benefit. Most groups don't necessarily advertise what weaknesses and liabilities they possess while certainly overselling their strengths. In any case, whether friend or foe, the myriad groups that the characters could become associated with provide you with endless opportunities for mayhem, mystery, and even some mirth.

Some cults may also operate as clubs and some guilds may operate as gangs or — as in the case of The Guild — be composed of many, many different gangs. You should typically determine whether a group stands opposed to a character or as an organisation that a character could potentially want to join and then handle the representation of that group accordingly based on the information provided in this section. For general purposes here, cults and gangs (and the Great Houses — see below) are presented as adversarial groups and clubs and guilds as organisations that might be something the characters would be interested in gaining membership.

Clubs

Unlike guilds, clubs are relatively easy to join, rise within, and leave. These organizations all have a prerequisite to join, a membership benefit, sometimes (but not always) a special feature, and with the addition of an advancement protocol. Unless otherwise noted (or as in the case of some secret clubs), an individual may not be a member of more than one club at a time. While a member in good standing, the character gains all the benefits of club membership, but these are lost as soon as that membership dissolves. However, at that point the individual is free to begin membership with a new club. Many clubs require an annual fee. If that fee is not paid, the member is placed on probation and no longer gains the benefits of the club (though any special penalties still apply). The individual can come off probation simply by paying any overdue membership fees and become a member in good standing again with all the normal benefits.

There are thousands of different clubs within the City-State of Castorhage — some enormous and influential, some small and virtually unknown. A few sample clubs are provided below to use or to serve as a template for other clubs that you may wish to introduce to your campaign.

Amateur Mendicants (Club)

A group of deluded aristocrats, wealthy individuals, and the curious who wander the streets dressed as beggars.

Prerequisite: Seeking out a member of the Mendicants is not easy, unless assigned as a reward or occurring as an encounter, it requires a DC 20 Intelligence (Investigation) check with one attempt allowed per month. On a successful check, a DC 23 Charisma (Deception or Persuasion) check is then required to convince members to allow another to join their group. Other methods of entry are at your discretion. For example, someone who spends months dressed as a beggar at a place known to be frequented by members of the mendicants may impress them sufficiently to approach that individual.

Benefit: The Mendicants have an incredible network of spies and knowledge of the city. Twice per month, a member can ask a question of her fellows and gain the ability to make an immediate Investigation check with advantage and as if they have expertise in the skill (apply 2x proficiency bonus).

Special: A member must spend at least one day out of each week dressed as a beggar and living on the streets of the city. This is a risky

endeavour, however, and all members face one random encounter per month (as determined by the GM) that starts out as hostile.

Advancement: Roll 1d20 once per month for an opening. On a 20, a position of local Mendicant Clerk for a district opens up. This position earns 100 gp per year and allows the Clerk to request information as above once per week rather than twice per month. In addition, while researching her own district, she can make such checks daily.

Arcanum Infernus (Club)

A small group of like-minded people who find death fascinating.

Prerequisites: Ability to cast necromancy spells. Initiation is by invitation only - a character can make one attempt per month at a cost of 100 gp to bribe and try to impress members. It requires a successful DC 17 Intelligence (Arcana) check to be invited. If invited, there is a one-time fee of 250 gp for a lifetime membership.

Benefit: A member can access the Infernus Library at will, which contains all necromancy spells up to 4th level. Members using the library in relation to research of necromancy spells or magic items do so advantage to their Arcana checks and as if they have expertise in the skill (apply 2x proficiency bonus)..

Special: Unpopular: Club members are often targeted by religious orders determined to remove their stain from society. In encounters with some good or lawful aligned religious orders or churches, members have disadvantage on all Charisma-based checks.

Advancement: Members that show proficiency in Arcana, History, and Religion are offered access into the Inner Quorum. For a one-time fee of 1,000 gp they gain access to all necromancy spells up to 5th level. Those who have proved themselves worthy (usually through a quest or a difficult task) and who are part of the Inner Quorum are automatically appointed to the Inner Council, where they have access to the whole library of all known necromancy spells up to 7th level.

Brothers of the Gables (Club)

Climbers, explorers, and daredevils, the Brothers of the Gables delight in finding the highest buildings to climb, and reaching the most remote parts of the rooftops of the city. Many gablemaesters are members of this club.

Prerequisites: A petitioner to join must climb a prominent building within the city requiring a DC 15 Strength (Athletics) check of at least 150 feet without ropes or other aids. The petitioner's Athletics check result is then removed from the Persuasion or Deception check required by the petitioner after the successful climbing feat to impress the membership. This follow-up check has a base DC 25, which is reduced as described above.

Benefits: Membership opens doors to other routes, methods, and ways up famous buildings, as well as knowledge of those places. Intelligence checks by members regarding any tall building or high part of the city such as the Jumble or the Capitol are made with their proficiency bonus applied and with advantage.**Advancement**: A member can attempt one qualifying climb (whether successful or not) per month as under Prerequisites above but with a minimum height of 200 feet. If successful she can attempt to increase her standing in the brotherhood by making an immediate DC 20 Charisma (Deception or Persuasion) check after making the attempt (not modified by the success of the Athletics check). Success on this check indicates acceptance into an inner circle where further techniques of climbing buildings are shared, allowing them to apply double their proficiency bonus on Athletics checks when climbing.Fame or Infamy: There are those in the club who seek out multiple climbs of astonishing danger. A member making a climb with a minimum of a DC 25 Strength (Athletics) check becomes famous as does anyone climbing a building that is particularly legendary at the GM's discretion (such as the outside of the Great Royal Cathedral [**C9**]). Such famous members make all Charisma (Persuasion or Deception) checks with advantage anywhere in the city where they announce their fame.

Hedonists (Club)

Carousers and gluttons, the Hedonists are a loose affiliation of those who like the finer things in life and indulge in them heartily.

Prerequisites: Various arms of the group are seen in the rowdier or more fashionable holes of gluttony and excess in the city. One needs simply appear at one, and spend money trying to impress would-be peers. Once per week a petitioner can spend 200 gp, and make an immediate DC 20 Charisma (Deception or Persuasion) check to gain membership. *Swyne*† can add their proficiency bonus to this check. Membership requires the spending of 100 gp per month minimum, but for each 50gp spent in excess, the DC of the Investigation check mentioned in the Benefits section is reduced by 1, to a maximum of 3.

Benefits: Once per week a member can ask a fellow Hedonist to spend the day making an Investigation check to gather information on their behalf. This check uses the requesting member's Investigation skill modifier but with their proficiency and any added reduction to the DC as mentioned above. to the check. A Hedonist also has access to money since so many *swyne* loan sharks are members. Loans of up to 500 gp are always available, subject to a 7-day term of repayment at 10% interest. If not paid within the specified time, the weekly interest rate doubles. If a member defaults on a loan for 4 weeks in a row, she is kicked out of the club and hired thugs are likely to come knocking looking for the money (GM's discretion). Only one loan may be taken out at a time.

Special: Each month, a Hedonist faces a random, hostile city encounter.

Advancement: Roll 1d20 once per month for an opening. On an 18–20, the position of Honoured Glutton opens up after another member dies. The position costs 100 gp per month, but allows access to a twice-weekly request of the Investigation check above and up to 2,500 gp can be borrowed as a loan. Honoured Gluttons can make a check once a month to see if the position of Hoglord becomes available. On a 20, the position is available; it costs 250 gp per month but grants legal access to the Capitol and the Sanctuary as an "honourary noble." Loans of up to 10,000 gp are available to Hoglords.

Physiciana Insectum (Club)

The Physiciana experiment with compounds and breeding techniques for standard *insectum*† to try to enhance their effects.

Prerequisites: Proficiency in Medicine and Nature. Fees are 100 gp per year.

Benefits: The member is able to purchase *insectum* at 80% of normal price and once per week, can purchase a specially enhanced version of any *insectum*, at a 50% increase in cost that has either no associated penalty or double the duration (buyer's choice).

Advancement: Members with a +5 or greater modifier to both the Medicine and Nature skills learn to enhance *insectum* themselves, enabling her to produce the variant *insectum* above with only a 25% increase in cost. Members with a +8 or greater modifier in both skills always create enhanced insectum when they breed it (limited to once per week).

School of Hard Knocks (Club)

A group of duellers who enjoy wrestling, a boxing match, baiting, and generally watching or participating in melees for pleasure. They are based within various establishments across the city and are profligate.

Prerequisites: Two levels in a martial class (barbarian, fighter, monk, paladin, ranger, rogue). Fees for carousing and instruction by experts and oddsmakers are 250 gp per year.

Benefits: Once per month a member can place a wager on a match with advance knowledge. Matches have odds of 20:1, 12:1, 10:1, 8:1, 6:1, or 4:1 (member's choice). Members can reduce the odds of this match by one die category (20:1 becomes a d12, 12:1 becomes a d10, 10:1 becomes a d8, 8:1 becomes a d6, 6:1 becomes a d4, and 4:1 becomes a d3). On a roll of 1 on the appropriate die the member is a winner and the pay-out is at the original odds (not the adjusted odds received by the member). The maximum bet a member can make on one of these matches is 50 gp.

Special: Because of their penchant for winning long odds and taking other people's money, club members face at least one random, hostile city encounter once per month.

Advancement: Roll 1d20 once per month for an opening. On a natural 20, the position of Club Secretary opens up with a one-time cost of 1,000 gp in addition to the standard 250 gp per year club fees. Secretaries have

access to better tips and can wager once a month as above but either with a reduction in odds by two die categories (d3 minimum) or with a cap of 100 gp instead of 50 gp. In the latter option, the Secretary can split the bet over two bets of 50 gp if she so chooses.

Club Secretaries can check each month to see if the post of District Secretary turns up (also on a roll of 20), which has a one-time cost of 2,500 gp on top of the 250 gp annual fees. District Secretaries get even better tips and each month can choose to either reduce the odds against them by two die categories *and* have a 100-gp monthly cap (divisible into 2 bets if she chooses) or instead have a 200-gp monthly cap which is divisible by up to 4 50-gp bets). District Secretaries oversee admission of new members.

Warreners Club (Club)

The Warreners Club are amateur explorers of the Underneath. They meet up to talk and discuss and swap information about subterranean places and enthuse about all matters below. Many are also members of the Royal Underneath Society.

Prerequisites: Proficiency in Nature and Survival. One attempt may be made each week to locate a member of the club, and doing so requires a successful DC 20 Intelligence (Investigation) check. Membership in the club is free, but the member must pay 25 gp per year in social dues.

Benefits: Exposure to experts on the Underneath and Great Dark benefits members of the club by offering insight and important information about these areas. Because of this, members are considered proficient when making Nature or Survival checks that are specific to the Underneath and the Great Dark and they are in the company of at least one other member of the Warreners. This limitation on accessibility can be modified at the GM's discretion based on any means of remote communication by spell or magic item that a member may possess.

Special: Creatures whose environment includes underground terrain instinctively know a Warrener when encountered. These creatures are usually hostile to the Warrener.

Advancement: Warreners with +5 or greater modifier to both the Nature and Survival skills are invited into the inner circle of select members known as the Descent and can access the club library and museum. Members of the Descent using the museum and library as a research tool related to subterranean matters have advantage on related skill checks. Descent members are expected to pay 100 gp per year in upkeep for the library, as well as the social dues, but can invite other members into the club as they wish providing they meet the necessary prerequisites.

Guilds

While clubs can be difficult to enter but easy to leave, one is a member of a guild for life. They are an altogether more serious path, and while bound by the one crucial rule — financial — they are in general a closer-knit group. Just as there are thousands of clubs within the Blight, there are many hundreds of guilds ranging in size from large and mighty to small and virtually insignificant. Also, as with clubs, an individual can generally be a member of only one guild (though leaving them tends to be much more difficult and, after doing so, gaining membership to another virtually impossible).

Because of the detailed nature of guilds and the sheer number of them throughout the city, only two sample guilds are given below (and even they are related). A list of many of the guilds within the city is provided in **The Blight Campaign Guide**, but even it is not exhaustive. Rather than list them all, this sample should serve to provide you with the means to construct any sort of guild to suit your campaign.

In addition to the normal means of gaining renown (within a guild or organization, you can also award renown to guild member characters as rewards or for characters who achieve personal goals related to matters pertaining to the guild. More information on this can be found in the Personal Goals section later in this chapter.

The Castorhage Arcane Society

Wizards and other arcane spellcasters who seek to advance within the Blight often find that their somewhat despised craft brands them (unless they are Upper Class and therefore entitled). By gathering together, and seeking to further their collective aims as scholars, the Castorhage Arcane Society has grown in strength and influence. Guild members are marked with a secret and permanent arcane tattoo (not unlike a typical guild tattoo, but one infused with arcane energy), that shifts and changes, including growing in size as new ranks are achieved within the guild. Any other member of the guild automatically recognises the tattoo if she sees it, and is better disposed to her fellow member, granting advantage to all Charisma (Persuasion) checks made by her fellow scholar.

Leader

Artemi Nightshade (LE male human **archmage**) serves as the Grand Cabalist of the Castorhage Arcane Society. As a scion of that Great House (see below), Artemi commands both a great deal of wealth and a great deal of political influence. He has learned that to best serve the Society (as well as to line his own pockets without interference) it is better to remain apolitical in the constant tug-of-war for power between these houses and the Royal Family. He is neither an ally nor an enemy of any, though he certainly tends to favour Nightshade agendas if they are not at odds with his goals for the Society. His greatest fear is that Ticcia Borxia (CE female human **archmage**), the recent Master Cabalist (ranking member of the circle of 12 senior members, the Cabal, just below the Grand Cabalist), is not so neutral toward her own family name as she claims and secretly plots to suborn the Society itself and eliminate Artemi in the process. His suspicion is not incorrect.

Headquarters

The headquarters of the Castorhage Arcane Society is a secret known only to its members. The Society meets in one of the Inner Libraries at the Great Library of BookTown (**B8**). Master Temmil, the Curator, prepares the necessary rooms at times when the Society is meeting and lets members into the locked building when such meetings are held after hours. Temmil is not a member of the Society, but he is a respected supporter of it.

Joining

Membership of the guild is sponsored by an existing member in good standing and largely dictated by character wealth. Individuals seeking the friendship (and sponsorship) of a member must first locate one with a successful DC 10 Intelligence (Investigation) check. Once located, the petitioner can attempt a DC 20 Charisma (Deception or Persuasion) check once per month which, if successful, is followed by an immediate DC 15 Intelligence (Arcana) check. Failure of either check results in refusal, although further attempts can be made in following months.

If a character is successful in these checks and wishes to join the Society, she must demonstrate the ability to cast arcane spells of at least 1st level and must then pay a one-time 100-gp membership fee. Once this has been done, the individual receives the guild's arcane mark and is inducted at the rank of Apprentice of the Society.

Special Note: Because the Society is open to all arcane spellcasters with the financial means to join, it is one of the few groups that doesn't mind if its members are also members in other guilds as well.

Gaining Renown with the Society

Gaining renown in the Society is always a matter of buying it. It takes the form of increased fees paid to the Society to gain greater access to rank and resources. Society rank is determined by Total Renown (TR) and the benefits of the Society are likewise defined by these ranks. The various ranks of the Society and the one-time monetary cost to achieve them is listed below. It is not possible to move up in the Society more than one rank per month unless some extraordinary circumstance dictates otherwise (as determined by the GM).

TR	Society Rank	Cost
1	Apprentice of the Society	100 gp
2	Minor Scholar	200 gp
3	Lesser Scholar	400 gp

TR	Society Rank	Cost
4	Arcane Caster	600 gp
5	Arcane Scholar	800 gp
6	Maester	1,000 gp
7	Spellbinder	1,200 gp
8	Maester Scholar	1,500 gp
9	Arcane Maester	1,800 gp
10	Cabalist*	2,100 gp

* After achieving the rank of Cabalist, every additional payment of 3,000 gp earns 1 additional TR, but does not provide an increase in rank. The TR above 10 can be used as "good will" when it is time to select a new Grand Cabalist.

If a member's TR is ever reduced to 0, they are no longer a member in good standing and no longer gain any benefits of membership. All encounters with Society members are with disadvantage on Charisma-based skill checks. It is up to the GM whether a member can buy her way back into good standing or not, depending on what caused it to be lost in the first place.

Resources

In any hostile city encounter, a Society member who reveals herself as such had advantage on Charisma checks to adjust the attitudes of the belligerents. If the attitudes are adjusted to at least indifferent and the Society member does nothing to further provoke the other parties, then she will be allowed to leave the encounter unmolested.

It is known within the Society and without that some unscrupulous casters when confronted with hostilities may claim to be members of the Society even when that is not actually the case. The Society combats this by actively policing those who make such claims to weed out the pretenders. In any city encounter where membership in the society is claimed and it succeeds in defusing the situation, there is a base 20% chance that another member of the Society or a thrall of a member is within earshot who will cast *detect magic* to confirm the membership. Society members always recognise the distinctive appearance of one of their tattoos using *detect magic*. If the person claiming membership proves to be false, the Society member will immediately call them out on it and demand their surrender for Society judgment. Whether an actual fight ensues depends on the relative strengths and confidence of the member making the accusation. In any case, such a perpetrator is marked for further investigation by the Society.

The public is aware of the Society's work in weeding out imposters and is generally amiable if not exactly helpful to such endeavours. However, if the claim of being a member of the Society does not diffuse the hostility in a situation, any Society members nearby will not intervene, preferring to avoid notice themselves in such dangerous surroundings.

In addition to this general protective reputation provided by the Society, membership also provides other benefits based on the member's Total Renown (TR).

1 TR: Able to purchase arcane scrolls from the Society of up to caster level 4 with no limit on the number available. Gain advantage on Arcana checks related to one school of magic (your choice). Gain access to the network of procurement specialists employed by the Society. These specialists provide access to magic items (common through rare quality), and materials that are not available through most other purveyors in the region.

2 TR: Gain a basic arcane research assistant capable of doing research for you during downtime. Your assistant also reduces the amount of time it requires to research and craft new spells (limited to 5th level spells and below) or magic items (of common quality) by 10%.

3 TR: Able to purchase arcane scrolls from the Society of up to caster level 6 with no limit on the number available. The cost of obtaining magic items and materials for creation of new magic items and spells is 10% less when purchased through the guild procurement system.

4 TR: Your arcane assistant is now an intermediate arcane research assistant capable of doing research for you during downtime. Your assistant also reduces the amount of time it requires to research and craft new spells (6th level and below) or magic items (common, uncommon quality) by 20%.

5 TR: Able to purchase arcane scrolls from the Society of up to caster level 7 with no limit on the number available. The cost of obtaining magic items and materials for creation of new magic items and spells is 20% less when purchased through the guild procurement system.

6 TR: Your arcane assistant is now an advanced arcane research assistant capable of doing research for you during downtime. Your assistant also reduces the amount of time it requires to research and craft new spells (7th level and below) or magic items (common, uncommon, rare quality) by 30%.

7 TR: Able to purchase arcane scrolls from the Society of up to caster level 8 with no limit on the number available. The cost of obtaining magic items and materials for creation of new magic items and spells is 30% less when purchased through the guild procurement system.

8 TR: Your arcane assistant is now an expert arcane research assistant capable of doing research for you during downtime. Your assistant also reduces the amount of time it requires to research and craft new spells (8th level and below) or magic items (common, uncommon, rare, very rare quality) by up to 40% (GM discretion, especially with very rare).

9 TR: Able to purchase arcane scrolls from the Society of up to caster level 9 with no limit on the number available. The cost of obtaining magic items and materials for creation of new magic items and spells is 40% less when purchased through the guild procurement system.

10 TR: Your arcane assistant is now a master arcane research assistant capable of doing research for you during downtime. Your assistant also reduces the amount of time it requires to research and craft new spells (9th level and below) or magic items (common, uncommon, rare, very rare quality) by up to 50% (GM discretion, especially with very rare and legendary items). Charisma checks with other members of the Society are always made with advantage. The exception is that if a Deception or Intimidation check is made against a higher-ranking member of the Society, you lose 1 TR.

Master Builders of the Edifice of Royal Engineers, a.k.a. The Royal Arcane Engineers Guild

The secretive guild of Royal Arcane Engineers is the only group allowed on major building projects, especially those in the Capitol. Members have access to new spells, a grand library of the city, and receive a royal stipend. The guild has developed specialised spells that are used to enable buildings to be safely built atop buildings, and although many cannot afford their services, the guild pride themselves that all buildings lashed onto others without their help collapse. Some say sabotage is at play, but guild members laugh at such suggestions, claiming their time is far too valuable to waste on undermining the shoddy work of others. Their guild tattoo displays a plumb bob and trowel over a shield bearing the numbers II, VII, IX, and X.

New Spells of the Royal Arcane Engineers

Arcane Veins

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of quicklime, a pebble, and a splinter of wood)
Duration: see descriptionVeins of arcane power course throughout the touched structure, creating a magical strength and stability to it. The structure becomes sturdier and less susceptible to damage, increasing its AC by 2, its hit points by 10%, and its damage threshold increased by 10%.

This spell has no effect on magical structures or creatures such as constructs.

If cast on a structure, the spell initially effects an area 20 feet by 20 feet in size. This area grows over the course of time, however, at a rate of an additional 20-foot-by-20-foot area per year in the direction as designated at the time of the casting, and continues for a total of 5 years. The effects of the spell can spread beyond the structure it was initially cast upon to adjacent structures if they are physically connected (such as by a wall or bridge).

Additional castings of the spell on the same object or structure have no additional effect, though if cast on a structure larger than the spells area of effect they can be combined for better coverage of that area.

At Higher Levels. When the spell is cast using a spell slot of 4th level or higher, the structure's hit points and damage threshold increase by 10% for each slot level above 3rd.

Greater Arcane Veins

5th-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of quicklime, a pebble, and a splinter of wood)
Duration: see description

This spell functions like arcane veins, except the increase in AC is 4, hit points are increased 20%, and the damage threshold is increased by 20%. Additionally,

At Higher Levels. When the spell is cast using a spell slot of 6th level or higher, the structure's hit points and damage threshold increase by 20% for each slot level above 5th.

Beliefs

Ever since the tragedy of 643 when a portion of the Capitol collapsed from earthquake damage sustained more than a century earlier, it has been evident that some sort of order and oversight was necessary to successfully achieve the architectural balancing act of maximizing upward expansion in the city's limited area while maintaining the structural integrity of the older structures below. The Blight has long been undertaking this in a haphazard, chaotic manner, but the Royal Arcane Engineers' Guild are who set about to make that a reality. By strict adherence to carefully contrived standards of materials and methods (and no small amount of proprietary magical augmentation), the guild has spent the last millennium achieving something that is all but unheard of in the Blight: Where they have been, the guild has managed to create stability.

Goals

The guild knows that the works of other builders in the city are inferior; in fact, most of them are downright dangerous. The guild knows that it lacks the resources and time to oversee all construction within the empire, but that doesn't mean it thinks that it shouldn't. With one project at a time, the guild seeks to project its influence over the construction practices of the city-state. Most citizens who seek to build within the city cannot afford the services of the guild, but the guild believes that they should therefore not build. They do not acknowledge the necessity for building beyond what they are able to accomplish, which makes them completely unrelatable to the common folk and has helped ensure that even after more than a thousand years of presence within the city, they are still no closer to achieving the standardization of architecture that they seek.

Leader

The Royal Arcane Engineers are ably managed under the stern eye of Grand Master Creator Permenya Tundlestoke (LN female dwarf **archmage** (specializing in transmutation)). Permenya, of the Underneath Tundlestokes, followed in the footsteps of her grandfather Sheffer as leader of the guild. She has an intimate knowledge of transmutation magic and its application in the unique building conditions of the Blight but received a very thorough business education as well in her youth. The fortunes of the guild have only improved during the three decades of her tenure so far.

Headquarters

The Edifice of Royal Engineers is said to lie somewhere in the Capitol, though its exact location is unknown. Whether this is a matter of security or because it is constantly being moved (some rumours say due to instabilities in the Capitol's foundations that they are continually forced to shore up to preserve the reputation of their order). Whatever the reason, it is said that a system of secret knocks and passwords at the Great Door (**C1**) results in being escorted to the proper location. Rumours also mention, however, that the wrong password or knocks result in being escorted to a secret oubliette for a stay of indeterminate length.

Joining

Joining the Royal Arcane Engineers requires that a candidate have the ability to cast 3rd-level spells of the transmutation school. The petitioner must then bribe a minor Capitol official with 2,500 gp and then make a successful DC 15 Intelligence (Arcana) check during an interview to successfully identify the techniques for certain relevant spells. Only one attempt at this process can be made per month. Though arcane casters are by far the most common members of the guild, there are divine casters (limited to clerics of lawful religions) that demonstrate sufficient mastery of the requisite transmutation school (through multiclassing or other means allowing them to cast arcane spells) to qualify as well.

The spellcasting ability of the member determines her rank in the organisation. The initial rank within the guild is Royal Arcane Engineer.

Can Cast	Society Rank	Cost
1st-4th level Transmutation Spells	Royal Arcane Engineer	2,500 gp
5th level Transmutation Spells	Arcane Contriver	5,000 gp
6th level Transmutation Spells	Master Creator	10,000 gp
7th level Transmutation Spells	Minor Grand Master Creator	15,000gp

Gaining Renown

Gaining renown with the Royal Arcane Engineers is usually accomplished by securing and completing a prestigious building project. If a project that a member of the guild was involved with is later destroyed through natural or unnatural means, that guild member loses a TR. Likewise, the discovery or development of new spells with application in engineering and building gains renown for the discovering. Finally, 1 TR is gained by a member each time she achieves a new rank within the guild.

Resources

The guild has a vast library of information on building and the building application of the arcane arts that it has amassed for over a thousand years. Members are given access to these materials and other perks based on their TR within the guild.

1 TR: When in the guild library, the DC on Intelligence (Arcana) and Intelligence checks relating to engineering and construction is reduced by 2. The DC on Charisma (Persuasion and Deception) checks dealing with the Royal or Upper Class castes is reduced by 1.**2 TR:** Transcribe any common transmutation spell of 5th level or lower.

3 TR: Purchase an arcane scroll of any common transmutation spell for half price.

4 TR: When in the guild library, the DC on Intelligence (Arcana) and Intelligence checks relating to engineering and construction is reduced by 3. The DC on Charisma (Persuasion and Deception) checks dealing with the Royal or Upper Class castes is reduced by 2.

5 TR: Gain access to study and learn the spell *arcane veins* (see sidebox).

6 TR: All Intelligence (Arcana, History, Nature, Religion) checks related to the city of Castorhage and its holdings are made with advantage. The DC on Charisma (Persuasion and Deception) checks dealing with the Royal or Upper Class castes is reduced by 3.

7 TR: Gain access to study and learn the spell *greater arcane veins* (see sidebox).

Transcribe any common transmutation spell of 7th level or lower.

8 TR: Once per game week, when making any non-Intelligence check related to the city of Castorhage and its holdings, substitute an Intelligence check. Charisma (Persuasion and Deception) checks dealing with the Royal or Upper Class castes are made with advantage.**9 TR:** Transcribe any common transmutation spell of 9th level or lower.

Cults and Gangs

In dealing with organisations that stand opposed to the characters (usually cults and gangs), the Blight uses an abstract system to measure the relative strength of these groups. Such groups are assigned a level (although some groups — such as the Illuminati — are off the scale as far as resources go because they are a core friend or enemy of the Blight and as such are effectively ever-present). These groups may become friends or foes of the characters at some point through an adventure, reputation, or even accident and require a gauge of their power for you to work from.

The relative power of a gang or cult is represented by its level. The level of a group gives an indication of the strength of the leaders, and the relative strength in levels of their members. The level of a gang is usually the leader's character level (though there are occasional exceptions to this), and the level of the group is squared to approximate the total class levels

of its membership. Gang levels in general range from 5 to 20, although higher- and lower-level gangs are out there. A group is also detailed by a general alignment, its primary location, its leader(s), motivation(s), friends and foes, tactics and morale.

Many groups are not easy to defeat since, unlike organisations such as the Watch or the Royal Army, they rarely operate in large groups or from a single location, but as a disparate mass spread over an area. Members of a group, for example, could be brought together for an activity, and the leader may decide that several members are required. Some gangs, cults, and groups do operate from a single base, and the choice ultimately is yours — using the examples provided, do you want a covert adventure of hit-and-run tactics with the characters having to seek out various factions of the coven, or do you prefer the idea of a fixed coven base?

A group, like any encounter, should have tactics that represents their typical *modus operandi*, and morale. The morale gives the general likelihood of the gang retreating from any given combat encounter based on the table below. The morale should also list under what circumstances the group is entirely disbanded; these circumstances may not match the same qualifiers as given for encounter morale but usually follow along the same lines. For example, a mad group of cultists who seeks to eat the moon may never give up until each one of them is slaughtered, every member always seeking new members over time so that unless purged, the threat is always there. A less-desperate group such as a smaller thieves' guild may be disbanded if half or even a quarter of its number is destroyed, capture or slain.

Unless otherwise noted, groups that are not defeated are able to recruit new members by various means to replace lost members and even grow a bit over their baseline level at your discretion, varying their numbers and otherwise being dynamic, living organizations. Generally, lawful groups (who operate in a more orderly fashion) can recruit new members at a rate of 1 new class level for each level of the group per month. Chaotic groups recruit at a rate of 1 new class level per group level per week but have a 50% chance to lose a similar number of class levels instead, though never for 2 weeks in a row. So the 9th level opium-dealing Irthren Gang (CE) under attack from characters of a holy order can regroup and recruit 9 class levels of new members in a week — through bullying, intimidation, or other methods such as bribery. However, in any given week there's a chance that they lose that number of class levels instead.

Morale Levels

Percentages indicate the chance that the group or individual will retreat from an encounter. This check is made each time one of the listed criteria is fulfilled. If a group is outnumbered by 2-to-1 or more or face opponents with a clear tactical advantage or dire reputation (GM determines), its morale level is reduced by one for the purposes of that encounter. If a group is in its headquarters or some other location it considers to be a major stronghold, its morale is increased by one level for that encounter. All numbers are in reference to the number of group members present for the encounter rather than for the group as a whole.

Breaking: 50% when faced with the prospect of battle regardless of group size. 100% if demoralized by a successful Intimidate check or one of their number is killed or incapacitated.

Low: 50% when faced with the prospect of battle while outnumbered or if demoralized by a successful Intimidate check. 75% each time a member is killed or incapacitated. 100% when reduced below half their numbers.

Cautious: 35% when faced with the prospect of battle while outnumbered. 50% when the first member is killed or incapacitated. 75% when reduced below half their numbers. 100% when reduced to one-quarter their numbers.

Average: 20% when faced with the prospect of battle while outnumbered. 35% when the first member is killed or incapacitated. 50% when reduced below half their numbers. 75% when reduced to one-quarter their numbers and each death or incapacitation thereafter.

Hardy: 10% when faced with the prospect of battle while outnumbered. 25% when the first member is killed or incapacitated. 35% when reduced below half their numbers. 50% when reduced to one-quarter their numbers and each death or incapacitation thereafter.

Courageous: 10% when the first member is killed or incapacitated. 25% when reduced below half their numbers. 35% when reduced to one-quarter their numbers and each death or incapacitation thereafter.

Very Strong: 10% when reduced below half their numbers. 25% when reduced to one-quarter their numbers and each death or incapacitation thereafter.

Fearless: Fanatics who never retreat from an encounter and will fight to the last.

Sample Gang: Hood Street Vandals (Level 7)

Alignment: CN
Location: Artists' Quarter
Leader: Edwin Sedge (CN male *blighted* human **veteran**)
Motivations: Smash the mills
Friends: The Family (Festival), Anarchists (sometimes), lower-caste workers
Enemies: Royalists, City Watch
Tactics: Operate by night. Sedge can gather up to half the group in 4 hours, or the entire group with a day's notice. The group use hit-and-run tactics, attacking lone targets and then vanishing into the night.
Morale: Hardy; the leader, all three of the Brothers, and half the group must be slain or captured before the group breaks and ceases as a viable entity.

The Hood Street Vandals are a group loosely allied to the Anarchists and are based in the Artists' Quarter. Their leader, Edwin Sedge, a former workhouse orphan, was so badly abused during his youth that he grew up with a hatred of all things "establishment." The group is a covert gang that aims to smash mills, factories, and workhouses near the Artists' Quarter. Membership is secret, and a matter of caste, with Lowfolk workers forming the bulk of its membership. Instructions are spread through word of mouth, with lesser members being aware and following instructions from a trio of brothers (called "the Brothers" by members of the gang), any one of which knows approximately 50% of the lesser members by name. The Brothers in turn act under direct instruction from Sedge.

The Four Great Families

There are four great families in the City-State of Castorhage: the Castorhage Family (the Royal Family), the Borxia Family, the Nightshade Family and the Tredici Family. Below them are a swarming mass of other houses, great and small, all wielding various levels of power and influence. As a subsection of Gangs, the rules can be applied to these politically and/or nefariously connected houses as well to create a gauge of their power and influence.

Blood runs thicker than water, they say, and unlike gangs, ties of blood are often intricately woven into others through marriage. The relative strength of each family is given in a simple stat block, designed to reflect not only their power, but their allies and enemies, as well as their elders.

Sample Family: House Wether (Level 9)

Alignment: N
Location: Capitol
Family Head: Lilly Wether (N female human **spy**)
Primary Motivation: Loyalty to the Royal Family
Friends: Secret alliance with the Clan Sullage (BookTown) aimed at bringing the Borxias down, their deals swinging on property and business ventures; the Royal Family (Capitol)
Enemies: Outrage and condemnation of House Shibboleth over attempts to frame an (allegedly) innocent senior family figure over a fair duel results in frequent duels between the sons of both families; hatred of the Borxia Family

over property disputes and unpaid loans as well as deaths of family diplomats at their hands

Tactics: Spying, brokering information and secrets

Morale: Very strong. Exiles flock to their banner, and the family name is arrogantly bandied about throughout the city; the support of the Royal Family secures their future so long as the Castorhages are in power.

Although giving a good indication of the family, these statistics are also slightly abstract on purpose. They do not go into great detail about the family members or alliances but can be used to judge who is more powerful than whom, and are intended as a jumping off point that you can flesh out and develop for your campaign. Unlike gangs (see below), family runs deep and can count upon lesser families as allies.

Magic

There are thousands of independent wizards and sorcerers operating in the city, but in general access to the higher-level spells (6th-level and above) are controlled by guilds, who guard them jealously — even going to so far as to burn copies of spells in their libraries if they discover them.

Higher-level divine spells are even more strictly controlled, and generally only deemed suitable for Royals or those of great importance. As such, spells such as *raise dead*, *resurrection*, and *true resurrection* are not generally for sale to the ordinary character unless they have powerful connections. If you wish, you can ignore this rule. However, its basis is in the logic of the city: The nobles wish to keep such miracles for their own use. "Dish them out to the Lowfolk," they say, "and everyone will want them." This does not rule out high-ranking clergy or those who serve them being given access to such spells as rewards, for example.

The Illuminati are rumoured to be the depository of hundreds of unknown spells, taken by their spies, unearthed by their explorers, and ripped from alien hands by their adventurer-agents. Tales of countless new forms of magicks and twisted domains of spells are speculated upon by conspiracy theorists. Of the few known to truly exist, the foul *birth magic*, that targets the unborn with vile eldritch and arcane power while still in the womb, has evidence walking and staggering across the city. Tales of spells that can unmake a person's biology, of arcane powers that can control parts of the Between, and those that are able to break and bend the will of men to unspeakable acts continue to be whispered.

Miracles and Magus: Optional Rules for Buying Spells and Magic in the Blight

"Only the wise know how to use the dangerous curse of magic, and only a fool would tamper with it."

— One of the Seven Prayers of Castorhage

Magic brings power, and power is something jealously guarded in the city. Buying magic therefore is more difficult in such a closed society and, if you use the optional rules outlined in the sidebox below, all magic is affected.

Where magic *is* sold, it commands the normal price as noted in the guidelines for magic items in the game master's section of the rules.

Magic Items and Spells

Magic brings power, and power is everything in the Blight. Magic items therefore rarely come up for sale, and even potions and scrolls are guarded lest they fall into the wrong hands. Some locations do trade magic, but the profession is considered a very dangerous one; gifted crafters are often taken by jealous individuals and groups and put to work on their whims.

In general, such items cannot be purchased save at specifically noted locations within the city-state, but groups, friends, and masters may be located to make such objects easier to commission. The determination of such contacts rests with you as GM to install into adventures as friendly contacts or perhaps power rewards. For example, the characters may save a member of a cabal who has powerful friends. The character's reward is a power award (see below) that enables them to purchase *rare* items of up to 5,000-gp value, but each item must be commissioned with crafting times as indicated in the game manual plus 1d6 weeks.

Spellcasters may also join an appropriate guild or club that allows them access to spells and items. If you do not wish to go with specific clubs or do not have time, use the rule of thumb that a one-time fee enables the character to join such an association. Such cabals and clubs have an indicator to represent the rarity of items and spells they offer or can create, with the fee being 250 gp per rarity or spell level. As an example, the Cabal of Shadowy Illusionists (*uncommon, level 5*) has the ability to create all magic items up to *uncommon* rarity for a cost of 500gp and has access to all associated spells up to 5th-level for a cost of 1,250 gp. Purchase of spells and items is in addition to the fee, of course, and unless the fees are paid in full, membership is refused.

This association also works for divine spellcasters. They pay a one-time tithe to their church at the appropriate level and thereafter have access to items and spells of up to that level.

At your discretion, clubs may bar entrants from higher-level clubs than their own character level, so a 1st-level spellcaster could not pay 1,250 gp to join a higher-level guild or club.

Spellbooks outside of cults and cabals are scarce, but it is always possible to obtain such items on the black market (at a premium, of course) if more honest means are not available. The markets in some sections of the city — notably BookTown — heave with tomes and books that can be purchased or modified by additional pages.

Be wary, however, about treating spellcasters fairly. The standard here is that magic is rare and its users are people to either be feared or admired, possibly in equal measure. This trade-off can be mechanic (adding say a fear factor for those not used to being exposed to magic) or a role-playing one (spellcasters are popular).

Consider the sidebar options, but if none of them suit, either go with your own or ignore the magic aspect presented here.

Death and Magic

Resurrection and *raise dead* are serious matters in the Blight and are only generally available to the most important Royals, priests, and political figures of great power, those lucky enough to personally know someone capable of casting these spells, or belong to a cult where such actions occur. They are certainly not available to the common man at any price. The idea of (near) eternal life is considered blasphemous in many religions and some groups, notably the Knights of the Great Order (a LN order of **knights** whose sole purpose is to hunt down and immolate those who have been raised), who take a particularly dim — and violent — view of it.

Personal Goals

Personal goals are life aims that are given an XP reward when achieved by a player character. These goals can be identified when the character is generated, or acquired like power and friendships as the character progresses through a campaign.

Personal goals are usually selected by the player with the GM's agreement, but occasionally a GM may wish to add one. For example, if the GM wishes a character to begin his career already hating wererats, he can work with the player to devise a modified background where, as a child, one of the character's parents was killed by wererats, but more than simply murdered, they were eaten alive by the wererats' pack. The character witnessed the event and only escaped through sheer luck. The character's personal goal is to kill 50 wererats, and she receives a specific reward, commensurate with the estimated difficulty of the goal, when it is complete.

Be imaginative with the goals you choose, and if you don't want one, that's fine, not everyone has such motivations in life.

Personal goals are judged by challenge rating just as standard encounters, and rewards should be similar when the goal is achieved. If the reward is experience points, then they should go directly to that character and that character alone, although constituent aspects of the goal inevitably lead to other experience on the way for her friends (the actual slaying of the wererats, for instance). It should be noted that the character does not need to be directly responsible for the achievement of the goal (i.e. the character does not have to personally slay all 50 wererats), but the character must be involved as at least a motivating force behind the achievement of the goal, if not an actual participant. Therefore, the character can be a member of a wererat hunting party, the character can be a lone wererat stalker, or the character can hire a group of mercenaries to carry out his wererat extermination. In all cases, when the 50 wererats have been killed, the character receives the personal goal's achievement reward.

You can see how individuals (especially villainous NPCs) might achieve level advancement without actually dirtying their hands, which fits in well with the concept of conspirators and secret movers-and-shakers behind the scenes that is so prevalent in the Blight. It also gives credible explanation how someone with clearly limited direct combat capabilities such as an Ernst Stavro Blofeld (a supervillain created by Ian Fleming for his James Bond series) type of character can lead an organization of henchman of its calibre and be a suitable match for a high-level character such as Bond. This mechanic works especially well in a campaign that is more than simple blood-and-muscle combat encounters.

A list of possible goals and their potential levels are assigned below. The GM must be careful to ensure that rewards are not too high for the goal assigned or chosen, and that the story can have an end: a personal goal of bringing down the monarchy, for example, is unrealistic, however, a personal goal to join the anarchists is not.

Characters in general only have one life goal at a time, although as GM you may allow as many as you wish. Where a personal enemy is designated, the character must only play a role in their demise, so a character group attacking the *Cult of the Rusted Henge* would be enough to fulfil a specific goal on behalf of a character hating or opposing them.

As a final caveat for the use of personal goals in your game, the players should be aware that if the character unwittingly fulfils some major aspect of her life story, she does not receive the reward. In the example above, if the character kills 50 wererats, only the enemies that she knew (or at least had good reason to strongly suspect) were wererats contribute to the goal. Killing the henchmen of the wererats, who were not themselves wererats, does not count toward this goal, and if the character kills some thug on the street who also happens to be a wererat without the character being aware of it, it also does not contribute to this goal. This could lead to some need for reasonable adjudication on the part of the GM if the character later discovers

How Magic is Viewed in the Blight

This is very much a matter of personal taste, but the general assumption in the city-state is that magic is power, and power should not fall into the wrong hands. How you run this is a matter for you and your players, but some increasing scales of control are given below. Each requires you to decide — if you even wish to — how to tweak the way magic is viewed in this campaign. This is not for everyone; many people love high-magic campaigns, in which case simply ignore these rules.

1. Magic is Not Generally for Sale

This is the mildest of the aspects and the one suggested to be used when running this campaign. Magic is simply so rare that it has fallen into powerful hands and only appears when an obscure item turns up at an auction, is stolen, or a treasure trove is found. Potions and scrolls do not generally fall into this category since they are relatively weak, but casters who make a habit of supplying scrolls to revolutionaries may not last long.

When spellcasters are seen in the street who do not clearly represent a recognised god, their presence creates a spectacle. Any members of the Watch report such matters or may even try to capture such casters for a reward. It should generally only affect the game when such characters are captured by the Watch, in which case they are hastily tried for witchcraft (usually when an under-justice can be called in 1d4 days), and executed by pyre.

Consequently, many arcane spellcasters take to donning ecclesiastic attire to disguise their abilities from the ignorant masses, playing their magical abilities off as divine in nature. How the various NPCs in your campaign react to this is left to you.

2. Magic is Dangerous

Not only is magic not for sale, but those who command it are to be feared. When magic is used, it has that effect upon the ignorant, who fear it accordingly. This isn't necessarily a mechanical game effect. A wizard sending a *fireball* across a street at some foes would be held in awe and terror. Perhaps ignorant City Watch officers flee or become frenzied in their wish to kill or to escape.

In this version, magic is something to try to keep secret, and when discovered being used, should have an ongoing campaign effect. Perhaps a subtle effect, such as NPCs fearing certain spellcasters or treating them with undue respect, or perhaps the characters pick up a few pursuing witchhunters.

3. Magic is Evil

In this final version, magic is viewed as being positively wicked, and all spellcasters that are not clerics are clearly witches, unless they belong to the right guild and can prove their aristocracy. Arcane spellcasters may be discriminated against and feared. In game mechanics, all known arcane spellcasters make Charisma (Intimidation) checks with advantage but commence any encounter with a NPC who does not know them beyond their ability to cast spells as hostile (so a character who is indifferent to the other characters commences the encounter with a hostile attitude toward the spellcaster).

Do not use this version to belittle or isolate arcane spellcasters, but to add an aspect to them that is both good and bad. They are feared for their gifts. If they repeatedly use them boastfully or in prominent places, there should be consequences. Perhaps a Guild member seeks them out for a task, or a witch-hating peasant or priest comes hunting them.

that someone she had previously killed was, in fact, a wererat and asks how this will apply to the life goal. In general, granting the reward with the discovery of the knowledge retroactively is probably not an issue. But if the knowledge would be sufficient to reveal that the goal should have been met and the reward given at some prior point, it may not make for a satisfying game solution. It may require the GM to extend the goal slightly so that the character can achieve it with an active effort rather than backing into it unknowingly and then suddenly reaping the benefits of its rewards. Back to our cinematic example, it would be a singularly unsatisfying moment if during the assault on Blofeld's stronghold Bond suddenly realized as he finally reached Blofeld's inner sanctum that the archvillain had been killed by an errant piece of shrapnel during Bond's opening volley.

The achievement of the personal goal and reward should feel like an achievement for the player as well as the character, so you should strive to make it so even if that means a slight manipulation of matters at the end.

Sample Reward	Sample Goals
Choice of common magic item	Join a club or avenge a death by slaying a petty official.
500 gp	Marry a childhood sweetheart, have children.
1,000 XP	Defeat 5 of a specific personal enemy.
Choice of uncommon magic item	Destroy a petty guild or club, or unmask an organisation of minor repute by providing evidence to a holy order of wrongdoing.
2,500 gp	Slay a minor noble, purchase a particular property that has been taken by others illegally, raise enough money to free a relative from a terrible gaol or break them out of same.
Gain a special title	Marry a famous beauty, perform to royalty.
5,000 gp	25 of a specific personal enemy (At least CR 2).
Choice of rare magic item	Destroy a moderately powerful guild or club, avenge a childhood wrong against nobility by tracking down the noble and either killing or ruining him.
10,000 gp	Rise to the rank of guild leader in a major guild, track down and kill a serial killer of great repute.
Advance to higher caste	Build a church or purchase a manor house.
Awarded honorary university degree	Create a new 5th-level spell, explore Between or other exotic lands and have a significant geographical feature named after you.
Knighted by the Queen	Amass a personal fortune of at least 50,000 gp (not including magic items possessed).
25,000 gp	Defeat 50 of a specific personal enemy (At least CR 3).
Choice of very rare magic item	Unmask a devil, demonic or n'gathau cult and slay its leader.
Made titled (minor) nobility	Bring down a major guild or club, rule a parish, gain a 20th-level friend, establish a dynasty, establish a powerful business garnering 20,000 gp per year.
Invest in lucrative venture	Amass a personal fortune of at least 100,000 gp (not including magic items possessed).
Join inquisitors or witchhunters	Build a cathedral.
50,000 gp	Defeat 75 of a personal enemy (at least CR 4).
Choice of legendary magic item	Bring down a major cult, become a Justice, rule a district, establish a powerful club or guild.
Made landed nobility	Go on a quest to recover a holy artefact, marry into the upper echelons of the Royal Family.
75,000 gp	Defeat 100 a specific personal enemy (at least CR 5)

Power

Power in role-playing games comes in many shapes and sizes but generally revolves around a statistical basis: What are the highest-level spells you can cast? How many hit points does the monster have? What feats can your character use?

However, it is also true to say that it is not always *what* you know but *who* you know that defines power.

Power as a Reward

As an alternative or addition to money, you may decide to reward your characters with power. Rewards can range from trivial, such that the characters earn the respect of locals in the parish of Dern Bridge and all Deception, Intimidation, and Persuasion checks are made with the character's proficiency bonus added for a year, to the profound resulting in the character being invested with the title of Lord Under-Justice of Trade, a position of great import and that pays 25,000 gp per annum.

Be careful when offering power as a reward, though, because as the saying goes, with it comes responsibility. If you wish to keep things simple, reward the power as a simple bonus to income, skill checks, or as followers. More complex power rewards could involve interaction with other powerful individuals, opportunities to influence important decisions and possible trade and/or nefarious activities. An interesting campaign could revolve around various powerful houses that vie for the illicit trade in contraband, with interaction at a political and covert level. The characters build up power rewards by influencing aspects of these families and rise in power accordingly.

Example Power Reward: Fetch Destruction

If the characters rid a portion of the city of Fetch, they are installed as parish undead hunters, positions that bring in 1,000 gp per year. The parish installs six **guards** as underlings of the characters and replace dead underlings at a rate of one per year.

The character's interactions (all Deception, Intimidation, and Persuasion checks) are made with advantage within the parish. If they wish, once per month, the characters can push local traders for extra tax, bringing in a further 200 gp if they make a DC 15 Charisma (Intimidation) check. However, at the same time the use (or overuse) of this tax bullying should likewise have consequences for you as GM to decide.

Example Power Goal

To achieve this goal, the character must bribe the commander of the local Watch Station, Hamandus Quade (NE female gnome **burglar**), with a bribe of at least 1,000 gp and make a DC 15 Charisma (Persuasion) check. Only one check is allowed per bribe, and only one bribe attempt is allowed every month (the bribe is still taken whether the check is successful or not). The first character to succeed in the check is offered the position of UnderMaester of the South Street Docks.

The position of UnderMaester of the South Street Docks allows the character access to all imported goods coming into the city. These docks are notorious for illicit goods, and each month the character brings 1d6+4 x 15 gp into his own purse from his take of the taxes. With a DC 20 Charisma (Intimidation) check (one check made at the time the income is taken), this amount is doubled.

Cutthroats, pirates and smugglers are at tough lot, and it is up to you as GM to decide if and when the character's Intimidation attempts result in a tiff or other, perhaps more serious, discussion involving cutlasses and dirks.

Example Relationship Reward

Characters successfully completing the adventure and saving at least 75% of the captured NPCs receive a relationship reward:

Hamtren, the grateful parish constable (N male human **veteran**), is considered a friend of the character who, in the GM's opinion, acted the most heroically or who performed the single-most heroic act in the adventure in Hamtren's presence. The GM should also allow every other character present a chance to befriend the constable. Those succeeding on a DC 10 Charisma (Persuasion) check also benefit from his friendship. All other characters who took part in the adventure find that Hamtren is friendly in attitude to them from its conclusion.

Power as a Goal

The Blight is rotten to the core, and power is something almost everyone strives for. The characters can take part in this corruption or perhaps seek to better things by working toward obtaining their own power. As discussed in the Personal Goals section, some characters may seek an entry into the ranks of power in the city as part of their background aspirations. As such, power, as presented here, can be used as a part of a character's personal goals as described above.

The guilds offer one avenue into the establishment. Generally, to obtain such power the characters must remove the incumbent (who is invariably corrupt anyway) by bribing his immediate superior to remove him or by securing the position in some other way (perhaps as a reward, or perhaps by carrying out a duty for a guild, aristocrat or other influential person).

Relationships as Rewards

Consider that the characters' actions always have some kind of effect: the characters can act selflessly, perhaps saving a hostage or commoner from danger, perhaps they save a merchant's daughter and gain her father's undying gratitude. Such actions could reap new relationships, which may also increase their power (as detailed above).

For example, the characters unmask a plot by cadaver snatchers to harvest parts from beautiful young people for local golem-stitchers. These people are all the offspring of commoners, and only the characters stand up for them. At the close of the adventure, you may decide that one of the young people is a potential partner for a character. You may decide to grant this friendship as given, and hand the character the details, or you may decide that if a character passes a certain action (a Persuasion check or other appropriate skill check), the character can develop a relationship with that individual.

Advancing Relationships

You can make the friendships as complex as you like, keeping track of NPCs as individuals who sometimes accompany characters or who have adventures of their own that are referred to in passing or which could lead to other adventures. You may also decide that such NPCs are static, and stay at the levels initially generated, happy with a quieter life. Or you could decide to advance the NPCs at a rate relative with the characters — either half, one-quarter or one-eighth for example, depending on how useful you wish these friends to be and how powerful your campaign is in terms of levelled characters.

Technology & Firearms

Technology levels of the **Lost Lands** are defined in Chapter 1 of ***The Blight Campaign Guide***, but a short discussion of technology as it applies to the Blight is warranted here in **The Blight GM Guide**. The technology level for Castorhage as given in Chapter 1 is "Industrial Revolution," which in the Lost Lands means the folk of the Blight have access to or are at least exposed to steam power, clockworks, and manufactories on a regular basis. In fact, Castorhage is the most technologically advanced society in the entirety of the **Lost Lands** campaign setting. Even dominant global powers such as the Empire of Oceanus that rose from its simple island roots and brought the entire Foerdewaith empire to bay can only claim an "Age of Sail" technology level, while cosmopolitan Bard's Gate barely makes it to the level of a Renaissance technology.

Why Castorhage possesses this unique technological advantage is wrapped in a combination of its relative seclusion while still maintaining the full innovative support of the great empires of the world throughout its existence, the uninterrupted will of its government to seize and exploit every possible technology available without the typical concerns of political and moral restraint, as well as its unique position in relation to the otherworldly influence of Between upon the minds, bodies, and souls of its populace. In short, Castorhage is a place that has been "touched" (or "blighted" if you will) and has had the resources and unimpeded political will to explore a myriad of lines of scientific query to their logical, illogical, and often even catastrophic conclusions. The Blight is the mad scientist's lab where he never had to worry about a mob of villagers with torches and pitchforks coming to end his unnatural experiments. The sciences, pseudo-sciences, and meta-sciences have benefited from this unbridled excess, but the city has certainly suffered for it.

But though the City-State of Castorhage has long had access to steam power and clockworks (the former was tinkered with on Earth as early as the 1st Century AD by Heron of Alexandria and the latter startlingly exhibited in the Antikythera mechanism believed to date as far back as 150 BC), the Blight is no steampunk campaign. Because where traditional steampunk settings harnessed the power of steam into all sorts of mechanical wonders, in Castorhage it never became more than an auxiliary source. For in Castorhage, the great experimenters discovered the great possibility and cheap availability of necromancy, not simply in the obvious sense of animating legions of zombie labourers, but rather in its application through necrocraft and golem innovation. While the many technological innovations that power Castorhage incorporate steam power or clockworks, at the core is their reliance preservation and animation of once-living flesh to supply their labour and energy needs. It is much cheaper and easier for the arcanists of the city to harvest the limbs of the dead or dying and craft them into an animated bucket brigade than forge and install an expensive and heavy steel pipe to carry water up a slope, and it is this philosophy that has driven the city's innovation for centuries.

Of course, the important question, though, is how does the city's technology level impact your own campaign? And the answer, as with all **Lost Lands** products from **Frog God Games**, is that its impact is as much or as little as you prefer. Much of the technology is presented in a neutral manner. It is described in the background without detailed explanations as to which portions are magic versus which portions are technological. In the Blight, there's little distinction and little need for one. The technology need not play a significant role in your campaign unless you want it to.

Perhaps the biggest point of contention is the presence or absence of firearms. Many GMs and players enjoy adding them as an augmentation to their games to give them a more swashbuckling feel, but just as many despise them and want no part of them. Firearms have been presented as a part of the **Frog God Games/Necromancer Games** campaign setting since as early as 2005, so their appearance in the Blight is nothing new, but will be handled in much the same way as every other instance. There are firearms in the Blight as part of the base assumption of the setting, but they are not integral to it, and you can absolutely ignore it entirely without ramifications or the need for substantial rewrites for your own running of the campaign.

The standard firearms found in the game master's manual can be found in the Blight and are as available or unavailable to the players as you want them to be. The City Watch, the Royal Army, and many criminal elements in the city undoubtedly have access to firearms, but magic is cheaper and easier to control access to, so their use has not spread broadly and may never even be noticed by your players if you don't want them to. In general, encounters and NPCs are not built around the use of firearms, so it should be relatively easy to excise them altogether without a second thought if you so wish.

It is assumed that the Capitol is undoubtedly bristling with mounted cannon that overlook the river (and the surrounding city!), but they do not play a role in any of the published materials and need never be mentioned. The ships of the Royal Navy are black ironclad paddlewheel steamers that add their belching fumes to the smudged air above the city, but they add only a pittance to that put off by the countless cook fires, trash fires, funeral pyres, and general arson that occurs in the city daily. And while these same navy dreadnoughts have shipboard cannon (side mounted, not turret mounted as in modern warships), they are equally likely to use their cannon to fire secretly conducted experiments involving the enslavement and deployment of ragefire elementals through a Byzantine projector. In any case, access to these vessels of the Royal Navy is highly restricted, and they need not play a part in your Blight campaign unless you wish them to do so.

The Undead, the Broken, the Made, and the Unliving

One curious sight that surprises many visitors is the presence of broken creatures and the many forms of undead, nearly dead, or unloving creatures that walk the streets of the city. In an amoral city-state built upon the backs of cheap labour, it is perhaps not surprising that they find a way to work their lower classes even beyond the bounds of life.

Broken creatures[+] are the most frequently encountered example, and seeing a pair of broken trolls carrying great baskets of stones or other unbelievable loads is, while not commonplace, not altogether unusual.

Similarly, skeletons or zombies are used by the wealthy or particularly insensitive to fetch and carry, obeying simple instructions, and doing menial tasks. Although not as common as broken creatures, they are generally seen at least monthly by locals. Many patrons have taken to dressing their skeletons in hooded livery to disguise their horrific appearance.

And if the use of zombies and other lesser undead as menial labour goes on unchecked, then so does the creation of **flesh golems**, **homunculi**, **fleshgines**, necrocraft and other constructs incorporating the components of one or more individuals who once counted themselves among the living. Commonly known as the "Made," any of these can be seen openly walking, slithering or flying the streets of the Blight, and many take the form of commonly employed services such as the undead-drawn coarse cabs and fleshgine-animated Dungier's buggies.

Finally, there are the unliving, those who either through their own choosing or by the will of others who had the power of life and death over them partook of the magical philtre known as the *elixir of life*[†]. Those who take the draught successfully find themselves with a new lease on life — or near-life to put it more accurately — released from the shackles of aging and finding the physical needs of the body much diminished all around. These are the *alchymic-undying*[†], more commonly referred to as "Reborn." Of course, that the physical sensations of the body are diminished just as much if not more causes some to consider this form of near-immortality as much more akin to near-Hell. Normally those who are exposed to the *elixir of life* are those who can afford it and have a morbid fear of death or those who possess some valued skill that their overseers are not willing to let perish simply because the physical body might do so.

There are also those who take the *elixir of life* but whose bodies do not react well to the unnatural infusion. Instead of shedding the shackles of ordinary mortality as *alchymic-undying*, these unlucky souls instead find themselves cursed with a progressive form of undeath that not only steals away their vitality and ability to experience sensation, but also their very reason and personality as well. These cursed folks are the *alchymic-unliving*[†], and when their curse becomes advanced enough, they lose every shred of who they were and become simply one more zombie shuffling mindlessly to its master's commands.

The Weight of the Law

"The law which attempts a man's life is impractical, unjust, inadmissible. It has never repressed crime — for a second crime is every day committed at the foot of the scaffold."

The law is tough and well organised in the Blight. Making an enemy of it is unwise but perhaps inevitable for some groups.

Having a viable law in a city is the only way to keep order, and as a GM you should not hesitate to call upon high CR officers and minions to see it carried out. Third-level characters who wantonly burn down a Royal palace should not be surprised soon to find a group of **wardens** tracking them.

Law in the city-state of Castorhage is maintained by its venerable, respected and feared Office of the Watch — Queen's Men as they are often referred to colloquially. From parish Watch Stations, these thousands of constables, inspectors, and other officers oversee the safety and the orderliness of the streets — well, the orderliness at least. The Watch, as an official instrument of the government, is much more interested in maintaining order; it is order that allows the workings of the city to continue and the trade, taxes, and bribes to continue to fill the Royal coffers. Therefore, maintaining an orderliness to facilitate that trade is of utmost importance. That a modicum of safety arises for the benefit of the citizens is merely a secondary gain that is of little concern to those at the highest levels of the City Watch.

This attitude is not necessarily reflected at the street level of the Watch — folk who, after all, have to live on those same streets — but while it is not guaranteed that a constable walking his beat is corrupt and/or blind to the plight of the commoners around him, there is still no shortage of corruption even in the lower ranks. Regardless of whatever indirect benefits to the commoners of Castorhage may arise through the ministrations of the City Watch, no one would make the mistake of declaring the streets of the city safe by a long shot. Still the presence of the Watch and its patrols undoubtedly make them at least *safer* for the most part.

The standard City Watch patrol is made up of 5 Constables of the Watch (N male or female human **guards**) and a Sergeant of the Watch (N male

human **veteran**). However, this is only the *standard* Watch patrol. There are some places in the city where the Watch just dare not go, and some places (such as the Capitol) where patrols are two, three even four times larger.

The Watch has not only **guards**, **veterans**, **captains**, and **scouts** in its employ but **sneakthieves** and **burglars**, **acolytes** and **priests**, and **mages** of all different specialities amongst their number that serve in special capacities. Many Watch clerks are **commoners**, while most **inspectors** are highly trained and can ferret out most anything. Higher-level officers quite frequently are **nobles**, being political appointments through family influence. Far from a homogeneous organisation, the Watch represents hundreds of points of view and scores of agendas. Nevertheless, the sheer crush of its bureaucracy tends to keep it more or less on course in the execution of its duties. The Office of the Watch oversees a city of millions of people, however, and crime is rife.

What does or does not cause the Watch to become involved in a situation depends on the political capital at play. In general, a parish tiff where a cult temple is burned to the ground by adventurers is not a cause for concern in the eyes of the Watch, whereas bumping off an aristocrat most assuredly is. The more "respectable" (read: powerful) an individual is, the less likely he is to be troubled by the law, and certainly a bribe of 500 gp in the right hands can get the aristocrat criminal off all but the worst of charges.

How you adjudicate this is very much a matter of personal taste — the Watch is there for you to use as an ally or foil, but having it regularly swoop in to save characters in over their heads does not make for a very fulfilling game while it could also soon become very tedious having to deal with the tenth cultists' body by dumping it in the river for fear of hanging. Likely, a balance will need to be struck in your campaign between the usefulness and the antagonism of the Watch toward the characters. In any case, the players should not be allowed to become entirely dismissive of the Watch, and characters who march up to the Capitol singing Anarchist songs are unlikely to be seen again.

The Knockers (the Castorhage Secret Police) is also a force to be feared. This group turns up at night and takes people with them without warning or explanation. Those that go with them are rarely seen again. There are many well trained individuals within the ranks of the Knockers, but their numbers and membership are so secretive, and their activities are so clandestine, that there is no such thing as a "standard" Knocker patrol.

As with all in this setting, judge the level of law the characters must deal with however you wish. If you want a very strictly legal campaign, have the City Watch be a constant issue for the characters, perhaps at the core of some adventures where it's not just about killing a powerful and aristocratic enemy but covering up any evidence of their involvement as well. Conversely, in some streets murder is commonplace, and with a city of countless serial killers, the law is clearly failing somewhere.

Throwing an unexpected Watch patrol into an adventure is a great way to test your player's mettle, and if they happen to kill some constables, then so much the better; everything, as has been said before, has a cause and effect in a place so crowded. There are always so many eyes everywhere, looking greedily to make a coin or use information to seize some power. A party that takes down a few corrupt Queen's Men, must simply learn to play this game to survive.

In general, hanging or beheading is a punishment meted out for anything from simple theft upward, rarely dependent upon the seriousness of the crime — though deportation to one of the Between colonies is always possible for those who might receive a commuted sentence. Crimes of a lesser severity than theft usually warrant being tossed into the city gaols or, worse, the sanatoriums for the mad. There are also still some prison hulks floating in the Lyme, and these are terrible, diseased places without hope where those whose betters may still wish to talk to them at some future time are incarcerated for "safekeeping."

True Gods of the Blight

While the "gods" of the Blight are a constant presence in the minds of many Castorhagers and even occasionally walk the street, there are still countless other older deities whose names are invoked on a daily — sometimes momentary — basis. These gods have their own local names, but as with any icons, scholars have surmised that many are only local aspects of more widely named or quoted gods. The more commonly revered gods of the Blight are listed here, but in a city so large, it seems that whatever god, saint, or angel one worships, there is bound to be a shrine to them somewhere.

Many of the main deities presented below appear in other areas of the Lost Lands as well. However, their complete description covering those other representations is not included. Rather, the list here details them in a shortened version based on their relevance to the Blight itself.

Baphomet

The Rage Storm; Demon Lord of Anarchy, Beasts, and Anger

Greater God (Demon Lord)
Alignment: Chaotic Evil
Domains: Animal, Chaos, Destruction, Evil, Fire, Water
Symbol: A burning goat's head
Garb: Rich royal robes or filthy nakedness
Favoured Weapon: Halberd
Form of Worship and Holidays: Full moons for worshippers with lycanthropy who tend to engage in wanton slaughter. Non-lycanthropes hold secret rites with desecration of holy symbols and blood rituals.
Typical Worshippers: Minotaurs, lycanthropes, therian-

thropes*, chaaor demons, the Alcaldrich Order of Knights Templar in Exile

While revered in a more urbane and civilized manner in some other lands, in the Blight this demon lord is a god of fire, of the raging storm and the thunder and lightning who destroys. Even his more civilized followers who meet in secret cabals for their carefully hidden dark rituals revel in the destruction he promises to bring to the world. Hymns to Baphomet speak of the End of Days, the coming Apocalypse, or the ruin of the world through anarchy. Of late, rumours among Baphomet's faithful speak of a new weapon wielded by the Royal Navy, a powerful new advancement that has seen limited use only in the far colonial corners of the empire. When they whisper of this tantalizing new development, they use only one word: ragefire.

Baphomet previously appeared in ***LL4: Cults of the Sundered Kingdoms*** by **Frog God Games**.

*Therianthropes (sometimes called anthromorphs or weretherions) are animals that can assume a human or hybrid form (the latter combining traits of both their human and animal forms). They are akin to lycanthropes (in that they are shapechangers), but therianthropes are not lycanthropes and do not carry or induce lycanthropy. All therianthropes in human form have slightly feral characteristics.

Brine

Ocean's Anger; Fish-Brother; God of Sea and Unsea

Greater God
Alignment: Neutral
Domains: Animal, Chaos, Destruction, Water, Weather
Symbol: A crashing tidal wave devouring the towers of a city
Garb: Salt-crusted fishing nets and seaweed drapings symbolising tentacles
Favoured Weapon: Net
Form of Worship and Holidays: Full moon nights when the high tide is highest, new moon nights that coincide with unknown aboleth rituals in the deeps. The Brine Sea celebrated at midsummer with a flotilla of boats upon the sea make offerings and feast on fish. Cradle-Song ceremony when a human woman is returned to the surface world with a briny infant in tow to welcome them into the ***briny*** community. The Culling occurs when a briny undergoes transformation into a ***skum*** and is caught by his briny kin before he can escape into the sea and is euthanized in a sacred bloody ritual upon the benighted waves.
Typical Worshippers: Briny, brine mothers, fishermen, locathahs, some sahuagin

One day, Brine's worshippers say, the world will be swallowed by a vast tidal wave that will wipe it clean and create it anew as has happened many times before. Until such time, those who worship and work the sea give offerings to the god and the creatures that live from it seeking their favour. To the briny race, Brine is held as patron and a sort of protective older brother that sees to their needs and promises them a new life of justice and equality once the wicked world that they live in finally passes away.

Father Canker

Brother Choke; The Silent Assassin; God of Poison, Silence and Smog

Lesser God
Alignment: Neutral
Domains: Air, Death, Trickery, Weather
Symbol: A smoking brazier or a shard of opaque glass
Garb: None, usually beggar's wrappings or mourning veils
Favoured Weapon: Any poison or poisoned weapon
Form of Worship and Holidays: Night vigils where rats or other small animals are sacrificed as burnt offerings when the Canker is especially thick. Burning of thick incense for Feast of Fools to hide presence from Father Canker. Grieving mothers set cornhusk dolls alight and cast them into the Lyme as votive offerings.
Typical Worshippers: Beggars, grieving mothers and fathers, belkers, some undead and psychotic thieves/murderers

He is at your window, he swallows the breath of your children as he chokes them, sobbing as he does. Father Canker seems to be a god wholly of Casterhagi origin. He represents the ever-present danger to be found in the noxious fumes of the Canker and the choking smog of the city. Jack's Candle is said to be his manifestation. Father Canker is not so much revered as placated, and many beggars and those forced to live in the lowest parts of the city along the banks of Sister Lyme where the mists rise highest and the sea breezes are at their weakest live in constant fear of the choking miasma that can come without warning and leave all it encounters dead where they lay. Parents of young children who die of crib death, the Canker's suffocating fumes, or virtually any other cause often see Father Canker as the protector of their lost child's soul and make votive offerings into the Great Lyme River during their grieving period, a time that can sometimes last years or decades. The authorities sometimes have to keep a careful watch for these activities on days when there is a high fire danger on the river.

There is a local rumour — or fairy tale — that floats around Castorhage. Some people say that Brother Choke has a weakness, that he is afraid of birdsong. Whether there is any truth in that, many locals keep a canary in their homes hopefully to ward him away. They have come to know that when the bird stops singing, he is at hand, and it is time leave quickly.

Geryon

The Liar; The Great Serpent; Lord of the Fifth; Patron of Betrayal and Deceit

Arch-Devil
Alignment: Lawful Evil
Domains: Charm, Evil, Law, Serpent (see below), Strength
Symbol: A fanged serpent
Garb: Ordinary clothes, no special garb other than a gold serpentine crown and pectoral when conducting rituals
Favoured Weapon: Glaive-guisarme
Form of Worship and Holidays: True followers of Geryon seek to attend the worship rituals of other deities under the pretence of being true believers and secretly desecrate them. Actual services to Geryon take place in deep, hellishly lit caverns and involve blood sacrifice, the summoning of infernal snakes, and the ritual blowing of shofar.
Typical Worshippers: Politicians, con artists, barristers, justices, mongrelfolk, serpentfolk, lizardfolk, inphidians*

The arch-devil Geryon is the Great Serpent and master of the Fifth Circle of Hell where he rules from a great iron fortress. He commands many followers in the city who seek his favour through lying in his name and to further his cause. Many of Geryon's faithful are casual followers who seek his blessing only to cover their dishonest dealings and have determined that such efforts made to his glory are less likely to be discovered for the falsehoods they are. For his part, Geryon does not care whether his followers are formal worshippers or mortal fools who inadvertently bring him power. The majority of his worshippers in the city are **mongrelfolk** (those with reptilian heritage are considered particularly blessed) who seek to curry his favour and use their natural aptitude for deception and obfuscation to further his cause.

Geryon's formal worshippers revere serpents of all kinds, and lizardfolk are found throughout the city who serve his cause. The inphidians of the city who worship Hassith-Kaa seek out the reptilian peoples who venerate the Liar and seek to exterminate them at any cost. Geryon's most devout

followers are called Serpent Masters and must sign a pact of evil with him to obtain greater power.

*Somewhere in humanities lost aeons a race of malformed serpentine humanoids rose, now known as inphidians. While the truth of their origins has been long forgotten, most sages subscribe to one of two theories. The first states the creatures are the failed results of horrific experiments performed by the dark and nameless sorcerers of an ancient snakecult in their attempts to ensorcel their followers. The second theory contends the inphidians were once a cult of snakeworshippers cursed by an ancient snake-god for some transgression against the ethos. Whatever the truth, it appears as of late that the inphidians have evolved into true race, beyond the machinations of arcane experiments or curses. While there exist several known species, recent reports describe encounters with yet unidentified inphidians and others are sure to surface as encounters with the race grow more frequent.

Jubilex

The Faceless Lord; Lord of Corruption and Decay; Demon Lord of Slimes and Oozes

Demon Lord
Alignment: Chaotic Evil
Domains: Chaos, Evil, Slime (see below), Water
Symbol: An amulet portraying an amorphous mass covered in eyes or a splatter of paint with an eye drawn in the centre
Garb: Filthy rags
Favored Weapon: Morningstar (called a "pulper" by the faithful)
Form of Worship and Holidays: Outbreaks of disease are considered to be signs of the Faceless Lord's favour; otherwise, there are no real holy days or organised worship other than random sacrifices and eviscerations.
Typical Worshippers: Insane humans, lepers, intelligent oozes, ooze demons, spawn of Jubilex, slime nagas, some evil dragons

The Faceless Lord is a powerful demon lord, sometimes worshipped as a deity, though it does not generally behave as such. It is considered by its worshippers to be chaos personified and a return to a simpler, purer state of existence. Jubilex is said to sow chaos and discord throughout the

Serpent Domain

Serpent Domain Spells

Cleric Level	Spells
1st	*Animal Friendship*, Speak with Animals**
3rd	*Animal Messenger*, Protection from Poison*
5th	*Conjure Animals*, Stinking Cloud*
7th	*Compulsion, Dominate Beast**
9th	*Cloudkill, Dominate Person*

*limited to serpents only

Bonus Proficiencies and Cantrip

At 1st level, you gain proficiency with a poisoner's kit and heavy armour. You gain the *poison spray* cantrip if you do not already know it.

Venomous Armor

At 1st level, your skin starts to secrete venom that is toxic. When your bare skin comes into contact with another creature, they must succeed on a DC 10 Constitution saving throw or be poisoned for a number of minutes equal to your cleric level. Consequently, you are immune to poison.

Channel Divinity: Serpent's Gaze

Starting at 2nd level, you can use your Channel Divinity to charm a humanoid within 30 feet of you that you can see.

As an action, you attempt to charm a humanoid you see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

Potent Venom

Starting at 6th level, the potency of your poison damage increases. When you deal poison damage, the potency is increased by 1d6 points of damage.

Venomous Strike

At 8th level, you gain the ability to infuse your weapon strikes with poison. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal 1d8 poison damage to the target. When you reach 14th level, the extra damage is increased to 2d8 damage.

Improved Serpent's Gaze

At 17th level, you can charm up to 2 humanoids, instead of one, when you use Serpent's Gaze. While creatures are charmed by your Serpent's Gaze, you can take a bonus action on your turn to verbally command what those creatures will do on their next turn.

planes, though it is possible these are simply the instinctive actions of a mindless monstrosity rather than a calculated stratagem. It is doubtful that Jubilex even recognizes that it has worshippers, or cares.

Disliked even by other demon lords, Jubilex is often depicted as an enormous amorphous blob with eyes in random locations that spews forth foul and deadly slimes of many varieties. During a dispute with the dwarven god Dwerfater thousands of years ago, Jubilex was imprisoned in some hidden location rumoured to be on the Material Plane and the world of Lloegyr. His physical absence has not seemed to affect his few deranged cultists over this time, and if his name has been forgotten to the point of being little more than a whispered rumour in the world, then it likely has only helped his cult to remain hidden from the powers that would otherwise seek to destroy it.

The Faceless Lord is the ruler of slimes and oozes, things that slip beneath the streets of the Blight and find an ideal setting for birthing and growing his kin and progeny. He is also the Lord of Decay and is said to slither the streets of the Blight at night by his mad faithful. His followers are called Masters (or Mistresses) of the Ooze, and they often sacrifice a limb to green slime to gain their lord's favours. They are feared by even the vilest things in the city for their cruelty.

Lord Shingles

The Shadow on the Rooftop; Sovereign of the Heights; God of Builders, Gables, Rooftops, and the Sky

Lesser God
Alignment: Lawful Neutral
Domains: Air, Artifice, Community, Knowledge
Symbol: A spire
Garb: Ceremonial work apron and headdress with a ceremonial trowel and hammer
Favored Weapon: Light hammer
Form of Worship and Holidays: Formal ceremonies held at dawn on the four High Holy Days and at sundown of the solstices and equinoxes. Ceremonies include ritual chants, bonfires, and oaths.
Typical Worshippers: Architects, builders, gablemaesters, sprawlmasons, spider-hunters, daredevils, some burglars and vigilantes

No city has a skyline like Castorhage, so it is no surprise that the city's unique rooftop culture with its ubiquitous features and threats should spawn an awe in the people who live and work upon it. It is possible that Lord Shingles was originally just an obscure sky deity or perhaps some lesser builder deity associated with Dre'uain the Lame, but whatever the case, something about the Blight's urban sprawl and ever-more precarious skyward expansion called out for a God of the Heights, and one appeared. He is sometimes glimpsed at dusk and dawn, and there are many gablemaesters and spider-hunters who have claimed to have spent time with the god, though none can remember any details with which to describe him, other than that he feared no precipice or drop and somehow made them feel strangely calm and safe as well. Oddly, many thieves pay him heed and make offerings on rooftops for luck in their second-story endeavours, flowers, coins, and personal possessions, and the gables and spires of the Blight are festooned with his shrines.

Lucifer

Prince of Darkness; Prince of Lies; The Adversary; The Prince of Light; Lord of Infernus; The Falling Tower; Satan

Greater God (Arch-Devil)
Alignment: Lawful Evil
Domains: Charm, Evil, Law, Strength, War

Slime Domain

Slime Domain Spells

Cleric Level	Spells
1st	*Ooze Bolt*, Spider Climb*
3rd	*Mucus*, Slimeskin**
5th	*Muck*, Ooze Eruption**
7th	*Ooze Sphere*, Pseudopods**
9th	*Conjure Ooze*, Gelatinous Wall**

New spells are described below.

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and heavy armour.

Touch of Jubilex

Starting at 1st level, you have resistance to acid and poison damage.

Channel Divinity: Spew Slime

Starting at 2nd level, you can use your Channel Divinity to spew caustic slime from your mouth.

As an action, you vomit forth a 30-foot line of acidic slime. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the slime splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

Channel Divinity: Command Ooze

Starting at 6th level, you can use your Channel Divinity to command an ooze that you can see.

As an action, choose one ooze that you can see within 60 feet of you. That ooze must make a Wisdom saving throw. If the creature succeeds on the saving throw, you cannot use this feature on it again until you finish a long rest.

If the creature fails its save, it is under your command for the next 24 hours, until it drops to 0 hit points, or until you use this feature again.

On each of your turns, you can use a bonus action to mentally command the ooze if it is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as guard. If you issue no commands, the ooze only defends itself against hostile creatures. Once given an order, the ooze continues to follow it until the task is complete.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with corrosive acid. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal 1d8 acid damage to the target. When you reach 14th level, the extra damage is increased to 2d8 damage.

Form of the Faceless

At 17th level, you can use your action to transform into an ooze. This feature works like the *polymorph* spell, and allows you to transform into a black pudding, gelatinous cube, grey ooze, or ochre jelly.

Once you use this feature, you cannot use it again until you finish a short or long rest.

Slime Domain

New Spells

CONJURE OOZE
4th-level conjuration
Casting Time: 1 minute
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 hour

You summon oozes that appear in unoccupied spaces that you can see within range. You choose one of the following options for what appears:

- One ooze of challenge rating 2 or lower
- Two oozes of challenge rating 1 or lower
- Four oozes of challenge rating 1/2 or lower
- Eight oozes of challenge rating 1/4 or lower.

An ooze summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

GELATINOUS WALL
5th-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small piece of gelatinous cube)
Duration: Concentration, up to 10 minutes

You create a transparent, stationary wall of gelatinous slime. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature can choose to be pushed 5 feet back or to the side of the wall. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the wall engulfs the creature, and the creature takes 3d6 acid damage. The engulfed creature can't breathe, is restrained, and takes 6d6 acid damage at the start of each of the caster's turns.

An engulfed creature can try to escape by taking an action to make a Strength check against your spell save DC. On a success, the creature escapes and enters a space of its choice within 5 feet of the wall.

A creature can attempt to move through the wall, but suffers the same effect as a failed save mentioned above.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

LIQUIFY FLESH
6th-level transmutation
Casting Time 1 action
60 feet
Components V, S, M (a drop of acid and a drop of water)
Duration Instantaneous

A thin, green ray springs from your pointing finger to a creature that you can see within range.

A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 acid damage. If this damage reduces the target to 0 hit points, it is liquefied and turned into a puddle of ooze.

A liquified creature and everything it is wearing and carrying, except magic items, are reduced to a disgusting puddle of melted, bubbling ooze. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

MUCK
3rd-level conjuration
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a drop of glue, a small ball of gelatinous slime, and a drop of acid)
Duration: Concentration, up to 1 minute

You transform a 20-foot-radius area into a pool of ooze and caustic slime, centred on a point with range and lasting for the duration. This area is filled with a bubbling mass of greenish-black and foul-smelling liquid. Ooze, slime, and pus constantly form bubbles that burst, releasing splashes of corrosive droplets. Pseudopods writhe and reach for any creature in the area.

The area covered by the muck is difficult terrain. Any creature that starts its turn in the area takes 2d6 acid damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as slimy pseudopods grope and grasp it.

MUCUS
2nd-level conjuration
Casting Time 1 action
Range 60 feet
Components V, S, M (phlegm)
Duration Concentration, up to 1 hour

You conjure a gob of thick, phlegmy mucus at a point of your choice within range. The mucus fills a 20-foot cube from that point for the duration. The mucus is difficult terrain and lightly obscure their area.

If the mucus isn't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured mucus collapses on itself, and the spell ends at the start of your next turn. Mucus layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the mucus or that enters it during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the mucus or until it breaks free.

A creature restrained by the mucus can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

OOZE BOLT
1st-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

A bolt of grey ooze springs from your hand and streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 acid damage.

Slime Domain

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

OOZE ERUPTION
3rd-level transmutation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a ball of gelatinous slime)
Duration: Instantaneous

Choose a point you can see on the ground within range. A fountain of slime and ooze erupts in a 20-foot radius centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 acid damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared away. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

Pseudopods
4th-level conjuration
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a piece of tentacle from a giant octopus or a giant squid)
Duration: Concentration, up to 1 minute

Squirming, slimy pseudopods fill a 20-foot square on ground that you can see within range. For the duration, these pseudopods turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 acid damage and be restrained by the pseudopods until the spell ends. A creature that starts its turn in the area and is already restrained by the pseudopods takes 3d6 acid damage.

A creature restrained by the pseudopods can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

SLIMESKIN
2nd-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a handful of oak bark)
Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a slick, slime-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

VITRIOL OF JUBILEX
4th-level evocation
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a drop of giant slug bile)
Duration: Instantaneous

You point at a place within range, and a glowing 1-foot globe of greenish-black ooze shoots forth from your hand, exploding in a 20-foot radius. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 6d8 acid damage and 3d8 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 1d8 for each slot level above 4th.

Symbol: Leviathan Cross (alchemic symbol for sulfur)
Garb: Red or black silken robes with tall pointed hoods that either cover the face or with deep cowls and with white, featureless masks
Favored Weapon: Trident
Form of Worship and Holidays: Blood sacrifices at Samhain (the last night of autumn) nights of the Dark Moon (when Sybil is full), and Walpurgis Night.
Typical Worshippers: Witches, corruptors, politicians, revolutionaries, the disaffected

The Prince of Darkness is worshiped by countless in the city, and many good people have been tempted by lust or greed or hunger into serving him. In fact, his worship is so insidious that there's no way to determine what their true numbers might be. However, the astute and very observant are aware that many symbols of other divinities (deities and arch-devils alike) are usurped and used in worship to the Prince of Lies, and doubtless many prayers so intended for other powers fall pleasingly upon his ears in Infernus instead. Though not much is known about any organized cult of Lucifer, his most devout followers, the Dark Cardinals, bear marks of the touch of their master. Sometimes this mark may be a simple blemish, other times it is a change of body into something monstrous, bestial and lustful.

Mammon

Lord of Avarice; Lord of the Third

Arch-Devil
Alignment: Lawful Evil
Domains: Artifice, Earth, Evil, Law, Trickery
Symbol: A coin with the arch-devil's face upon it
Garb: Rich robes of the finest materials, bedecked with gems and thread of precious metals
Favored Weapon: Shortspear
Form of Worship and Holidays: Few formal rituals beyond the accumulation of wealth and tithing to cult leaders who maintain contacts for business deals and shady deals alike and organize smaller services where key figures can meet to strategize plans for profiteering
Typical Worshippers: Bankers, royalty, business owners, thieves, *swyne*†, many Castorhagers (covertly)

Perhaps the most commonly invoked god of Castorhage, Mammon is said to be interested only in the spreading of his own name and that even his name is a lie. It is said Mammon's name is pronounced in the clink of every coin and the cry of every slave. If there is something that generates income, directly or indirectly, Mammon has a hand in it at some level. Mammon is invoked by those who wish for good luck and fortune, as well as those in power or those who have nothing. His touch caresses priest and pauper, queen and whore alike and brings to all dreams of limitless wealth and power. Worship of Mammon is somewhat unique in that there are relatively few followers of Mammon who revere him as their primary deity but a great many who invoke him on the side in order to achieve success in some financial endeavour. Even the good-aligned followers of gods of good are not immune to the temptation to beseech Mammon's blessing from time to time. As a relatively shadowy figure, even in the politics of Hell where he is lord of an entire Circle, Mammon seems to prefer this pseudo-anonymity.

Mithras

Lord Storm; The Battle; The Soldier-God; Mithrae Invicto; God of War, Battles, and Soldiers

Greater God
Alignment: Lawful Neutral
Domains: Animal, Glory, Law, Repose, Strength, War
Symbol: A bull, warrior in a Phrygian cap, or a raven
Garb: Military dress uniform or battle armour with Phrygian cap
Favored Weapon: Short sword, spear
Form of Worship and Holidays: Worship services are held in caves and grottos on nights of sacred celestial alignments. The autumnal equinox (the Cusp of Mithras) is his sacred day and involves public daylong ceremonies from first light until moonset with sacrifice of bulls and military parades. On the eve of great battles, secret underground ceremonies are held (frequently attended by combatants from both sides of the coming battle) to ask for favour in battle, beseech Mithras to bring honour in battle, celebrate past battles, and promote cult members to higher grades of Mithraism; if a ceremony finds favour, a celestial bull may materialize for the cult leader to slay in commemoration of Mithras' deeds.
Typical Worshippers: Soldiers, generals, warriors, statesmen

The great Cult of Mithraism is one of the most widespread religions in the world. The universal appeal as the god of all soldiers and roots that predate even the Legions of Hyperborea when his worship was first spread far and wide make Mithras perhaps the most commonly revered god in the Lost Lands. He brings luck in battle, he is the parting mist, the coming storm, the changing wind; he aids those who trust to him. That he is principally a god of soldiers — and soldiers only — is probably all that prevents the cult from becoming the dominant religion in the world.

Founded in the early days of Hyperborea, the soldiery of Castorhage is no exception to the god's wide appeal. However, his cult takes on a slightly different edge, perhaps, in the naturally blighted surrounds of the city-state. In Castorhage, Mithras is revered more as the unstoppable victor in battle as opposed to the honourable warrior. He is often referred to as Old Iron Hand or Lord Storm among the Royal Army, and his worship within the city's military is encouraged and in some cases compulsory. The Cult of Mithraism outside Castorhage has looked askance at that city's branch for some time and often see it as a tainted form of worship. Every few years there is always talk of excommunicating the Castorhage sect, though the Heliodromus of Mithras has quashed such talk on every occasion so far. However, troubling rumours coming out of the Libynosi colonies of high-grade Casterhager cult members siding with followers of the barbaric war god Thursis in battle may at least be the straw that breaks the back of the Soldier-Gods cult in the Blight. Whether this is true or not remains to be seen, but many Paters and Coraces of Mithras across Akados wait expectantly to see what sort of decree may come down from the Heliodromus.

Mother Grace

The Holy Mother; Mother of All; Goddess of Family, Order, and Tradition

Greater God
Alignment: Lawful Neutral
Domains: Community, Law, Nobility, Repose
Symbol: A mother holding a child and a distaff
Garb: Black robes trimmed in silver with red collar and accents, silver and red mitre and ceremonial distaff
Favoured Weapon: Light mace
Form of Worship and Holidays: Minor services in the form of multiple times for prayer or meditation are daily in cathedrals and churches throughout the city with longer, formal services held every Sunday (all-day affairs) and Wodesday (evening services). The High Holy Days are all considered sacred to Mother Grace and hold services accordingly, and seemingly every other day in the calendar is designated as a feast day for one or more of her saints.
Typical Worshippers: Castorhagers

Three Aspects of One God

Mother Grace is a good example of the extremities of religion in the Blight. Three aspects of her teachings are taken up and worshipped with equal fervour by groups with three very different philosophies.

The Beatific Quest: This aspect of the worship of Mother Grace is lawful good in alignment. It follows her teaching that knowledge is all, that mistakes of history cannot be repeated with proper study and prudent thought, and that only through awakening the desire to know will the world be pure and advance.

The Rule of Order: Lawful neutral in alignment, the Rule of Order focusses on the words of the Mother of All when teaching infants and the ignorant — that fairness is only good when firmness is behind it, a clenched fist in a velvet glove. Order and discipline are paramount. This aspect of the Mother's worship is the most rigid; it follows set laws and ranks and patterns of worship established centuries ago and still clung to with dogged attention to detail. It is as inclined to use the weapons of the wicked to destroy them and preaches that the only thing that truly matters in a chaotic world is the preservation of the status quo.

The Fair Fist: Of lawful evil, this sect preaches that only order can bring the world out of the darkness of anarchy, and only those who worship the Mother Grace are the truly enlightened capable of bringing about this order. This aspect of the goddess focusses entirely upon scare mongering of the teachings of the Holy Mother — that unless properly educated as to the dangers of the present age, the world will fall into absolute chaos. Missionaries, bigots, and fear-mongers, the Fair Fist (one of this sect's many names) believes in worshipping Mother Grace and nothing else (all other religions being blasphemous) and historically is the group behind most of the Mother's crusading activities. They wish only to extend order in the Mother's name (whether the world wishes it or not).

The most widely worshipped god in the City-State of Castorhage, the shrines, churches and cathedrals outnumber those of other gods by a dozen to one and are unequalled in their magnificence. Mother Grace is the goddess of the Royal Family and the official religion of the State. Other gods, saints, and religious figures are tolerated, and yet even this tolerance is occasionally tested with persecutions launched by the religious leaders of Mother Grace's church with the backing of the Crown. Crusades on foreign shores — especially in and around Castorhage's many overseas colonies — are regular and by no means driven by goodness, with many similar activities occurring on a smaller scale locally. Pillaging Between in her name, burning witches to her glory, and assorted murder and mayhem under the auspices of divine authority are her all-too-regular consorts. Throughout all of it, only one thing matters: order.

Outside of Castorhage and its colonial possessions, Mother Grace is a very intriguing goddess. For despite her clear and present power as a major divinity and her near monopoly on religious influence throughout Castorhage's empire, she is virtually unknown beyond its boundaries. Nowhere else can be found organized congregations or temples in the name of Mother Grace, and no known culture or ethnicity lays claim to her origins. Her religion seems to have appeared as if from nothing at some point early in the creation of Castorhage, and went on to obtain and keep a position of religious supremacy. Some learned scholars hypothesize that her church in Castorhage may represent some organized remnant of the prehistoric deity once revered almost universally among early humans and known usually as only The Goddess. But even that is base speculation derived from little more than her apparent affinity for humans and a vague resemblance between the shape of the head of her distaff in religious depictions and the ancient imagery of the Tesseract long associated with worship of The Goddess. What truth may lie in this connection has yet to be definitively determined.

Papyri

The Archivist; The Quiet One; The Lost Apprentice; The Thoughtful Silence; Goddess of the Written Word

Demigod
Alignment: Neutral
Domains: Esoteric, Knowledge, Magic, Rune
Symbol: A quill superimposed on a shield
Garb: Scholars robes, usually with ink-stained cuffs. There are many different collars, tassels, and hats worn with these robes to denote different roles, ranks, and specialties among followers of Papyri.
Favoured Weapon: Spear (always with a shield)
Form of Worship and Holidays: Solemn periods of silent meditation, prescribed readings of holy books and approved literature. Public readings from Papyri's *Escutcheon Di Epistemos Primo* are held every Thyrsday evening.
Typical Worshippers: Scholars, teachers, wizards, arcanists, alchemists, nagas, liches

The quiet Papyri is seldom depicted in religious art, but when she is, it is always as a studious, unassuming woman hunched over a scribe's lectern. Her true name is unknown, and she is now named for the earliest medium associated with her worship. The church of Papyri claims that Papyri was originally apprenticed to Yenomesh, the ancient God of Glyphs and Writing. Papyri doctrine states that she served Yenomesh since the beginning of his creation of writing but either ran away or was banished by him for unknown reasons after discovering something among his writings. For their part, the followers of Yenomesh deny any such association.

She is invoked by those who hunger for knowledge at any cost, and the greatest tenets of her church is that all knowledge is neutral (no matter how much harm could be caused by those who misuse it) and that all knowledge should be preserved by the constant creation of new copies. Throughout history this has been accomplished by virtual armies of painstaking scribes, though with the modern innovation of the printing press in Castorhage this tedious practice has been largely relegated to the typesetters who need only assemble a book's words once. Despite her seemingly benign focus on scholarship and education, Papyri's support of unregulated knowledge acquisition can often lead her adherents onto paths that culminate in exposure to dark truths and darker gods. For those with a greater understanding of the Quiet One, they know her consorts are gods of madness, things without names, and fey gods of old that have been imprisoned and should never again see the light of sun. The liturgy of her faithful, however, is that the knowledge of Papyri is a shield for those who would use it, and those who would use the knowledge are likewise a shield for its preservation. It is whispered that many of the highest-placed members of the almost-mythological Fraternal Order of the Secret Flame.

Sister Shadows

The Unseen; Goddess of Alleys, Streets, Piers, and Pathways

Demigod
Alignment: Chaotic Neutral
Domains: Artifice, Darkness, Earth, Shadow (see below), Trickery
Symbol: A twisting wynd (alleyway)
Garb: No special garb
Favoured Weapon: Dagger
Form of Worship and Holidays: No formal services or holidays; most followers offer a simple prayer before going about their daily chores and another before sleep

Shadow Domain

Shadow Domain Spells

Cleric Level	Spells
1st	*Umbral Armor*, Unseen Servant*
3rd	*Darkness, Invisibility*
5th	*Fear, Hungering Shadows**
7th	*Greater Invisibility, Phantasmal Killer*
9th	*Hallow**, Wall of Shadow*

* New spells are described below.
** Excludes the *Daylight* effect of the *Hallow* spell.

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and heavy armour.

Shadow Mantle

When you choose this domain at 1st level, you can use your action to surround yourself with a swirling, shifting mantle of shadows. This feature gives you advantage on Dexterity (Stealth) checks. This effect lasts for 1 hour.

Channel Divinity: Shadow Self

Starting at 2nd level, you can use your Channel Divinity to create three shadowy duplicates of yourself. These illusory duplicates appear in your space, move with you, and mimic your actions, shifting position so it is impossible to determine which image is real.

Refer to the *mirror image* for how the duplicates behave.

Channel Divinity: Shadow Step

Starting at 6th level, you can use your Channel Divinity to *shadow step* (as *misty step*). As an action, you step into the shadows and reappear up to 30 feet away to an unoccupied space you can see.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with necrotic and cold energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal 1d4 necrotic and 1d4 cold damage to the target. When you reach 14th level, the extra damage is increased to 2d4 cold and 2d4 necrotic damage.

Shadow Bulwark

At 17th level, your affinity to the shadow intensifies, granting you resistance to necrotic and cold damage.

New Spells

HUNGERING SHADOWS
3rd-level conjuration
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a drop of glue, a small ball of gelatinous slime, and a drop of acid)
Duration: Concentration, up to 1 minute

You open a gateway to the plane of shadows, a cold, colourless, and darkened distortion of your world . A 20-foot-radius sphere of hungering, writhing shadow appears, centred on a point with range and lasting for the duration. This void is filled with a maddening whispers and cacophonous laughter that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded.

The void creates a conduit between the planes, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 necrotic damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 cold damage as otherworldly shadows slowly drain its warmth.

UMBRAL ARMOR
1st-level abjuration
Casting Time: 1 action
Range: Self
Components: V, S, M (a wisp of shadow)
Duration: 1 hour

A swirl of shadow surrounds you, manifesting as an umbral shroud that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the necrotic damage increase by 5 for each slot level above 1st.

WALL OF SHADOW
5th-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a pinch of powder made by crushing a shadowed gemstone)
Duration: Concentration, up to 1 minute

You create a writhing, roiling wall of shadow beginning from a point in range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is completely opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 necrotic damage, or half as much damage on a successful save. Attempting to pass through the wall is equivalent to crossing difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Typical Worshippers: Beggars, thieves, dock labourers, street sweeps, commoners, ratfolk, mongrelfolk, skulks

In a city contorted by countless pathways and alleys, this goddess's name is said almost as widely as Mother Grace's. Her name is uttered by those who walk the broadest streets to those who dwell beneath the rankest piers closest to the Kiss of the Lyme and who have to "dance daily with Sister Lyme," an old Blight phrase meaning to fall into the Great Lyme River, an act that is often a person's last.

Largely unknown outside the Blight, some suppose Sister Shadow to be an aspect or divine servant of the shadow goddess Mirkeer. However, despite The Unseen's similar affinity to the dark corners of the world, their similarity ends there. Sister Shadow is not a deity of the night and nefarious dealings in shadow, she represents the endless shadows, nooks, and

crannies and the endless possibilities they represent for survival, success, and even satisfaction. She is a goddess of not only those innumerable hordes that dwell within the corners of the city, but the potential that the city represents for those same people she embraces. Many folk see her simply as a goddess of thieves and street gangs, but those who truly revere her see her as protector and inspiration for their lives and the chance — however slight it may be — to better them.

The Ash Queen

Queen of Whores; The Hunger; Goddess of Lust, Nature, and Witchcraft

Greater God (Outer God)
Alignment: Chaotic Neutral
Domains: Animal, Beast (see below), Chaos, Earth, Plant
Symbol: A naked woman silhouetted before a full moon
Garb: Nudity smeared with mud, blood, and placental tissue (usually animal but humanoid when available)
Favoured Weapon: Sickle
Form of Worship and Holidays: Blood sacrifices and rituals held on every new moon with special fertility rites held every Modraniht and on the eve of Beltane
Typical Worshippers: Druids, mothers, fertility cults, satyrs, witches, hags, atavistic serpentfolk, nocturnals, intelligent plant creatures, rorkouns, gorynychs, bholes, dark young, living monoliths, some mongrelfolk

The Queen of Whores and the eldest god, The Ash Queen's name is screamed by hunters as they take their prey and courtesans as they take their lovers. She is all things lust and like all hungers, can be a force of good — of the creation of life — but also of evil — betrayal, lies, and perversions. And sometimes there is less than a knife blade's thickness of difference between the two. The Ash Queen is savagery and the wanton celebration of Nature at its most brutal and unrestrained. Her rites are usually performed at night under a new moon and starlit skies and involve orgiastic feasts accompanied by wild music and ecstatic dancing. The priests and priestesses, who are said to be unusually fanatical, are naked but for smears of thick marsh mud, clotted blood, and the placental blood and tissues of recently birthed animals or even humanoids when available. For those who follow the Queen of Whores and are sane enough to realize it, her worship and religion are merely a thinly veiled front for the mad cult of the goddess and Outer God, Shupnikkurat

The Horseman

End of Days; Lord of Disease; Supreme of Daemons; The Oinodaemon

Greater God (Daemon Lord)
Alignment: Neutral Evil
Domains: Death, Destruction, Evil, Madness, War
Symbol: A skull and scythe or a diseased and rotten ram's head
Garb: Hooded black robes without footwear
Favoured Weapon: Scythe
Form of Worship and Holidays: Blood sacrifices anywhere there is death or imminent death, including battlefields, plague-stricken cities, regions of famine and social upheaval
Typical Worshippers: Daemons, doomsayers, the insane, plague carriers, ghouls, some wererats

"The end is nigh!" proclaim his followers. The End of Days is here, and soon the Horseman shall ride down upon the city to reap his harvest. He will turn his four faces upon all, laying the city low with his disease, burning its ruins to ashes, and starving the handful that have the ill fortune to survive. His name is Death and his only promise is ruin and destruction. Outside the city of Castorhage, The Horseman goes by his more commonly known name: the Oinodaemon. His ultimate goal is to bring ruin upon all mortals, and he is patient in his efforts. Though only the insane favour The Horseman's worship, all peoples fear his inevitable arrival.

The Gods of the Swyne

It is difficult to categorize the gods worshipped among the race known as the *swyne*† as a true pantheon, just as it is difficult to categorize them as even true gods. Nevertheless, these deities find veneration among the swyne population and seem to be capable of granting spells to clerics who worship them, so they are included here in abbreviated format. In truth, they seem less like an actual pantheon and seem more like lesser godlings or powerful outsiders that managed to find a home for their extremely specific and limited areas of influence and simply latched onto whatever veneration they could.

The Gods of the Swyne

Deity	AL	Area of Concern	Domains	Favored Weapon
Hork	NE	Goddess of Musk	Amoral, Animal, Charm, Trickery	Dagger
Porfask	CN	God of Wine Cellars	Amoral, Chaos, Glory, Intrigue	Club

***** See **Part 3, New Races**
DD See ***Dunes of Desolation*** by **Frog God Games**

Twisted Campaigns

To some classes, alignment is at the core of their nature — whether you are a righteous paladin, a despicable rogue, or a neutral druid, your alignment guides you. Not everyone, however, is so clearly morally righteous or despicable. A festering hotbed of backstabbing, liars, political greed, and hunger for power offers you a useful backdrop to events for your adventures. These themes can be developed into powerful campaign threads.

Twisted campaigns thrive upon darker subject matter: prostitution, slavery, addiction, suffering, and misery, but this does not mean your players have to be part of them. They may, in fact, be abhorrent to the characters and act as a catalyst to their adventures. Two samples of the same campaign are given below, but one is given the features of a twisted Blight campaign.

The Price of Flesh — Standard Campaign

This campaign is set in Festival, the island of pleasure in the Great Lyme River. Cother's Pleasure Palace caters to all sins, they say, although it is difficult to become a member of this exclusive club — membership is strictly by invitation.

The characters are sponsored — be it by a religious group, cult, or guild — to investigate the disappearance of Lady Heather McCall, a disowned noble and lover of Horace Grove, a well-to-do snuff merchant. Grove arranges for the characters to enter the palace incognito and learn what is happening. The characters discover that Cother is a member of the Family†, and the wererat has been abducting speciality victims for his more discerning customers to infect with lycanthropy. He has used the services of a notorious ogrekin abductor known only as the Stalker to snatch his victims. The characters unmask the plot, free Heather, and all seems well.

However, the Family are extremely angry about the event. Cother was a promising young businessman who was a favoured cousin of one of the organization's more senior members. An attempt is made upon the character's lives, and clues point back to Festival. Furthermore, threats are made to the character's sponsor, and the matter quickly swells into a ground war between the Family and the character's sponsoring group. This escalates, and the characters become involved in hit-and-run tactics against the Family, which culminates in a pitched battle under the piers between the characters, their sponsors, and the Family.

In the meantime, Heather has been infected with lycanthropy, and the aspect of her character and her misery at the event is laid bare; attempts at cures fail and she ends up in the Asylum. Her lover Horace offers a fortune for the characters to embark upon a crusade against the rats.

The Price of Flesh — Twisted Campaign

In this version, events follow along as before, but the characters have a more ambiguous background. The sponsor, it transpires, is the covert ally of a rival wererat family from foreign shores (the Nettles) intent upon establishing their own pitch on Festival. These sponsors know that Cother is the favoured cousin of one of the senior Family members. The adventure runs as written above, but this time if the characters do not kill Cother, he is killed immediately after the adventure by the rival wererats.

The characters are then caught in the middle of this pitched battle — with the two rival wererat groups both after their blood — the Family blame them for the death of Cother, the Nettles intent upon burying any evidence. The characters must overcome both groups, or find a way of playing one off against the other, clearing themselves, and securing their future.

Vermin of the Blight

It has been said before that the crawling, creeping, and flying vermin that infest the Blight are virtually ubiquitous — especially in its summer months. And though the Blight gains its nickname from the lichen-like fungus of that name that proliferates in the darkened corners of the city, most folk assume that it comes from the blight of these vermin that are to be found virtually everywhere and welcomed nowhere.

Swarming insects are a constant problem at certain times of the year when weather conditions are just right, but there are some particular types of insects that seem to be unique to the city of Castorhage or at least never recorded in other locations.

Most people think of the spiders when the subject of Blight vermin is discussed. The rooftops and gable, soffits and spires are overrun with them — and many of monstrous sizes. Two varieties of spiders are exclusive to the environs of the city. These are the **gable spiders**, who don't spin webs but rather construct their elaborate lairs and hunting grounds from the garbage and debris produced by the city itself; and the **chymic spiders**, acid-spewing dreamstalkers that seem to physically embody the fear of spiders shared by most folk of the city. The fact that the city is not a web-shrouded mausoleum of humanoid carcasses can largely be attributed to the neverending efforts of the gablemaesters, a guild of rooftop spider hunters dedicated to battling the ever-growing scourge that creeps above the heads of the citizens.

Insectum are another example of myriad species of vermin that appear to exist solely in and around the Blight. They are covered in considerable detail in **The Blight Player's Handbook**.

In addition to insectum, other less-monstrous bugs that seem unique to the city are the midden-angels, great black biting flies that make their home in the Bilges and require the workers there to don special protective scarves in order to avoid having their faces disfigured by the painful bites, and the stonemites, large, red, termite-like insects that gnaw on the stone and mortar of masonry for their sustenance rather than wood and paper like their lesser cousins.

Lighting the streets and many of the homes and businesses in the Blight is also done thanks to vermin. Thought there is some usage of gas lamps around the city, as with many areas of technological advancement the necessary infrastructure was largely deemed too costly and difficult to install and maintain with other cheaper, easier options available. To this end, the discovery of the burning properties of pyrebeetles revolutionized the old torches and expensive oil lamps that had previously been used. Pyrebeetles are a type of small beetle indigenous to the swamplands surrounding the city that have peculiar flammable properties and make for excellent torches and lanterns. Pyrebeetles are detailed more fully in **The Blight Player's Handbook**.

Siklight cockroaches are the smaller, more nauseating cousins of the pyrebeetle. These creatures feed on waste and give off an insipid, pallid light when they are awake, though they also extrude an unpleasant odour at all times. Many folk ascribe the unhealthy vapours given off by these insects as the cause of many illnesses among the poor. Siklight cockroaches are a common sight in poorer parts of the Blight where, if properly cared for, they can live for up to a year. Unfortunately, they have the alarming habit of exploding if their hard carapace is pierced or sometimes even from just sudden changes in temperature and certain conditions of the Canker. For this reason, small explosions and fires are commonplace in areas lit by them in the poorer areas of the city, and has earned them several nicknames among the populace including Devil's Spark, Trust-Me-Not, Tricklight, Mother's Misery, Beltane's Fart, and a host of other, less-polite curses and cant-words. Siklight cockroaches are also covered in more detail in **The Blight Player's Handbook**.

Finally, no discussion of Blight vermin would be complete without mention of the *coprophagi*† and night-slugs. The coprophagi are roachfolk endemic to the dumping sites of the Bilges and other out-of-the-way corners of the city's slums. They are little understood by the citizens of Castorhage and largely ignored, though their presence is far from welcome. On the other side of the coin are the night-slugs†, a race of wormlike humanoids that makes its home between the walls and in the crawlspaces of buildings and houses all over the city. Night-slugs, when discovered, are treated like any other vermin, and attempts are made to exterminate them while they attempt to retreat and hide in the nooks and crannies from whence they came. The constant battle against night-slug infestation would be horrifying were it not so disgusting and frequently unintentionally comical.

Blight Adventures

Although specifically focused on this setting, many elements of the adventures proposed below fit into any dark urban campaign. The themes of betrayal, paranoia, political intrigue, and high dark magic could easily be adapted to your own setting, of course, or to your own corner of the Blight, however large or small that may be. Of course, you'll have your own ideas as to the type of adventures you wish to play, whether that be your own work or bought adventures, and these ideas are offered simply as suggestions to the type of adventures that could work particularly well in the Blight.

Anarchist Adventures

Placing the characters in a position of peril at some stage in a campaign is a good trick to use to add a sense of menace. There can be few more menacing situations than being a fugitive, and while the characters may spend their whole careers as anonymous enemies of the state, they may suddenly find themselves unmasked, discovered, or worse, betrayed at any moment.

Between-Heavy Campaigns

One drawback a city setting has is that it can sometimes be difficult to introduce a wilderness element. Castorhage has the surrounding Lych Fens and even the rest of the island of Lymossus, but the focus is very clearly on the events and places within the confines of the city itself. Between gives you an ideal link to a wilderness adventure on the very doorstep — or threshold. One minute the characters can be exchanging pleasantries at the Throttled Bull Gin House, the next they are sailing down a hellish jungle river aboard an Illuminati-sponsored barge.

Between also gives you a good starting point for a feeling of unknown menace: Do the characters become aware that things from beyond the mirrors are slowly leaching into the city? Are these creatures led by an intelligence that is a harbinger of an invading force?

You can also use Between to introduce any aspect of the surreal into your adventure. For example, you could create a nightmare *Twilight Zone*-type situation by having Between draw characters unknowingly through reflections in mirrors, puddles, or even shop windows. You could even use Between to introduce a whole series of events based when the characters sleep in a very Lovecraftian/Dreamlands kind of campaign.

Between, as we shall soon see, is your canvas to paint any kind of surreal adventure upon.

Conversely, you may wish Between to be a magical place of great menace, a place that sheds no light or shadows, but is within touching distance. Are the voices in the characters' minds real or imagined? Is that shiver down the spine a simple chill or is it something reaching out to touch, to covet, to hunger?

Destroy-or-be-Destroyed Adventures

Having so many people about — and using the links of enemies, friends, and power — gives you another option to stretch the destroy-or-be-destroyed adventure. Perhaps the characters begin with a simple attack upon a local gang, only to find that the gang is actually a training ground for some of the most promising talent the Guild has to offer, and the characters have just slaughtered a relative of one of the bosses of that Guild.

The characters may spend their careers at odds with the Guild until a final showdown takes place. Perhaps a character's personal goal (see above) is to finally be rid of the endless, unsleeping menace?

Cults and the Fetch make two more possible foes for such adventures, but in a place of great size and diversity such as the Blight, you have a choice of almost endless enemies at your fingertips.

Good vs. Evil

A **n'gathau** cult, a devil-worshipping arm of the Illuminati, a festering boiling mass of rats that hungers constantly, the city is a bad place, and bad things invariably need destroying or they become too strong to overcome. The holy orders and churches of the city are constantly vigilant against such evil but hunt it out whenever they can. The characters could spend an entire campaign pursuing a particular cult or demon on the loose in the city and using human flesh to hide itself. The good vs. evil theme makes for a particularly simple but powerful and iconic campaign or focus for adventure.

Guild- and Club-Based Adventures and Political Campaigns

Politics is nasty: One minute the characters' sponsor is sweetness and light, delighting in their exploits, the next she is seething with jealousy or is revealed to have always been using the characters as dupes. Political adventures are challenging because the enemy and her home may be known to the characters, and the temptation is to wade in regardless of the consequences. Get such a story right, however, and the results can be extremely satisfying from a campaign perspective.

A powerful NPC swarming with guards and distributing orders makes for a good ally and a dangerous enemy. Perhaps the characters are sponsored by someone else to infiltrate such a group, maybe initially getting their hands bloody in the name of a greater justice. Adventures such as this may lead to destroy-or-be-destroyed campaigns as discussed above, with the characters operating furtively or perhaps under the protection of a holy order or some other patron — who may be using the same kind of twisted political double dealings.

Royalist and Loyalty Adventures

The use of background, relationships, and enemies gives you scope to expand upon the characters' loyalties and make them more personal than say simply a hatred of a particular cult. Perhaps the characters' friends are struggling against a ruthless Justice who delights in hurting or otherwise persecuting them for some reason. Alternatively, the character could be neutral or evil characters working for the Royal Family as loyal guards, retainers, or spies. Maybe good characters operate covertly in the Capitol or other places of power. These characters receive knighthoods, power, or loyal followers as rewards but tread a dangerous path against their many enemies and "friends" alike. These characters can become beacons of hope and pride, living a truly heroic life of idolisation and envy, held up as icons for the people. And of course, few things make for a more tempting target …

Standard Fantasy Adventures

A city is a great location for a host of adventures, and the Blight, with its seething underbelly of rot and vice, gives you endless potential. Are the characters dashing thieves and duellists out to rob the rich? Are they driven by a desire to hunt the Fetch or humiliate the corrupt and villainous local Justice? Or are they simply adventurers, hiring their services out for the most excitement and coin? Never underestimate the fun of stress-free adventuring and the fun that a good swordfight, discovery, or simple heroism can be.

Between

That first fateful day it had been raining, I recall, and I'd passed a miserable afternoon in the offices of Cooper, Cooper, Cooper and MacThane where I had a commission. The office was plain and windowless, but to give the illusion of size a huge mirror ran directly across opposite my desk. I spent many idle moments gazing into that mirror, wishing only to be away from that dreadful office and back to my study of optics.

Then it happened — the fateful moment — the moment my own, and many others' lives changed; some say for good, but not as many as say for bad.

The figure in the mirror was so slender I barely noticed it move, yet move it did, behind my reflection. So startled was I that I leapt from my desk, spilling ink over my day's work in an effort to escape the thing behind me. But I was utterly alone in the office, there was no "thing" behind me. The thing I saw was still in the mirror.

And it stared at me …

First Recorded Contact with Between
Hetherington Quarrus Mabe
Lyme District Offices, Cooper Building
Toilsday 11th Grey, 1637

What is Between Like?

It is as much a feeling as place, this strange echo-land; it is a place where emotions and surroundings leech into the creatures that live there so that both may become one. It is a land of incredible extremes, where snow falls into jungles, where places loop and coil back upon themselves to create an endless nightmare, and where eyes watch from living walls. This place has an inner logic, and travellers speak in hushed terms of Fowler's Endless Stair, Corrun's Labyrinth, and Pech Pit. These are places of legend in Between, places few have seen and escape.

Some say it is the land of the fey, others that it is Heaven, or Hell.

It is none of those things, and yet all of them.

For you, Between can be the setting for any surreal, mad or twisted adventure you wish, an adventure of dreams, an adventure of twisting endless corridors that slope away at impossible angles, a place where creatures that cannot walk do so, and are always hungry. Hints on GMing Between are given later in this section.

Of Curious Mirrors

The first few incursions into Between were brought about by accident; a normal mirror or reflection in an extraordinary arcane place creating a portal *between* two places, hence the name that has been applied to the lands beyond the magic mirror. However, once properly understood, the art of fashioning magical mirrors — often called *mirror-portals* — sometimes big enough for a person to slip through, was born. These mirrors are infamously fickle, and while certain brave (read: foolish) individuals see Between as a place they have a modicum of control over, in truth they have none. Master Between thieves can come and go into Between, but their entrances are like wounds, soon healing and potentially leaving the visitor stranded.

The manner of the creation of these mirrors is jealously guarded to an almost insane degree. The *Royal Between Reflectory Society and Guild*, themselves in thrall to both the Illuminati and the Thieves' Guild, hold the key and materials to their creation — something any Between thief would give his front teeth for. However, everything has its price, and these mirrors have occasionally ended up in the hands of less scrupulous characters (if that is possible) than the aristocrats and greedy merchants.

These *mirror-portals* are not in general created so much as found and enhanced. Travel into Between is an incredibly risky process; the thresholds are fickle. They also touch on the fact that *mirror-portals* are not the only types of portals that exist. There are other types of apertures between the mundane and the surreal. Sometimes they are a tear or weakness in the fabric of reality, sometimes they are a passage fashioned by means beyond the ken of the finest minds and most powerful of Castorhage and sometimes they appear to simply be spontaneous manifestations that allow unexpected (and often unwelcome) transport from one side to the other. The general term *gateway* is usually used to describe these different sorts of access points, so that all *mirror-portals* would be considered *gateways*, but not all *gateways* are *mirror-portals*. They do, nevertheless, seem to have at least some propensity to form in mirrors or other reflective surfaces, though. Most importantly, though, these fickle *gateways*, whether spontaneous or crafted *mirror-portals* have so far appeared and/or functioned only in Castorhage proper. Whether this is some property of the city or of Between or both has yet to be determined.

There was an old lady who swallowed a cow,
I don't know how she swallowed a cow;
She swallowed the cow to catch the dog,
She swallowed the dog to catch the cat,
She swallowed the cat to catch the bird,
She swallowed the bird to catch the spider,
She swallowed the spider to catch the fly;
I don't know why she swallowed a fly — perhaps she'll die!

There was an old lady who swallowed a horse...
She's dead, of course.

— Nursery Rhyme allegedly inspired by an encounter with the Hag of Many Voices and Hungers from Between, thought to still be at large in the city slums

A Between Empire

Hot on the heels of the discovery of Between came the explorers — people eager to make a fortune by harnessing this new land as a Royal empire. The Royal Between Company was formed in 1638.

Sir Donnan Grabe is the most (in)famous explorer of Between, making frequent voyages of discovery, firstly by foot, then with pack animals, and finally by boat after discovering the Unsea in 1639, an occasion marked by Grabe's loss of a troop of men led by Captain Corrun in the frightful so-called Corrun's Labyrinth.

As the land yielded up its secrets and wealth, the rulers of Castorhage realised that they had a cornucopia upon their doorstep and took extreme precautions against its being exploited by others. They flooded the land with troops and colonies, the most infamous of which was Fort Toil on the Greensward Hell border. The 5,000 souls of this settlement vanished in a single night in 1647 — food lay uneaten on tables, kettles boiled on stoves, all as though everyone went in a single instant. This event is still referred to as the Fort Toil Massacre by members of the Royal Between Company, who set out upon a zealous quest of revenge and conquest. Unfortunately it led directly to the beginning of the Greensward Hell War was followed in only a few short years by the Massacre of Ste. Anne's Field. Since then the powers-that-be have taken a slightly less obtuse approach to their colonisation efforts. They still reinforce and strengthen

their position in the strange nether realm of Between, but they do so with the knowledge that they are not alone in that realm and not altogether welcome. They have learned the hard way that to push too hard too fast provokes an asymmetrical response that has proven to be beyond the abilities of their brute application of force. Rather a slow but steady colonisation and exploitation seems to have proven the better course and is one of the primary reasons why vast military formations of Castorhagi troops are not seen marching across the Betweenlands — Between simply won't tolerate it.

Despite this institutional paranoia, the only entrances to Between discovered continue to remain only within Castorhage herself. Now established as a "legitimate" component of the Empire of Castorhage, Between is giving up more of its secrets on a daily basis, and yet with each new discovery some new terror emerges, or some new thing staggers from the dark corners and into the city itself. The alarming increase in creatures from Between walking the city streets of Castorhage has been kept mostly secret by the powers that be, though rumours are beginning to circulate on the streets.

Between realms seem to be fractious, and whilst intelligent creatures inhabit some, others are completely wild. However, even in those places where intelligent creatures are found, they tend to hunt in packs and can mock or imitate the invaders. Civilised creatures that are organised into a true society have yet to be encountered. Rather, the most advanced Between creatures seem to be mocking echoes or caricatures of men and other humanoids — almost as if distorted reflections seen in a flawed mirror.

What traces of older civilisations have been found so far in Between have been in the form of decayed monuments or disjointed tales so fractured and superstition-driven as to pose no serious threat to Castorhagi colonial ambitions.

More troubling to the city is that things that are coming out of Between seem to be leaching the very thoughts and essences of the Blight and its inhabitants into mocking manifestations of their animating spirit. This is all the more disturbing as it seems to be only the dark side of humanity that is manifested.

The Illuminati and Between Companies

Their tentacles and claws grip every part of the city, and Between beyond. The Illuminati have been quick to seize opportunities to set up their own secret colonies in Between, and it is speculated by those few that know that their unbirth magic known as *The Staff of Life*† and *The Elixir*† has its origins in the dark places of Between. In addition, the rise of a new group of Between-specialised wizards called mirror mages is likely the result of the influence of the Illuminati, and it is thought that most, if not all, mirror mages are in fact in the direct employ of the Illuminati.

That the Illuminati has control of parts of Between is not in doubt; the questions are which parts and why? Their efforts focus at the Barnacles and Great Docks, where the transient *gateways* come and go with incredible and alarming regularity. Lurking behind its great levee wall, the Barnacles is seething with industry and greed.

The official Castorhage presence in Between is represented in two primary companies and their subsidiaries, though without a doubt the Illuminati secretly exercise partial or even total control over these consortiums.

The Royal Between Company was the first entity to be licensed by the Crown to investigate, explore, colonise and exploit any valuable resources of Between. The Royal Between Company is headquartered out of the Capitol and chaired by Lucas Nathaniel Nightshade (LN male human **noble**) under license from Queen Alice. The Royal Between Company directly administers the Castorhage Western Province and Slave State, but that proved challenging and taxing on resources enough that it has calved off the Castorhage East Dominion Company to oversee the so-called Land of Saffron with a more personal eye. Though ostensibly a subsidiary of the Royal Between Company and therefore under the jurisdiction of Lord Nightshade, in truth Chief Factor Aldrege Butterknuckle (N male *tradelord gnome* **noble**) wields almost absolute control over the activities of the East Dominion.

A mysterious group of zealots wield true power over the Royal Between Company, whose remit is to explore, exploit and enslave any aspects of Between that might prove profitable. In going on for a century of pillage, the company has swelled the Royal coffers beyond imagining, and whilst the cost in human life is high, it is considered a worthy risk by those whose only risk is financial. Company livery consists of a banner or herald depicting an iron fist smashing a circular mirror, the uniform is violet with gold trim and troops from the Royal Between Corps are tough. True power in the company is almost impossible to unravel; a clever ruse by its members to achieve a level of anonymity, but dozens of high-level nobility make up its ranks

The Royal Unsea Whaling Company is an entirely separate entity based out of the port of Scrimshaw. It was founded after the lucrative discovery of the abundant whales of the Unsea that called for a more specialised touch than simply another arm of the ponderous Royal Between. The history of the Royal Unsea Whaling Company is more tumultuous in that the control of the company regularly slips between certain powerful "families" of Town Bridge through political manoeuvre and counter-manoeuvre, and more frequently downright skulduggery and thuggishness. It recently passed into the hands of the Darnell family of Town Bridge, but that oversight seems destined to be short-lived. Despite the constant change in family control, through it all the company has been capably managed by the Governor of Scrimshaw, the Lady Constance Thorn (N female human **noble**).

Mirror Mages

Specialists in arcane exploration, mirror mages are a selective and insular sect of arcane practitioners that devote themselves to unravelling the mysteries of Between, and the ability of the land and its creatures to leach memories and manifest them in a physical form, an ability that they would like very much to be able to command.

Outposts and Colonies

Whilst various groups — most notably the Illuminati — have established a number of secret outposts, the following are the most notable Between locations that have seen the stamp of Castorhagi habitation.

Castorhage East Dominion (a.k.a. the Land of Saffron)
Castorhage Western Province and Slave State (a.k.a. Hope)
HrondHuss
Mallen and Between Mine No. 1
Scrimshaw
The Myre-Between

Each is detailed further under either Betweenlands or The Unsea below.

Betweenlands

"My first glimpse of the Betweenlands almost left me insensible; here indeed was Cornucopia — the Land of Plenty, the Place of Milk and Honey. The far side of the mirror was like a place of impossible life and noise and scents; my senses were assaulted from all sides. I first entered a mirror of the room I set forth from; this was an ordinary looking replica of the room from which I departed, save that it was aware … I cannot describe it even now; it seemed as though it was watching me, as though everything was watching me. I found a door that, in the chamber I had left, led into a hallway and thence my own small walled garden. Grasping the doorknob, which if my senses hadn't betrayed me I could have sworn complained at being moved, I stepped into the next room. It was not my garden; rather it was a garden room such as the Royals have — a glass chamber full of light and flowers. And such flowers! Colours and blooms that I had scarcely even dreamt of were there, and the air was alive with buzzing of bees. An open doorway led onto a green lawn by the side of a tumbling brook.

"Little did I know then, what was out there watching me enter this garden …"

—The Chronicles of Hetherington Quarrus Mabe
Volume 1, Chapter 11

Between realms do not seem to obey standard geography. While some domains seem endless, others are very small. There seems to be no logic where one ends and another begins, although inevitable bleeding of the two places occurs; an icy land freezing jungle trees for example. Attempts have been made to map Between, but the results have been imperfect at best and sometimes dangerously inaccurate. In addition, there are no true directions. North, east, south, and west are all given arbitrary values by the explorers who have come to Between, but none holds any true relevance and oft-times the designations of direction for different explorers has differed.

Broken Land, The

"If the Devil could create a beast and give it breath and anger, the creatures I glimpsed would be his masterpieces. The things lurched about on three legs, but not with any great speed, almost as though they were injured in their movements; they were things of thorns and iron and might, each taller than a cathedral and each with hateful fire in their bellies. I saw these dragons lay waste to the lands they ruled — great lines of white fire belching from their mouths and destroying men, almost as though for amusement. This land was red with weed and sickness and resignation, and the dragons ruled here in this Broken Land."

—Pramus Quith, Expeditionary Captain
Royal Between Company

A large stretch of dragon- and worm-infested wasteland extending along one of the borders of the known areas of Between, this blasted and dangerous region seems to defy all attempts at exploration. Most who enter don't return alive, and none has been able to discover the far side where its desolate expanse ends — if indeed it has an end.

Azure

Beyond the eastern borders of the Castorhage East Dominion is a vast unexplored mountainous jungle land full of active volcanoes and alien things that seek the destruction of any interlopers. To the knowledge of the Castorhage East Dominion Company and the Crown it is wholly uncharted. Unbeknownst to them His Holiness the Father of Castorhage has begun his own exploration of them from the far side by means of a stable gateway recently discovered beneath a monastery in the Hollow and Broken Hills. This gateway gives ships access onto a sargasso sea called the Sea of Mists and Creeping Things after which a week's voyage in any direction brings the vessel to the eastern shore of the Betweenlands at the foot of the mountains where a small port and outpost called Providence has been established. The first administrator of this outpost, Friar Lyme, disappeared only a few weeks after its establishment, though it is now overseen by Prior Cleg (N male human **summoner**) when he is not busy with his duties at the monastery.

His Holiness is calling this land Azure in hopes that if word of it leaks, such a moniker will lend confusion about what it is referring to, but of course the Illuminati are already well aware of its existence and include Prior Cleg among their top agents. From the tiny settlement of Providence, the investigation of these largely unknown heights and the warm sea below is being conducted on a small scale by the Brothers of Saint Jull, the small monastic order of the Hollow and Broken Hills that unexpectedly found a Between *gateway* beneath their priory.

Castorhage East Dominion, a.k.a. The Land of Saffron

Administered from the bastion of Fort Labour on the banks of Queen Alice's Maw, the place boils with insects, its humidity making the air like water as the Eastern Jungle rises towards distant mountains. All around is the noise of insects, and the anger of the land itself. Volcanoes growl in the night, their deep roots pulling at the very earth itself. Here and there, a hastily constructed stockade fort clings to the place, its presence like a scab on a wound. Folk of Castorhage dwell and work here, afraid of the very place they live. Tales of flash floods the size of mountains that sweep down the river, of volcanic eruptions, of distended creatures lurking on the edges of the jungle, and of the Fort Toil Massacre are keenly known. Yet the spices here are the purest ever seen, and boats groaning with unnaturally heady saffron, of cinnamon and of cumin, regularly wallow through the Between *gateway* canal to reach home. Some, of course, never make it back. They all hope to see a new day, hope that they will never witness a massacre, or a great flood, or the boiling anger of the volcanoes.

The infamous Land of Saffron is run by the Royal Between company via its Castorhage East Dominion Company arm. This place has a terrible reputation for brutality, and the masters cannot get enough labour to run their spice plantations. Presently, criminals are being deported to this land and being proffered freedom (which, of course, never transpires). It is a concern of those who truly know the place that it is on the brink of revolution, and could, if things went badly, see the establishment of an independent Between state, something no one in authority in Castorhage wishes to ever see.

Castorhage Western Province and Slave State, a.k.a. Hope

A disgusting industry blights this place, a land where man has lashed the land into some sort of temporary submission. Cotton plantations, rampant growths of white as far as the eye can see, are being harvested by bands of sickly looking people. Their hands and eyes and frames tell that they were once from Castorhage, but their tale is all too common: a harsh sentence for a petty crime mandated years of labour; predatory lenders have gripped them in an impossible fist of indentured servitude, and they work to repay debts they and their descendants can never hope to cast off; they ran afoul of a press gang and had not the family or influence to see

them freed before being transported. These are the stories of those who labour in Hope.

They call it Hope in cruel jest or irony, the Western Province and Slave State is basically a large prison without walls, a place cast-offs are given the hope of redemption and sanctuary by Under-Justices and judicares — no matter how trivial their crime. If they happen to be caught when a ship is ready at the Great Docks, chances are they will be on it — or face the gallows. Settlements scatter away from Point Hope, the bay where new ships arrive and disembark their passengers from the fickle *gateway* beneath an overhanging tor of rock bearing the ill-named township of Port Welcome, itself the home of a great lantern to welcome shipping by night. Hope is a den of thieves and slavers and greed and wallowing sin. The imposing walls of Fort Industry overlook the town and sprawling plantations of the surrounds, keeping a grim eye over its charges.

The Queen has a personal fetish for this place, having once visited it in her younger years, and has decreed that it will succeed and be an example to heathens across the lands that Castorhage and Mother Grace are the only true faiths worth aspiring to. The main outer colony, Grace, lies a few days sailing

The Western Province and Slave State is less explorer-centric than its sister settlement of the Castorhage East Dominion and far more ordered. Visitors are not welcome, and intruders (called "stowaways" by Duke Mandrake who rules from his seat at Fort Industry) are hunted. Thirteen overseers rule the outer plantations here under the authority of Duke Mandrake, and these plantations are separated by perhaps fifty miles apiece. Beyond that is nightmare of the Greensward Hell. However, between these great cotton plantations the land is not much more forgiving. Here is found miles of green sawgrasses as tall as a man, high wild corn and gods know what. Often labourers disappear from the edges of the plantations, and some overseers — particularly the perverse Overseer Lucas Clover (NE male human **noble**) — delight in exiling wrong-doers to the vast wild fields between these outposts of civilisation. Clover is barely able to conceal his perverse delight when he sends a slave out into corn beyond the plantations, and garners a sick glee in their imagined sufferings.

Rough roads link the outlying settlements to Grace, the high wild corn encroaches constantly, and small armies of men toil to keep the wild undergrowth at bay. Their task focusses solely on the few pathways, what lurks beyond is left alone. While clearing the pathways is relatively easy work, there are those who are snatched while they toil and never seen again. There are all kinds of tall tales about what lurks in the cornfields. People mention long knives, scythes, hoods, things made of sack and voices that sing sad songs of homes lost and travellers who go missing.

Eastern Jungle

Little enough is known of the vast rainforest that is known simply as the Eastern Jungle. It is beneath the dense green canopy of this expanse that the Castorhage East Dominion Company harvests its wealth in spices and rare woods. Small plantations manned by convict labourers and indentured slaves work under the eaves of this jungle, and if turnover of the work force is high due to the back-breaking labour, incessant mosquito-borne disease, and shadowy, cannibalistic things with too-long limbs and sharp-filed teeth that lurk beneath the heavy green boughs, then it is a small price to pay in the name of profit. The Under-Justices and Judiciaries send a constant stream of convicts sentenced to transport to work the Land of Saffron, cheap resources to feed the ever-hungry jungle.

Many villages and work settlements spring up along the languid flow of the Queen Alice's Maw river, though they disappear almost as quickly and are soon buried beneath the unnaturally fecund plant growth that typifies this forested land. Also hidden beneath this green shroud are many stone temples and pyramids of seemingly great age. Who or what built them remains a mystery, but the oft-repeated motif of hexagonal honeycomb structures among their artwork and architecture leads many to point to the Leviathan Graveyard also said to be buried within the jungle's depths. The jungle's eastern border climbs the lower slopes of a chain of sharp-edged mountains, many of which have peaks that emit a constant stream of smoke and a hellish glow from their rumbling interior. Earthquakes are not infrequent and sometimes devastating to the communities along the river and mountain slopes as flash floods and rockslides quickly do what the denizens of the jungle tend to handle in a slower fashion — the eradication of interlopers.

Fort Industry

More commonly referred to as "Old Blood, Sweat and Tears," Fort Industry serves as the hub for administration of the township of Hope and the plantations of the Castorhage Western Province and Slave State. It is the hastily constructed replacement for the ill-fated and abandoned Fort Toil, ruled by Duke Mandrake (LE male human **knight**), the Queen's third cousin once removed. He is a vile, religious madman, who adheres to the harshest doctrine of Mother Grace — order, honour, country and goddess. His clan (a group of vicious murderers, zealots and clerics) follow his calling — to create a new Heaven in the world here in the Western Province and Slave State. Worship, work and obedience are all he asks for, and expects, of his followers and subjects. The duke sets a high standard. He punishes the most trivial acts with brutal breakings on the wheel and for the most wicked acts — fornication outside wedlock, lewdness and whore-mongering — and his punishments are the most heinous. Burnings are his favourite way of cleansing his sinful flock, but he realises the power of acts of even greater brutality, pulling sinners apart with wild horses for example.

Fort Labour

A monstrous tyrant and close relative of Duke Taim, Lord Thresh (NE male *blighted*† human **veteran**) has recently taken over the running of the East Dominion under authority of Chief Factor Butterknuckle. His Paladins of Order, a grotesque bunch of rapists and murderers, are gripping the dominion in a vice and throttling anyone who dares disagree. The group operate out of Fort Labour, little more than a timber torture chamber in constant need of repair, aimed solely at ensuring the efforts of those here to toil and profit and explore in order to further the fortunes of their betters. Independent explorers are welcomed here, simply because of the death rate, and while most are never seen again, some return with wild tales of temples and mountain passes and cities built upon mountaintops. Thresh is a serial madman, his black moods are almost as legendary as those of Duke Taim, and in a fit of rage he has been known to send dozens of men, women and children to their deaths on some wild goose chase. Yet Thresh knows he will be judged on one thing and one thing alone — profit. Thresh is a zealot on colonisation and a steady stream of settlers are sent on their way, looking bleakly at the mountains crushing the sky ahead and wondering at the chances of their survival.

Fort Toil

The first outpost of Castorhage in Between, Fort Toil long held the record for being one of the shortest lived until the settlements along the eastern river began to spring up and disappear with regularity. Constructed in 1644 at a point midway between the *gateway* at Point Hope and the Greensward Hell, Fort Toil was a reinforced stockade burgeoning frontier town that eventually boasted a population of 5,000 souls. It was intended to serve as a bulwark of defence for the newly forming Port Welcome and as the spear tip for expansion into the resource-rich environs of the nearby forest. That is until its entire population vanished in a single night in 1647. Not a soul was left after travellers discovered the disappearance the following morning…with no signs of struggle or clues as to where everyone went. The incident became dubbed the "Fort Toil Massacre" in a move to inflame the Royal Family and other prominent movers and shakers of Castorhage and resulted in the creation of the Royal Between Corps and a programme of military build-up in Between. It also ultimately led to the Massacre of Ste. Anne's Field and a reversal of that hawkish policy.

Today, Fort Toil stands largely as it was. It has long since been looted of any valuables or useful equipment, but the log blockhouses and stockade still stand, largely untouched by the weather and environment, in mute testament to the folly of greed and colonialism in Between — a lesson that if not exactly learned has been duly noted in the current policy of Between colonisation.

Fowler's Endless Stair

Believed to be one of the first landmarks discovered in Between after Mabe's initial discovery in 1637 (largely because of a diary found some 50 years later that spoke of it), Fowler's endless stair gains its name from the early explore Desteryn Fowler, a famed Libynosi big-game hunter and traveller. Taking a commission from the newly forming Royal Between Company, Fowler and his troop of 27 hunters, porters, trackers, and soldiers entered through the Mabe *mirror-portal* of BookTown and were never seen again. Only a few short weeks later that *mirror-portal* had shut as well. The diary of one member of the Fowler expedition was found some five decades later by a Royal Between Company expedition to the Great Between Forest and brought back what little news of Fowler's fate that is known. The diary described visions of a miraculous stair that had occurred sporadically and that Fowler himself had apparently become obsessed with finding.

The actual location of Fowler's Endless Stair is unknown, if indeed it is not altogether transient to begin with. It is usually associated with The Wall both as a convenient geographical context and because the diary was discovered in the not-too-distant Great Between Forest, but nowhere in the description of the stair was The Wall mentioned. Some scholars speculate that it was actually a free-standing stair that ascended to the sky to destinations unknown like some kind of heat mirage, and this actually matches the diary's furtive descriptions better. But even that is truly speculation as well, as is what caused the explorer to obsess so over it or his traveling companions to so willingly go along. That the stair is "endless" is simply derived from the fact that if they found it, the exploring party never left it and some contend that they climb it still in a vain effort to find what glorious reward or secret it holds at its undiscovered summit. Other than occasional claimed sightings of the vision, there have been no confirmed reports of anyone ever actually finding it.

Great and Secret House, The

A few travellers have reported a house somewhere deep in the Betweenlands. They say it is of endless size and seemingly infinite chambers. Some travellers have reported being unable to enter it, either finding no doors or accessible windows or finding that doors and windows are completely impervious to penetration. Others have reported being able to easily enter it and explore some of its vast interior, though these report doors within appearing or disappearing in its confusion of halls and chambers and causing their parties to inevitably split up. In each of these cases, one or more members of those groups never emerged again. No one has been able to determine why some groups are able to enter and why other cannot, but speculation runs toward the subsequent disappearances having a strong connection — as if the house sought to claim certain individuals and allowed them the means to enter. Ultimately who is master of this house and what its purpose is remains just one of many mysteries of Between.

Great Between Forest, a.k.a. The Unquiet

The Great Between Forest, or the Unquiet as it is known to those who have had the misfortune to spend a night encamped within is a vast swath of woodland that covers what is often approximated southern extent of the Betweenlands. The forest's depths are unplumbed and unknown and are rumoured to hold all manner of creatures and horrors from wolves that talk to dead that hunt. And anyone who has experienced the forest at night has made mention of the susurrus of the trees, a constant whispering sibilance as if each trunk was awake and watchful, sharing its secrets and murderous desires with its companions. That many kinds of intelligent plant life including treants and scythe trees, have been encountered within only adds to this feeling of the forest as a single waking entity only biding its time until it turns against all who would dare encroach upon its borders.

Greensward Hell

This jungle is said to be alive in a singular sense, a fact possibly borne out by the tragedy of Fort Toil, the original outpost linking Between and the Blight. Explorers head off weekly into the green depths to seek wealth, to search for fabled cities of secrets, and to hunt. Many never return, and those that do are sometimes broken men who swear to never venture into the Green again. Yet still more go, for every expedition is driven by the tales of wealth.

Formally claimed as territory by Castorhage, the fringes of the jungle now has several cotton plantations established, and these in turn are manned by slaves under the protection of the Illuminati via the Royal Between Company and the Castorhage Western Province and Slave State. If the insects and the sickness do not get you, if the strange creatures that plague the lands don't take you and consume you, and if the greedy does not stab you in the dark for your shoes or the want of a waterskin, you might live another day here. And each day can be worth a fortune.

HrondHuss

The HrondHuss is considered the last mark of civilisation upon the Betweenlands beyond which lies only endless wilderness and madness. This inn is constructed in the elaborate alpine style of the Yolbiac Vale and is owned and operated by the ex-patriot Valesman Yudr György (N male human **warden**[†]) who has managed to live in the shadow of the Wall largely unmolested for nearly 20 years. The Huss is staffed solely by Yudr's wife and 3 children and one Ashurian slave named Khelmut (a Denizen of Leng[†] with the following changes: alignment is neutral, disguised as a male human) How he managed to build this establishment

and how he supplies it is a mystery to the few folk who come this far as is the lone guest who has resided here for the last 14 months, a thin, pale stranger calling himself Etumo (CN male vampire), but most assume that the Valesman must be running from something. Only the very astute notice the lingering looks that occur between the wan guest and Yudr young wife Ingred.

Yudr will keep any guest who can pay and abides by the rules of peace within the Huss but has been known to bring in those in need who could not pay at the time but were in dire straits. Though in these cases he always extracts a promise of a future service, none of which have been called in to date. The Huss has rooms to accommodate 40 guests and a stable for a score of mounts. The fare is simple but good with a plentiful supply of good Yolbiac beer. Etumo hires out as a guide for any who wish to explore the nearby Wall of the forest at the rate of 20 gp per day, but few take the intense man up on the offer.

Land of Hateful Things

This place is said to be a dark fairyland, a place where the essences of children's nightmares are taken and given flesh. The few who have managed to glimpse it from afar report having seen a number of children wandering within its sometimes-idyllic-sometimes-horrifying landscape. Some of these children have been recognised as missing persons who disappeared from their homes in the night. The fact that some of these children disappeared decades or more ago and yet seem to have not aged at all when spotted again causes great concern and speculation among those who have received these reports. None of the reports of the missing children's whereabouts has yet been made public knowledge through any official channels, though street rumours sometimes run rampant. In addition, no attempt to make contact with these children has succeeded, and those who have tried have invariably disappeared.

The truth of the matter is that the Land of Hateful Things is the demesne of the Harvester of Cribs who brings those that he does not immediately devour to this place to dwell thereafter. Why he should do so or if he is even the actual ruler of this domain remain very much in question.

Land of Long Night

This realm is a place perpetually shadowed where the dead walk under a black sun. It is a place haunted by ghosts and tragedy, where the land itself is an undead spirit that aches for rest and longs for vengeance against whom and for what it cannot even understand.

Lands of the Echo Queen

Travellers report that somewhere within Between there exists a kingdom that is a dual — yet mocking — version of Castorhage and its environs. Herein, a grotesque queen rules her subjects with an iron fist, and has a fanatical group of loyal soldiers at her call. This land is occupied by a plethora of enlarged and awakened animals, trees, and other horrific creatures. A great forest extends around the borders of this kingdom and twisted creatures live therein, these creatures, despite their horrific and multiple forms are also intelligent. Some wonder which is the image of which, so dreadful is the royal court of the Blight. Regardless, this land remains frustratingly elusive and has yet to be discovered by those who are actually seeking it, rather than those who just happen to stumble upon it.

Leviathan Graveyard

Little enough is known of the Leviathans, great indescribable beasts of the mundane world's distant past. Also sometimes known as Ancients, the role of these vast behemoths is unclear in the history of the world as they do not appear to appear to have been a type of dragons nor do they conform to the physiology and structure of the great "thunder lizards" still found alive in some parts of the world today. They appear to have been a wholly different type of creature, equally as primordial as both of those others but much more alien with a greater diversity of form. The fossilised remains of such creatures have been found throughout the known world, but the city-state of Castorhage produces the highest concentration of discoveries of anywhere. Part of the mystery as to why that is may be answered by the sunken valley that lies along one oxbow of the jungle river here.

The fossilised remains of hundreds of the creatures known as Leviathans can be found in the eroded embankments and gullies of this stretch of the river and in forms more varied and sizes unequalled by any finds in the mundane world. Whether the creatures came collectively to this spot to die untold millions of years ago or were merely present at this location when some catastrophic event occurred that caused their simultaneous deaths is uncertain, but the few members of the Royal Underneath Society who have braved the journey downriver to reach this site have located numerous examples of the honeycomb-clustered fossils so often associated with the Leviathans. That only about half of those scholars and their parties have returned to tell the tale seems to have done little to diminish the appetite for more discovery. That some of those who did not return were later found on the site as little more than bags of rotting skin, their bones, organs, and musculature having been somehow meticulously removed with only a few small incisions has had at best a modest effect on diminishing the scholars' ardour. Perhaps most telling of all in reducing efforts of the savants of the society to obtain company permission to make the journey has been the faces of the victims whose remains have been found — faces that though now nothing but hollow skin remain perfectly intact and recognizable and forever etched into an expression of surprised joy.

Mallen and Between Mine No. 1

This mine is miles deep, and 400 workers (mostly dwarves) work its faces for Between gold. It is a strange place with an outpost town at its head called Mallen. This settlement (originally simply named Settlement 34) is a rambunctious place where miners come to stake their claims and face the things that slither in the mines beneath them. It is overseen by Royal Between Company Foreman Boss Rath (LE male hill dwarf **veteran**), a surly and cruel dwarf who astonishingly claims hobgoblin ancestry and gets into many bloody brawls with those who dare mock his claim or deny it. If anyone causes too much trouble, he directs his company toughs to apprehend the troublemaker in the dead of night and introduce him forcefully to one of the mine's deeper shafts.

The Between mine is a terrible place, a shifting series of faces that birth out stones and ores unpredictably, but has yet to end. Thousands of work faces (many mined by workers suspended in space on harnesses), side-corridors (some that grow ever lower and narrower regardless of whether the miner crawls forward or backward), and endless depths lie beneath the precarious chain conveyor that lowers the workers half a mile and more to the main worksites themselves.

Even though Mallen appears to sit by itself among these broken hills with only its own tailings for company and no road leading to or from it, it is only half of the settlement with the other half lying in the Underneath below Castorhage and still known as Settlement 34. Mallen is usually reached by crossing over from this location, and anyone approaching from overland in Between is immediately considered a hostile threat and all steps necessary are taken to either eliminate the intruders or to exterminate the miners while Rath and his guards bunker down in their blockhouse and await for reinforcements from Underneath. For more information on Settlement 34, see Chapter 10 of ***The Blight Campaign Guide***.

Mockery, The

This hidden place is a haven, a retreat for the vampires of the Fetch, where undead can find peace and tranquillity can be for a time. Called the Mockery, the place at first looks like a small ghost town abandoned in the depths of the forest, but that is before the visitor notices the talking flowers or the many vampires sleeping in the sunlight. In the Mockery, death and life are mingled, spirits rise and fall, and those cursed to walk the night can for a time be freed from the limitations of their curse and live like the living, like the mortal lives they left behind to come into their inheritance of undeath — for a time. But even the Mockery cannot be tolerated for long by a visiting vampire, for the longer one stays the more one is changed. The spirits of the place speak through the soil and the

plants, making promises, stripping away their minds, their wills, and their personalities. A vampire who stays too long in the Mockery "goes to root", they say. His flesh becomes grey and hard, his joints stiffen into gnarled poses, and the light of awareness leaves his eyes. Some of the tangled trees around the town have strangely humanoid forms, and the Fetch point to these as examples of those "gone to root". That some of these grow new green shoots is a mystery to even those most well-versed in the place. The ruler of the Mockery reigns from a courthouse overgrown with vines and old trees. She wears the robes and wig of a Crown Justice of Castorhage and sometimes refers to herself as the Fourth Bench. She is Perdition, Dread Queen of UnBirth and she rules the Mockery in the name of her master Beltane and guards the secret of the gateway that connects this place to the Artists' Quarter of the city-state. This ancient vampire has proven immune to the influence of this place and this is well known to the Fetch and accounts for her position of authority. Secretly, and unknown to her or the Fetch, she has become a puppet vessel for the powerful animus spirit that infests this place. Only the strange dreams of dominion and sunlight that she sometimes experiences provide her any insight that all is not what it seems.

Further detail on the Mockery can be found at AQ42 in Chapter 2 of ***The Blight Campaign Guide***.

Myre-Between, The

It's almost passé to say this soggy marshland is alive. Certainly, the standing stones within its green, fetid depths are known to speak as they sway in the colossal floating bog. Things live in the Myre-Between — bad things, although the present regional governor, Lord Henry Bragmye (CN male changeling† **talimancer**), laughs off such tales. His manor house sits at the edge of the Myre-Between, its wooden siding gouged by the effects of the damp air and frequent mists. Out in the Myre-Between beyond the grounds of his estate are hidden tombs, tombs whose contents have made men rich. Lord Bragmye charges a high price for his hospitality and guides into the mire, but without them, successful entry is nigh impossible.

Pech Pit

Like the Fort Toil Massacre and the Massacre of Ste. Anne's Field, the Pech Pit is the sight of a tragic loss of life early in the exploration of Between. Intrepid explorers managed to blaze a trail across the uncertain terrain between the Castorhage Western Province and Slave State and the Castorhage East Dominion. When the rise of the first Greensward Tyrant, the mad monk Eglund of Sanctuary arose and threatened the plantations of the Western Province with annihilation, a lone rider managed to make it past the cordon of the monk's skirmishers and the natural dangers of the great Betweenlands plains. Bringing his urgent message or dire peril to Fort Labour, Castorhage East Dominion Company assembled its levies, slave militia auxiliaries, and Royal Between Corps companies and set out at a forced march to relieve its beleaguered parent company. Unlike the Ste. Anne's Field travesty of decades earlier, no Between horde rose to meet them, and the very ground seemed to tremble beneath their tread. The marching host was unstoppable — until the ground opened beneath their feet and swallowed them.

The great sinkhole opened too quickly for the mass of the army to escape, and only the vanguard and baggage train survived. Witness accounts reported the vast pit's depths being shrouded in unnatural darkness and the sounds of inhuman bellows and all-too-human screams arising from it for hours. By nightfall all was silent and all the remained was the sinkhole now known as the Pech Pit. Since that time, by contractual agreement, the too arms of the Royal Between Company do *not* send military assistance to one another. The result has proven far too costly.

The few travellers who make the journey today between the Castorhagi dominions attempt to avoid the pit, but somehow always end up finding it. Even attempts to make a new road had failed as even the new course found itself blocked by the pit and requiring travellers to skirt its dark depths. Strangely reports on the size of the pit vary and those who travel overland without even following the road still come across it, almost as if it seeks travellers out. Most folk are able to safely go around it, though some parties have disappeared in its vicinity, and those who come upon it unexpectedly at nightfall fear the worst, for it is always most active at night. Tales of vast tentacles, creeping monstrosities, or cannibal humanoids skulking in the dark have all emerged from travellers braving the land road, and perhaps they are all true. None of braved the depths of the pit to know for certain what dwells within or how deep it goes, but all assume at the very least there waits an undead army whose marching tread can still sometimes be herd echoing from the mouth of the shaft — an army that should it ever find a way out will undoubtedly continue its march to the Western Province and bring sword and flame to a war a century over.

Queen Alice's Maw

Flowing through the forest bordering the Castorhage East Dominion, a score of small, newly established villages follow the banks of this gruesome green snake of a river almost a mile across. These colonists are almost all forcibly settled here by Lord Thresh and have adopted a dark fatalism as the river of the woodlands take them one by one through unbelievable acts of horror or insanity. Only the newest of settlers still share the original spark of adventure and dreams of striking it rich that first drew them to trying their fortune in Between. For the rest, stuck as they are between the nightmare reality of their present circumstances and the assured death at the hands of Lord Thresh's "paladin" order, most simply hope that when the inevitable ends comes that it comes quickly and as painlessly as possible. None of these villages is large enough or lasts long enough to warrant an official name or map notation, but most of the inhabitants enjoy sardonically giving them names as far from the true nature of their reality as possible, names such as Joy, Beginner's Luck, Double-Or-Nothing, and Can't Miss.

Sea of Mists and Creeping Things

Not truly a part of the Betweenlands but generally agreed to also not be a part of the Unsea, this sargasso sea is perpetually cloaked in an obscuring bank of fog that prevents vision beyond a few dozen yards. A waterborne gateway from the Hollow and Broken Hills opens into this sea and is used to access the small port of Azure on its western shore. Oddly, regardless of which direction a ship travels from this *gateway*, a voyage of roughly a week always brings it to the shore near Providence. Why this is has yet to be determined but further investigation has been stymied by both small numbers of the Brothers of Saint Jull who are undertaking this exploration and the nagging habit of ships occasionally disappearing without a trace in the seemingly endless mists. Sailors try to reach shore as quickly as possible through murky tangle of the sargassum and thank their lucky stars when they see the fog break ahead and land on the horizon.

Spiral Fable

The Spiral Fable is a mystery site where reality seems fluid and can follow the imagination of the viewer, though usually in a way that distorts and endangers viewer. It is known in the Artists' Quarter of Castorhage as a place where the storybooks come to life and allow their fanciful ideas to manifest in reality. There has to be a gateway connecting somehow to the city, but no one has discovered it for certain. All they know is that sometimes stories come to life and run rampant among the living, and the bloodier the story the more likely it is to happen. On the Between side it is little more than a nondescript valley among rugged hills with nothing to mark itself as such a place of chaos made real. There have been reports of an unusual concentration of chaos beasts inhabiting the region, but so few folk have dared to try and explore that this could easily be a chicken-or-egg tale. More information on the Spiral Fable is given at AQ41 in Chapter 2 of ***The Blight Campaign Guide***.

Ste. Anne's Field

The site of the second-greatest massacre after that of Fort Toil, Ste. Anne's Field is a meadowland not far from the fringes of the Greensward

Hell. Here a full regiment of more than 3,000 Royal Between Corps regulars drew up their battle lines to face the brunt of the malignant forces they were facing in the Greensward Hell War. What emerged from the forest to engage them was like no army ever seen before or since. A vast, disparate horde of creatures, humanoids, madmen, indescribable horrors emerged and crashed into the carefully arranged ranks of the waiting soldiers. It was over in minutes, the field nothing more than a litter of broken bodies. It was as if Between flexed its muscles and showed what the might of the Royal Between Company was up against. It changed the course of Castorhagi policy from one of military conquest of Between to one of careful expansion and localised exploitation rather than risk the ire of the entire land like that again.

Today the field is still a pleasant green meadow. At its centre stands a crooked marble statue of an angel with broken wings representing the solar angel Saint Anne, Patroness Saint of Martyrs, erected in honour of the many lives lost. One of the statues arms is broken off, and the other still reaches beseechingly out towards the distant wood line in an expression of contrition? A plea for mercy? No one alive knows. However, it known that at night the statue weeps blood and the dead walk seeking vengeance against any among the living who dare pass by. As a result, the field is almost universally avoided.

Theatres Obscura, The

A dark theatre district of shadows and crooked streets springs here in a small vale among desolate hills. It seems to have a life of its own as those who find entrance to it in the Artists' Quarter come here to partake of its otherworldly offerings. The dark fey hold sway here and control the *gateway* to the mundane world, and the god known as the Leper King is said to stalk its always-twilight streets. More information on the Theatres Obscura can be found at AQ9 in Chapter 2 of ***The Blight Campaign Guide (Festival)*** and in ***L6: The Susurrus Theatre*** in ***The Levee*** adventure.

Tyrant Kingdoms

A small number of tyrants have set up so-called kingdoms within the forest beyond the plantations of the Western Province and Slave State and far away from any kind of laws of men. Characters such as King Flesh (CE male human **transmogrifier**†) and an insane halfling missionary called Mistress Lydia Scathel (NE female halfling **wererat**), madly convinced that she is a new Rat Queen and must transform this place into a haven for the Family populated only by wererats, set up their short-lived fiefdoms beneath the jungles' eaves. Loners, miners and hunters are inching across the place, and although they seem to be taming it their efforts are doomed; this place grows at an impossible rate, is brimming with lurking horrors and can even get into the skin of those who live here — as an insect called the feasting mite slowly eats its victims alive beneath the cover of their own hide.

The Wall

Here stretches a howling mountainside at the foot of which rests the HrondHuss, the last inn before its massive expanse. Whether mountain range of virtually sheer cliffs or simply a vast wall across the Betweenlands, none knows for sure as none has ever reached the top to determine the truth. The Wall draws explorers to its upper reaches, but none has ever succeeded, even those who try to *fly* in its wild gales. Those who return from attempts at its upper reaches tell of finding signs of civilisation, of maddening echoes in the wind, and gales that flay the skin off a man. The relics they return with sometimes fetch fortunes back in the city. And the Ashurian manservant at the HrondHuss always listens to such tales with a keen ear, though he keeps his own counsel as to his interest.

Winter Wood

A portion of the Great Between Forest that grows thickly with evergreens, the Winter Wood is known to lie relatively close to the HrondHuss but far from anywhere else. Unlike the rest of the great forest,

this portion is perpetually blanketed in snow, though few snowfalls or blizzards actually occur, and it is renowned for the iridescent bubbles that frequently float gently upon a cool winter breeze. Voracious wolves (many long since dead) haunt these woods along with spiders, and worse things, and great flapping creatures are known to soar above the treetops in the night sky. At least one gateway is known to open into this woodland from the Theatre District, but its Castorhage end is a closely held secret by the city authorities who monitor it to see what kind of abominations it might spawn and what might be learned from them.

The Unsea

A vast, uncharted ocean, the Unsea is a place of incredible storms and nightmarish gales that has proven difficult to explore. It is always overcast and gloomy in the best of conditions, and often fogs are so thick that a helmsman can't see his own masthead. The outpost of Scrimshaw lies beneath a huge ragefire†-powered lighthouse that casts a beacon to draw shipping home. Whaling in the Unsea is the most plentiful, and is a draw to the fleet of fishermen and whalers who now operate its dark waters. Rumour has it that not all the catch is passed into the Castorhage markets, and that often things that talk are found in nets.

The Unsea has many unique and interesting features and locations of its own, a selection of which are detailed below.

Brittle Ice, The

An endless ice field emerges here from the freezing waters of the Unsea. It seems to stretch into eternity but offers tantalizing glimpses of fanciful spires and dreamlike palaces upon the distant horizon or reflected as mirages upon low-hanging clouds in certain weather. Rumours say that the legendary Tu Chai Palace stands somewhere in that vast expanse, but exploration is limited because the ice field is rotten and brittle and collapses into sinkholes and hidden crevasses with alarming frequency. Only the enormous horned, six-legged polar bears that haunt its landscape seem to be immune to the effects of these hazards, and they are known for being extremely aggressive and always hungry.

The eastern flank of the ice shelf abuts the sweating expanse of the Greensward Hell, where a massive ice cliff looms, apparently untouched by the sweltering heat, above the verdant jungle expanse, seemingly untouched by the cold. As elsewhere, the ice here is too brittle to support much in the way of exploration, so for now the Brittle Ice holds its secrets close.

Carrion

"The reason for the stench besetting our deck finally became apparent; the dogged nidorous odour that has been plaguing us for days has revealed a source. It is the floating carcass of a whale, a vast creature whose mouth is pulled back in a permanent dreadful grin the size of a

cliff. There are living things amongst the rot, and signs of habitation; bones have been splintered and broken and lashed, and parts of ships pulled and stitched into place to make a revolting floating town."

—Last Known Journal Entry of Abriath Wayde,
First Mate of the whaler *Lyric*

Carrion has been spotted upon the waters of the Unsea by many. It is a mobile, floating town ruled by aboleths. The aboleth's slave creatures tend the revolting carcass as they pay fealty to twisted sea gods who drive the settlement upon its way, taking it to the next holy place for its inhabitants to invade.

Carrion is more than a floating island, it is a vessel, and when the wind is up, great sails can be stretched to drive it onward at a ponderous pace. The aboleth of Carrion are served by an array of slaves taken from their voyages — voyages that expand the aboleths' minds and powers. The aboleths have an incredibly sophisticated social structure, and are governed by a rigid caste system. They are led by the One of the Carcass, The Great and Only (NE **aboleth)** who is attended by its 8 beloved kin The Prime (NE **aboleths**). The aboleths have voyaged the Unsea for all time it seems, and the immortal skum† that tend them can remember histories so vast that mortal minds would struggle to comprehend their telling.

Cataclysm, The

There is a place where the Unsea falls into the nothingness of night and void, and that place extends its icy fingers to the seas for scores of miles around. Once in the grip of its current, there is no escape from its inexorable grasp. Few people have ever glimpsed the Cataclysm, and no one has voyaged close enough to significantly explore it in any way. A few have tried and been drawn into whatever lies beyond; the odd, vain wizards who have sought to *fly* or use other magical means to see what lies below, they have all been drawn by great gales into the fury of the Cataclysm which likewise defies all attempts at *scrying*. Only stories exist about the place, and they are all bad.

Cloven Sea, The

The Unsea in this region is torn, a huge slash between two great walls of water creating a slowly shifting land exposed from beneath the waves. The tear is a seething, moving mass of water usually a hundred yards across and deep, but sometimes much wider or even narrower to the point that its watery walls almost seems to touch. Perched precariously upon one of its upper walls is the skum city of Thry'ss where homage is paid in equal parts to the aboleths of Carrion and the long-missing Madness-of-the-MirrorStorm, the great Between kraken who once made her home within the waters around the Cloven Sea but has been banished to the mundane world for many years now.

Corrun's Labyrinth

Shorlty after the discovery of the Unsea was the discovery of the Brittle Ice and the discovery of Corrun's Labyrinth. It is called labyrinth because that is the best description that sailors and cartographers can come up with to describe it, but in reality it is simply a section of the northern Unsea much like the rest. If anything, the waters here are unusually gentle and very rarely lashed by storms and perhaps with a somewhat higher frequency of crabs and other sea crustaceans, but not large or harmful ones. It's almost as if the sea is particularly safe and pleasant here by design, an invitation for the lost, storm-tossed or wayward voyager to sail within and find a moment's rest from the dangers of the Unsea.

Of course, once a vessel is piloted within the sea haze gradually increases so that eventually the ship sails through a nearly impenetrable fog, a fog that seems to give a suggestion of hiding actual walls water as if the ship was actually sailing down hidden lanes into the deeps. Those who don't immediately come about when the mists first rise are lost in the endless maze of fog-shrouded waters heading ever deeper into what, exactly, no one knows. But all know that they are never seen again, as so famously happened in 1639 to Commodore Grabe's subordinate Captain Corrun and his entire schooner the *Wreath*. Even ships that do immediately come about when the mists arise don't always make it out, for sometimes the mists rise quickly and thickly and a ship that's lost from view is rarely seen again.

Edge of Ruin

The lightship *Edge of Ruin* remains anchored as a warning on the very border of the Edge of the World. Beyond is the vast area of Unsea that no one has successfully explored. Though lightly crewed, she is a massive vessel, wide-bodied for stability with a towering pinnacle constructed upon her superstructure atop which burns a fiercely blazing magical beacon. Her captain, Ada Moathreer (N female human **veteran**), and her small crew are frequently visited by the curious, the lost, or by those drawn by the astonishing harvest of whales and strange fish here.

The *Edge of Ruin's* crew appreciates visitors as they bring supplies and cheer to Ada, who for some curious reason loves it here. The combination of Ada's lively spirit and broad smile combined with the desperate location bring a curious calm to this frightfully elemental place. It is likely — those who have been here often say — that Ada has influenced the very nature of Between and created her own calm on the very edge of the storm.

Edge of the World, The

There is a point in the Unsea where the sea angers — a place that simply cannot be navigated. At its edge, a battered lightship of great size called *Edge of Ruin* heaves with an angry beacon at its top. The sea beyond the ship boils, a churning seething mass of whirlpools, tearing and grappling the ocean. It has been compared by many mariners with the great Tempest Meridians that separate the oceans of Lloegyr in two. A type of Between fish called query is a delicacy that is rarely caught but often seen here. Its presence draws many sailors who come for many miles to lay their nets out here on the verge of these destructive waters.

Great Whale, The

Not so much a place as a thing that is the size of a place, there is a thing of corrupt flesh that swallows ships and in whose belly sailors rot. Its gut is said to be larger than a town, and sailors are said to call out from within its colossal gullet as they slowly die or strive to live on the scraps of flesh and food devoured by the endless consumption of the Great Whale.

The Great Whale is indeed big enough to accommodate people living inside it, and these unwelcome squatters live within the rear parts of

the vast whale's mouth, dwelling in safe havens they have fashioned into crude fleshy dwellings that form air pockets whilst the whale is beneath the sea. They are not alone. So vast is the thing that lacedons — the undead remains of sailors who have lived and died here — also dwell within it. The sailors trapped in here have tried to escape the maw many times, but have so far always given up when confronted with the vastness of the Unsea. They pray that the vast creature one day will swallow a rowboat or enough timbers to lash together a raft that they can initiate plans to escape.

Scrimshaw

This maritime outpost sits upon (and within) a massive sea stack that rises from the waves of the Unsea. It has many connections to the city district of Town Bridge and serves as the headquarters of the Royal Unsea Whaling Company administered by the Lady Constance Thorn, Governor of Scrimshaw (N female human **noble**) under the authority of the Darnel family of Town Bridge. In truth, Scrimshaw is considered a city district of Castorhage in its own right. Scrimshaw is detailed further in Chapter 9 of ***The Blight Campaign Guide***.

Scrimshaw Lamps

The Scrimshaw lamps are lighthouses constructed of whale bones — one of the most readily available building materials in the Unsea. They are four in number, and mark the edges of the thoroughly explored and relatively "safe" part of the Unsea. Each is lit by a bound ragefire elemental and manned by a keeper.

Frostrime

The north lamp bears an almost-constant patina of ice from the blowing spray of the turbulent seas. The frigid post is manned by Keeper Dobbs (N male street dwarf† **3commoner**) who was exiled here for crimes in the Capitol and given the choice of manning the lighthouse or being burned alive. Dobbs is slowly going mad and is being courted by the cult of the Madness of the MirrorStorm. One day soon, they intend to extinguish the light and destroy the place.

The Choir

A small family occupies the western lamps. Uril Quod (N male human **commoner**) and his wife Ela (N female human **commoner**) have 5 children and are happy to bring them up away from the foul influences of civilisation. Loathe to see visitors, Quod does all he can to prevent contact with the outside world.

The Penance

The largest lighthouse is manned by the Sorrowful Man (N sentient **lesser flesh golem**†), a creature of twisted appearance that, like Quod, is happy in isolation. The Sorrowful Man does not loathe company, however; it loves it, but does not allow its sadness to consume it. Some captains love the twisted creature, which shows glimpses of a soul and which loves to read the books they bring.

Hope

Hope is the most southerly lamp and has been bent into a strangely curved shape by the storms that constantly pound its flanks. It seems like only a matter of time before it finally gives out and collapses. Its keeper, Dabrin Hodd (NE male **arcane assassin**†), is a lunatic and killer who preys on lone travellers and castaways. Hodd kills anyone he gets a chance to, seeking to add them to his Gift, which he is constructing in his cellar. The Gift is a living statue made of animated portions of multiple bodies, and which cries out and sobs for release or death.

Ships' Necropolis

At this slowing drifting location, the sea is choked with ships, an expansive, crushing mass of timbers and masts and prows making one place that stretches and rises across the sea swells. Mangy gulls call from its higher places, whilst its cliffs of wood are endlessly consumed by the sea and repaired, somehow remaining a single tangible thing. A beast known as The Brackish King (LE *Between vampire*†) rules the Ship's Necropolis. He is tended by his crew, some of whom are vampires, but many of which are lacedons or brine zombies. Undead seagulls and **vargouilles**† stalk its seaweed-throttled cliffs, and other more terrible undead lurk in its holds and bilges. Skulking far below the decks, hiding from the sight of men, is an aquatic corpse orgy. The Brackish King is able to draw ships from the bottom of the Unsea at will, doing so when he needs fresh corpses and new structures to twist and lash. His motives are otherwise unknown.

Turmoil, The

The greatest whirlpool in the Unsea, the Turmoil is more than just a natural phenomenon; it is, like many whirlpools here, alive. A bound swarm of dozens of elder Between water elementals, the Turmoil occasionally drifts across the waters to hunt, only to return to its usual place a year or so later.

Sailing the Unsea

The Unsea is a seething mass of storms, whirlpools, waterspouts and natural (and unnatural) terror. The weather itself here is an aspect of the Between; in other words, in places it is a living, thinking thing. Storms are

genuinely malevolent; waves do indeed deliberately try to swamp vessels, and hurricanes pluck sailors from ships. St. Elmo's fire dances off masts and annihilates whalers, and vast whales swallow ships whole.

Do not make the mistake, however, that the Unsea is cohesive or omnipotent. It is not, nor is it one single entity. The weather can slumber, its moods changing from fury to calm in an instant. The weather also sometimes works against enemies and monsters. The fractious nature of the Unsea gives you a complete guiding hand in events. If you want a whirlpool to open up beneath your characters' ship and drag them to gods know where, then do so. If you want a vast tidal wave to swallow Scrimshaw at the end of your campaign, do it.

Tales of the Unsea

There are always stories, but when the place is as wild and endless as the Unsea, and when the place is Between — a land that soaks up thoughts and fears and tales — it is always possible. That which is imagined becomes truth, and what is given a life in a story is given breath. Dreaming is dangerous here, almost as dangerous as imagining.

The stories below are the tip of the iceberg for such tales in the Unsea and are further detailed above. The tales are read aloud or paraphrased text that the characters may overhear in the Precarious†, learn about whilst visiting or sailing the Unsea, or even learn from the old songs of bards and storytellers in the city streets.

The Unsea is an elemental place that allows you to draw upon any folk, fairy or other tale you wish. A quick whisk through a group of legends of the sea could give you inspiration if it is needed. Here are a few ideas to give you some options.

Ships' Necropolis

"It is said that ships that sink in the Unsea surface a year or so later with their crews still aboard, and sail toward the Ships' Necropolis. Imagine a lichyard of broken ships that gather as a vast, sick island reeking of undeath, brine and misery. The ships — so those unlucky enough to have seen the place say — go on forever, slowly rotting in the grip of seaweed and barnacles and blasted by brine.

"It has a king, but no ordinary ruler, his blood is as cold as his heart, and he sucks the marrow from sailors who cross him, taking their flesh, their souls, and even their memories to his table. The Brackish King, they call him, a Between vampire king. The King sends the fronds of his terrible kingdom into the Unsea, looking for other ships to swell its population. If you come upon a cliff where there's no land, or the stench of brine and blood, or the call of lost sailors, set full sail and head away, for it could be the Ships' Necropolis."

The Turmoil

"Aye, the whirlpools in the Unsea are more than natural; they don't rise on high tides or anywhere you'd expect 'em. They appear where they want to, when the sea gets in a bad mood or the storm spoils for trouble. There are no whirlpools like those in the Unsea, vast black chasms that roar so loud that those who get too close go deaf or mad.

"The Turmoil, well that's one of the worst ones. The Turmoil is mad itself, you see, an insane spiralling madness of water a mile deep. Those that look at it die of fright, they say, and those that have heard it swear it calls out to them. He has his brides, does the Turmoil, twisted sick things that dance in the walls of water, screaming at those who can taste the clean air above."

The Great Whale

"Nothing is as big as the Great Unsea Whale; like a storm it is, like a great dark cloud dancing with waterspouts and tornadoes. They are her children, see. Those and the things of teeth and decay that circle the nadir beneath her gown of fetid water. Her bridal train is poison, and her hunger insatiable."

The Cataclysm

"The Cataclysm, oh yes, it's real, lass. There is a place where the Unsea falls into the nothingness of night, and that place extends its icy fingers to the seas for scores of miles around, once in its grip, there is no escape from the tides and storms."

Unsea Weather

Unpredictable in the extreme, Unsea weather can change in an instant. One thing, however, is always consistent; the sun never glimpses through the clouds. It goes dark - sometimes disturbingly dark, but the sun never shines directly on the Unsea.

Storms of incredible fury whip out of nowhere, driving ships off course, not that most ships have a course — captains simply follow their instincts. Ship loss rates are incredibly high, and were it not for the ease of the harvest here, the sea would be considered un-navigable.

In the Unsea, weather tends to follow fairly set types, ranging from overcast skies where rain, hail, sleet, and snow are regularly encountered. Powerful storms can occur at any time, and waterspouts are commonly seen. Fog is a constant problem on the Unsea, and banks of it can settle on ships for weeks. Temperatures are always at least cold, and often much lower, and occasionally the sea freezes or strange isles of ice race past, or into, ships.

Unique Weather Encounters

A place driven by forces of nature and thriving upon moods gives you another angle to approach adventures on the Unsea: the bizarre weather

Where are the Random Weather Tables?

Some people love to have charts of random weather effects, and the charts within the game master's guide are useful. However, I've decided not to include random weather charts, nor chances for things like capsizing or being crushed by tidal waves here. The simple reasoning behind this is that if you want the characters to be capsized and end up washed onto some random ship full of intrigue and cutthroats, or if you wish the players to be washed under a tidal wave and thrown into gods know where, then do so. Randomly assigning chances at a gaming table for something that has such a major effect seems counter-productive to me.

Never overplay your powers, however. Giving character's a slim chance through skill to save NPCs, cargo or avoid encounters is good; driving characters in a direction you wish could quickly become boring.

If you like the implied randomness of such charts, then plenty are available out there, they just don't form part of my thinking. Don't ignore the effects of weather, however. Battling a dragon turtle in mountainous seas or in thick fog adds another dimension to an otherwise potentially bland encounter.

—Rich

event. A quick check of the internet brings up some inspiring video and photographic footage of some incredible things. Magnify them in the Unsea. A couple of possibilities are presented below.

Frozen Sea

The sea becomes progressively icier until it eventually freezes. Does the ice herald the arrival of some creature come to hunt, or does the morale of the crew, or any hidden NPC troublemakers (or monsters), suddenly take front stage, bringing a totally unexpected twist to an adventure that could be about hunting, exploration, or curiosity?

Eye of the Storm

The storm goes on for days, but suddenly the ship enters the eye, a vast calm region of sea. Something exists in this eye: either a floating ship town, a creature, or perhaps something stranger.

Navigating the Unsea

Most sailors know an old tale about the best way to navigate the Unsea, carrying a potato or fish head or cork for luck and then, if they get lost, tossing it into the sea and seeing which way it floats. That way is sure to be home.

The Between compass is a relatively new invention and has been of limited success. *Speak with animals* (if animals can be found) is sometimes useful but often infuriating. Most wise captains rely on magic. Spells such as *find the path* used to chart a course are a lifesaver here, and those rare spellcasters of high enough level to cast it are sometimes found amongst Unsea whaling crews and paid well for their services. Other spells or combinations of spells have been used to assist in navigation, and the art of navigation on the Unsea (and anywhere in the Between for that matter) is the subject of magical research. *Know direction* tends to be useless in a place that just doesn't have a north, whilst flying or teleporting have inherent risks of weather and the chance of ending up somewhere badly wrong.

Land in the Unsea

There are several tidal stacks rising from the Unsea to soar high over the waves. Scrimshaw arguably occupies the most famous of these. Other examples of these rocks are often impossible to land on and are home to vast flocks of mangy gulls. Occasionally, strange and alien structures suffocate these isles. These structures are often surrounded or within great henges.

Sometimes an island rises from the sea and stays for a night, a day, a season, a hundred years. The whaler's call these places the "Land of the Young." Sometimes they are occupied by Between creatures, sometimes they are abandoned and empty of all life.

Unsea Equipment

The unique and hostile nature of the Unsea calls for many types of specialised equipment in order to successfully navigate its waters. Typical types of equipment used by Unsea sailors as well as innovative devices developed specifically for navigation are described below. These items can be obtained in Scrimshaw and frequently in Town Bridge as well.

Item	Cost	Weight
Ambergris	50–500 gp/lb	—
Ambergris, memory	1,000–1,500 gp/lb.	—
Bell, ship's great	200 gp	100 lbs.
Compass, Between	1,000 gp	4 lbs.
Fishing tackle, Unsea	25 gp	10 lbs.
Foul-weather gear	20 gp	8 lbs.
Harpoon ballista	800 gp	70 lbs.
Lantern, ship's great	75 gp	20 lbs.
Lodeprow	10,000 gp	60 lbs.
Shipskin, Unsea	varies	varies
Spermaceti	10 gp/gallon	—
Spyglass, greater	2,500 gp	1 lb.
Waggoner, Unsea	500 gp	5 lbs.
Whaler's longcoat, whale-wax	200 gp	8 lbs.

Ambergris: A waxy substance produced in the intestinal tract of whales, ambergris is used in perfumery as a fixative and occasionally in cooking.

Ambergris, memory: Some ambergris harvested from certain Unsea whales somehow contains the memories of the beast it was taken from and when properly distilled is similar in function to a *Between vessel*. Memory ambergris described in Appendix A of ***L3: Sea's End*** of ***The Levee*** adventure.

Bell, ship's great: A great bell is mounted to the deck of a ship and when struck can be heard over a distance of 3 miles. It is heard over greater distances with a successful DC 5 Wisdom (Perception) check per mile thereafter. Weather conditions affect the audibility.

Compass, Between: Created as a pair of heavy brass and gold instruments, the compass and the lodestone. A Between compass does not show normal directional bearings but rather has a single indicator noting the direction of that compass's paired lodestone. The lodestone is usually left at port to allow a course home to be charted. Beyond 100 miles, the reliability of the compass diminishes with a 20% chance at any given time of a reading being incorrect by several degrees for 1d4 hours.

Fishing tackle, Unsea: A bewildering array of rods, large nets and things with hooks that are used to catch fish in the Unsea. Such tools are for use in the Unsea only, and are in general too large to be used on more mundane seas.

Foul-weather gear: Heavy waxed clothing including an overcoat, hat and waterproofed trousers that provide some water and wind resistance, but protection from the cold equal to a cold-weather outfit as well.

Harpoon ballista: This is a standard ballista modified to fire harpoons with attached chains. The chains are usually 2 inches thick and 100 feet long. They are anchored to the ship's deck by an iron hook.

Lantern, ship's great: Usually mounted to a ship's mast or deck, a ship's great lantern projects a cone of light over a distance of a 120-foot cone and provides dim light beyond that out to a 240-foot cone. A great ship's lantern burns for 1 hour per pint of fuel oil and has a 1-gallon reservoir.

Lodeprow: Storms of the Unsea are extremely violent and electrically charged. To save their masts, Unsea captains travel with a lodeprow. A lodeprow is a sheaf of lead and iron attached to the prow of a sailing ship that draws lightning strikes to it and then harmlessly disperses them into the surrounding sea by means of a series of conducting channels along the ship's hull. *Lightning bolt* and other electricity spells are drawn to the hefty lodeprow only if cast from in front of or above the ship.

Shipskin, Unsea: Shipskin is special outer attachments designed to prevent capsizing during the worst Unsea storms (see sidebox).

Spermaceti: A waxy substance produced in a cranial organ of Unsea whales and some other species as well. When harvested, spermaceti is used in a variety of ways from clean-burning lamp oil to soothing ointments and candle wax.

Spyglass, greater: Objects viewed through a greater spyglass are magnified to four times their size. Characters using such a spyglass may have a difficult time with some Perception checks involving sight (optional)..

Waggoner, Unsea: A collection of captain's notes and nautical charts of the Unsea, an Unsea waggoner is indispensable to an Unsea ship. Created by the Royal Unsea Whaling Company and sold only to those captains licensed through their auspices, the waggoner is the most accurate means of navigating the perilous geography of the Unsea. When using an Unsea waggoner, the chance of being misled by a Between compass (see above) is reduced to 10% at the time of the check. With a waggoner alone, the chance of plotting an accurate course in the Unsea is 75%.

Unsea Shipskin

The threat of being swamped with the Unsea's violent waves or tipped to such a degree that the deck is directly exposed to the crashing surf are all too real when sailing upon the Unsea, and both hazards bring with them the danger of a ship foundering as its decks fill with seawater. As such, no self-respecting Unsea captain would venture onto the belligerent waves without the precaution of an Unsea shipskin.

This unique nautical construct is a cover of waxed tarpaulin stretched on a durable frame of wood and iron that is custom crafted to cover much of the main deck of a ship. The cover is specifically designed to close off exposed portholes, hatches, and gangways without interfering with movement by sailors upon the deck itself. Entry is achieved by crawling into one of the covered points of entry. In rough seas, gaining access to one of these entrances requires a DC 10 Dexterity check *and* half of the character's total movement.

The utility of the shipskins, though, is that they severely inhibit the ability of large amounts of water rapidly to gain access through these points of ingress. In rough seas with waves that routinely reach peaks of 20–30 feet or more, the chance of taking on too much water and beginning to sink is 40% for an unprotected ship. A ship with an Unsea shipskin reduces this chance to a mere 5%. Even a ship capsized by weather or the attack of some large sea creature has a 35% chance to right itself in the round following the attack.

An Unsea shipskin is normally stowed in a locker on the main deck and can be deployed reasonably fast.

The construction of an Unsea shipskin costs one-tenth of the price of the entire vessel when built, and takes 1 week per 1,000 gp to fit. Only a few noted shipwrights in Scrimshaw have the knowledge to create these specialised covers

Whaler's longcoat, whale-wax: The finest quality seal fur treated with an alchemically enhanced spermaceti, this bulky longcoat protects a sailor from both the cold and the wet of a sea voyage. It provides protection from cold equal to a cold-weather outfit, and items placed in its inside pockets are protected from water exposure as long as the coat is not fully immersed. In addition, though it is not considered armour, it does provides an armour bonus of 1 because of its thickness and rigidity. It can be worn over light armour, providing the unusual benefit that its armour bonus will stack with that of any armour worn underneath (including *bracers of armour*), though its armour check penalty stacks as well.

Unsea Menagerie

The Unsea teems with life — very strange life. The Between twists the form of those things within it, and the environment around the creature affects it in a greatly accelerated way. **Part 6** contains a number of creature stat blocks, while below some Unsea inhabitants are given a more general treatment. In general, the creatures below conform to their standard stats in the game manual and other source materials, many with the *Between creature*† template as described in **Part 6**. It is all too true that the variety of creatures encountered in the Between is uncountable, and the Unsea is no exception.

Aboleths

Aboleths are, unfortunately, commonly found throughout the Unsea. They almost always have a Between Creature template or subtype. The aboleths come in a variety of types and sizes, and their growth in the Unsea does not seem to be something that ends. The **spiboleth**† is one horrific example of their variety that has its origins in the Unsea. As an aboleth's intellect increases, so does its size and the effects that its specialised knowledge has upon its physiology. An aboleth from the Unsea that studied necromancy, for example, would likely be partially rotted with large areas of necrotic flesh on its hide — a creature that should not and possibly cannot live.

Afancs

Afancs are the sea monsters that sailors talk about when spinning tales of the sea. They are the creatures responsible for entire fleets and crews being lost or destroyed. They are thought by many to be the "kings" of the sea as most other water-dwellers pale in comparison both in strength and size to the mighty afanc.

It is theorized that Afancs are very likely the cause for some of the lesser whirlpools in the Unsea, and bold Unsea captains have killed at least three afancs here. In other confrontations with the creatures, ships have been less lucky, and those afancs continue to roam the Unsea holding a grudge against the harpoon-firing interlopers that sail above.

Anglers

Lurking just below the surface of the water, anglers come in all shapes and sizes. From the tiny parasitic choking angler that seeks to enter the throats of its victims to feed and expand until it suffocates its prey, to the rumours of glimpsed horrors of the deep such as the wretched shadow angler that casts a black globe of pure darkness. Or the vile endemic angler, whose light causes those who glimpse it to sicken, allowing the fish to attack them, and even the vast goliath angler, said to be twice the size of the biggest whalers. Some are convinced that the various anglers are the pawns of aboleths, and many believe that Castorhage's own unique Lyme angler† is merely one more offshoot of this prolific genus.

Gulls, mangy

The air on the Unsea is alive with vast flocks of ugly, mangy gulls who appear to be half-starved and missing many of their feathers. They eat anything organic in nature, and if they get very hungry, have been known to infest whaling vessels and attack their crew or even chew on the tough wooden planks of their hulls if they can find a secluded spot within which to nest. Gull hunts through the lower decks are something that every wise Unsea captain orders at least once a year to ensure that none of the pesky intruders have compromised the integrity of his ship's hull.

Merfolk

Remains of mermaids occasionally wash up in and around the Unsea, so mermaids must exist somewhere although no one has encountered one. **Merfolk** do, conversely, appear in the Great Lyme River, though whether they have entered it and ultimately the Unsea from the seas beyond Castorhage or vice versa has yet to be determined.

Sahuagin

The **sahuagin** of the Unsea are reticent about contact. Evidence of their presence has been seen by experts and explorers, but so far they have not been encountered in any significant numbers. On the few occasions that they have been encountered, it has been seen that the incidence of mutation within their population is high. Whether this propensity for mutation extends to a higher incidence of malenti is unknown, but so far, aquatic elves have yet to be encountered in the Unsea. If there is a malenti-like mutation for the Unsea sahuagin, it's possible that it takes some other humanoid form.

Sea Serpents

Vast sea serpents are often seen on the Unsea and come in all shapes and sizes. Brine sea serpents are regularly spotted, and **fanged sea serpent**† has been on the menu at the Precarious. Deep hunter sea serpents and shipbreaker sea serpents have so far, mercifully, been the subject of sailors' stories rather than verified encounters — unless those encounters have all ended with the complete loss of the ship and its crew, which of course is always a possibility when dealing with these monstrosities.

Sharks

Sharks of all sizes, but generally very large sharks and dire sharks, are seen in the Unsea. The physiology of sharks is curiously altered by Between and almost all have the *Between creature*† template.

Skum

Skum are common in the depths of the Unsea. They are the slaves of the aboleths who created them and regard the men who have arrived in the Unsea as invaders who must be destroyed. They regularly attack ships and occasionally land-bound outposts. Curiously, the Unsea skum almost never demonstrate the effects of the *Between creature*† template as if their artificial creation at the hands of the aboleths has somehow resisted the normal influence of Between.

Squids

Squids are a regular sight in the Unsea, from the more commonly seen smaller varieties to vast ship-crushers of impossible size and twisted bodies. Giant squids are common, and even larger creatures are regularly reported by whalers. Squids show a worrying cohesion and sophistication of tactics unusual for their species. Ordinary squids frequently swarm onto sailors who fall into the Unsea, tearing them to pieces in a frenzy. And sometimes they sacrifice themselves in huge numbers to fulfil some unknown purpose or even to carry out some act of seemingly appalling cruelty on other sea creatures as if they bore a sentience and evil far beyond that expected in a cephalopod. Unsurprisingly, the Unsea whaler is convinced that there is more to the local squid than meets the eye.

Sunfish, Terrible

The terrible sunfish is always at least the size of a house and often much bigger. These creatures are unlike their more mundane kin; they have much larger mouths and more ferocious appetites. They are also as dark as shadows, and attacks by them often occur without warning.

Awakened Creatures

Bear in mind that spontaneously *awakened*† animals and plants are common in the Between as an extension of the land's (and sea's) own heightened awareness. All such creatures display an extremely high cleverness and attendant cruelty.

Turtles

The largest turtles spill into the Unsea, and like everything in Between, these creatures are expanded to almost ridiculous size and cunning. Dragon turtles, giant bog turtles and turtle sharks have all been reported and, less commonly, cooked. Such turtle meat commands a very high price back in Castorhage. A curiously sad creature known as the mock turtle has also been encountered in the Unsea. This creature has an almost human countenance and is able to spread misery and despair with its mere presence.

Walrus, Fearsome

The rarely encountered but formidably large fearsome walrus has a vile temper and has been known to even attack ships when provoked. These creatures are believed to be a larger, aggressively atavistic version of the equally rare **Lyme walrus**†.

Weird Fish

There seems to be no end to the shape, size, and hue of the different species of Unsea fish. Things with several heads or bloated bodies like balls, things without mouths, and things that are manic thrashing hordes of tentacles are so regularly seen by Unsea whalers that they become inured to the effects of seeing yet another thing that should not actually be able to live. A favourite is the query that swims in schools in the vicinity of the Edge of the World. Though they resemble a 2-foot-long fluke-tailed cricket with spiky, prehensile antennae and an external intestinal sac, the disgusting-looking fish are delicious and considered a rare delicacy in Scrimshaw and Castorhage alike (though customers are rarely allowed to see them unfilleted and in their natural state for the sake of business).

Whales

Whales are the reason the Unsea is so busy with invaders from Castorhage. They are of great variety but generally conform in one common aspect: their size. Unsea whales are massive, and massive whales are profitable to the ship captains that harvest them and the rendering plants that sell their constituent parts. Types of whales encountered here include baleen whales, sperm whales, great white whales, killer whales, blue whales, crimson whales, faceless whales, and the extremely dangerous **wallow-whale**†. There are even rumours of the extremely rare and elusive deep singer whale, though these have yet to be confirmed. One more commonality is that Between whales are intelligent, and proving to be an increasingly elusive — and more often aggressive — prey.

Wyverns

Despite the relative lack of land, wyverns are regularly seen and often attack ships. They seem to have an innate ability to locate and colonise the many sea stacks scattered across the sea and use them to nest and hunt. Types of wyverns include the typical variety as well as fork-tailed wyverns, nocturnal wyverns, and even the thankfully rare barbtongued wyverns. Almost all wyverns of the Unsea also have the *Between creature*† template applied. Most wise whalers carry at least one ballista aboard with normal ammunition rather than harpoons in order to deal with the unwanted attentions of a wyvern or the dreaded flight of wyverns.

Through the Glass Darkly: GMing Between

Travel By Magic

"But I don't want to go among mad people," Alice remarked.
"Oh, you can't help that," said the Cat: "We're all mad here. I'm mad. You're mad."
"How do you know I'm mad?" said Alice.
"You must be," said the Cat, "or you wouldn't have come here."
—Lewis Carroll, *Alice in Wonderland*

Between is a curious thing, perhaps even a curious entity; despite several attempts to tame the methods of travel to the place, access to this netherworld remains annoyingly unpredictable.

Travel to Between using spells such as *gate*, *plane shift*, and *astral projection* fail to penetrate its heart, and even those mirrors that usually offer reliable access to Between can fail (sometimes with catastrophic results for the user). The simplest way to enter Between is to know a threshold, or to enhance it by use of special mirrors and techniques known only to a handful — and even those experts very often fail, with terrible results.

Travel within Between is similarly unpredictable, and use of spells such as *dimension door* and *teleport* have led to appalling tragedies. All spells of this nature cast to travel within Between operate with the same chances of failure as a *teleport* spell, with the caster assumed to be heading for a "false destination." Results on the percentile dice of 80% or below indicate the spell has functioned normally while those of 81% or more suffer the effects indicated.

Known affected spells included *arcane gate, astral projection*, *dimension door*, *etherealness*, *gate*, *plane shift*, *teleport* (all versions), *transport via plants, tree stride*, and *word of recall*. Other spells are affected at your discretion.

Casting spells such as *magnificent mansion* and *rope trick* may also have their inter-dimensional space affected by this quality, and where a mishap is indicated, either have an unexpected occupant already in the space or have the space become something twisted and useless, perhaps even dangerous.

Some areas of Between are subject to localised effects as well. For example, some casters find it impossible to use *wind walk* in given areas due to storms, while others find summoning monsters either brings twisted dead things or ravenous killers that obey no one.

The exception to these rules are Between thieves. These daring (some would say foolhardy) rogues use Between as a way of travel and escape, and their Between-related powers always work as indicated. However, even a Between thief with class levels as a spellcaster who attempts to cast one of the above-mentioned spells is subject to the warping of its effects.

The Mirror Voyager: What Between is Like

Between is as much a feeling as a place, and when emotions become the fabric of a curious land the possibilities for danger are greatly enhanced. Sailors, anxious as they voyage the Unsea, report several curious phenomena: storms appearing from nowhere, dark shapes beneath the bow of a ship, or a sudden dreadful calm. Between is a place that changes like a person's mood, and it has been conjectured that even nightmares are able to breathe life from those explorers foolhardy enough to come there.

Although it has geography, that geography is fluid, and sometimes no logic exists for the way the place changes, where a vast rainforest abuts a glacier, which in turn hides a warm ocean. The geography within these areas is also able to change to a limited degree, and some have suggested that Between is actually like a living dream or nightmare of itself, where logic sometimes follows, but not always.

Between is like an adult fairyland, a place of nightmares and dreams that has its own thoughts and wants. It is alive, and everything in it is alive, constantly leaching thoughts and dreams and hungers and fears from around it, becoming one consciousness broken by a thousand madnesses.

Here are a few other suggestions to bear in mind for GMing an adventure here:

The Awakened Land: Think of Between not just as a place, but as an extension of everything within it. A jungle, for example, in Between is not just an ordinary jungle; it is a collage of all of its lifeforms: the hunger of the predator, the fear of the prey, the boiling heat of the day, and the power of the monsoon. It is like nature, but nature *exploded.*

Dreams and Nightmares Come True: Play upon a visitor's fears; they hear noises nearby, the night air boils with strange calls, a Between ruin echoes with ghosts that whisper and cry in misery.

Everything Is Alive: Play this how you wish. Do the plants in Between become dangerous? Are the trees thinking? Do awakened animals or strange monsters plot against intruders?

Have Some Disturbed Internal Logic: Night should follow day, but is the day unnaturally short? Does the night last a day, a week, a month?

Twisted Geography: Think of Between as a jumbled jigsaw, where some pieces do not fit together. Some pieces do not link, so travel between

The Mirror Knights

Sworn to protect Castorhage from horrors of Between, several groups of valiant, and perhaps not-so-valiant but sufficiently greedy knights, warriors and duellists have come together to form societies aiming to protect the people of the city-state from supernatural invasion. The most famous of these groups, the Mirror Knights, is made up of hunters who fearlessly track creatures that come from Between. Aided by Between thieves, these warriors track and kill the creatures mercilessly using a variety of hunting methods, from subtle stalking to packs of bloodthirsty mastiffs.

them is impossible under normal circumstances. Think about how such a place ends? Does a jungle simply end at cliffs that vanish into haze, or does a sick mist settle upon the jungle, drawing characters back to where they started? A rudimentary map of sorts of Between is provided in ***The Blight Map Folio***, but its layout is a best guess by the often-conflicting tales of various explorers. It serves as a suggestion of an "averaging" of the geography of the realms of Between and is by no means intended as an accurate depiction of the exact topography.

Tragedies of Between

In addition to the many dangerous encounters to be had in Between, the strange realm brings its own inherent dangers that simply seem to manifest merely by extended (or sometimes not-so-extended) contact with its strangeness

'Tween Blight

The most terrible of ailments can be drawn through the tiny threads of *mirror-portals* and into the city, terrible diseases that permanently bend the human form into a twisted caricature, much like the nature of Between itself.

The whispered names of diseases such as strickenback, slynesplinters, or madlands regularly make the rounds of gossip, but none of them has yet been isolated by the physikers of Castorhage and proven to be truly a preternatural illness from beyond. It is supposed by many that such known maladies as **derange**, **dislocating larva**, and **second-head fluke** must surely have originated in the twisted womb of beyond. Even the eponymous **blight** seems highly suspect to be of something other than mundane terrestrial origin. One ailment that is known to have originally been introduced to Castorhage from Between is the boiling pox. Though rare, its manifestation is distinct and always tragic. Remove disease does not work upon it, and it is so infectious that the merest hint of its taint is likely to draw a group of Mirror Knights to isolate or even — if the victim is lucky — despatch the afflicted poor soul.

Long-Term Effects of Between Exposure

A final note is warranted regarding the hazards of braving the perils of Between. Sometimes its long-term repercussions are a bit more insidious, though no less dangerous. Some frequent Between travellers have reported catching a glimpse of doppelgangers of themselves, of being stalked by a sinister twin or of waking up with a shadowy figure at the foot of their bed. In fact, some more learned on matters Between have suggested that Sir Donnan Grabe confessed on his deathbed to being a Between impostor.

The Spiteful

The Spiteful is a conspiracy of Between fey and foul shapechangers who wish to invade and conquer Castorhage right under the noses of its people. They seek to do this through subversion by means of introducing changeling spite-waifs into the cribs of certain of the city's new parents as a means to breed a generation of Between doppelgangers (**doppleganger** with the *Between creature*† template applied) who control the reins of power within the city. It is entirely possible that The Spiteful play some role in the mysterious motives of the Lands of the Echo Queen (q.v.) but no substantive connection has yet been found.

Coincidentally, one of the only groups within the city that is aware of this secret group and its motives are doppelganger spies of The Veil. They have reported the machinations of this group to their master, **Grand Justice Braken**†, but he has yet to move overtly against their incursion. It should be noted that certain other individuals of Castorhage have become aware of The Spiteful menace at times in the past and have seen fit to declare their own crusades against its corrupting influence upon the city. More information on The Spiteful and their activities in Castorhage can be found ***TB3: Bloody Jack*** by **Frog God Games**

Between Disease: Boiling Pox

Boiling Pox
Type diseaseInfection inhaled, contact, ingested
Save DC 18 Constitution to prevent infection
Incubation Speed Fast, pustules begin to form within 24 hours of infection; eruption follows within 4 hours
Effect 1d4 Charisma and/or 1d4 Dexterity drain
Cure 3 consecutive successful saving throws (see below); *greater restoration* or *wish* spell

Victims of this painful, highly virulent infection develop red angry sores over their whole body, intense cramping of the muscles, and a very high fever. When touched, these sores cause intense, agonising pain and make every movement painful. As the disease progresses, the angry red pustules begin to erupt, showering anyone within 10 feet with infectious blood and pus (DC 10 Dexterity saving throw to avoid being hit with fluid). Additionally, the victim's bones start to soften and bend, often leaving a distorted remnant of what was once a humanoid creature. The damage to the victim isn't only physical, however. The victim's psyche can be harshly impacted by the agonising pain and very high fever caused by the disease.

Each day the victim suffers from the boiling pox, they must make a Constitution saving throw. When a successful saving throw is made, the DC of the saving throw is reduced by 1d4 for the next attempt, indicating that the victim's immune system is starting to fight back against the infection. For example, Zhern makes his saving throw on DC 18 on day 1. The next day he would need to make a saving throw with a DC of (18 – 1d4), which would be a DC range of 14-17. If he rolled a 3 on a d4, he would need to make a DC 15 Constitution saving throw on day 2. This repeats for every day a successful save is made until there have been 3 successes in a row, or the DC reaches 0 and the infection abates. A failed saving throw does not increase the DC.

Each day the victim fails their saving throw, they lose 1d4 Charisma points from the physical damage the pox does to their body. There is also a 25% chance (a roll of 1 on a d4) they will incur 1d4 Dexterity damage from the softening of their bones (commonly called *osteomalacia*) as the infection slowly begins to spread beyond the soft tissue. The victim dies if they are reduced to 0 Charisma or Dexterity. The reduction lasts until the victim finishes a short or long rest and no longer suffers from the boiling pox.

If the victim suffers from the boiling pox for more than 3 days, there will be a 50% chance (a result of 3 or lower on a d6) that they suffer some form of madness from the intense pain they experience and from the very high fever induced by the infection. Consult the rules on madness in the game manual to determine how the ordeal affects the victim.

Unfortunately, boiling pox has proven to be completely resistant to *lesser restoration* and *heal*, and only seems to be cleansed by *greater restoration* or *wish*.

The Blight Bestiary

Things: The Creatures of Castorhage

Many "common" monsters are to be found cowering in the gloom of the city — sea devils and wererats are some of the most common — but here one may encounter nagas and rakshasas, sphinxes, hags, bugbears, golems, ghouls, chaos beasts and demons as well as many others. Some creatures walk the streets wearing human form, others skulk beneath piers and in the Underneath waiting for the sun to set before walking the streets, and some are seen as little more than nuisances or even valuable servants or pets.

Animals

As the city teems with life — both human and unhuman — so too it teems with animals, be they beast for fodder or companionship, watch, or pest. Birds soar above gables, from the great black **Blight albatross**† and the **gable hate-owl**† to the **hooded ravens**† and **blindingcrows**† to the smaller birds, particularly the ever-present **canaries**† with their singing voices, which warn of death, the Lyme thrush, the gable-sparrow and the tiny moth-wren. Dogs are a common pet, particularly in the rougher areas of the city. Among the most prized are the **terriers**, which come in a hundred shapes and breeds and are much prized for killing rats and other vermin. Every gentleman or crook these days seems to have a fighting dog on a leash — from the **Blight-bull**† to the huge **pit-mastiff**†.

Cats are seen less, and certain fanciful dim-witted individuals have even gone so far as to say that all the normal cats were killed in a single night by an army of cats from Between. These **Between-Cats**† are, allegedly, ruled by an emperor who has some alien plot in mind for the city. Clearly, this is so much hokum. Despite the many cats, rats are everywhere, and come in all shapes and sizes as well, from the vile **Festering Lyme rat**† with its mangy body covered in lice to the much feared (almost legendary) Giant Rat of Shabbis, a mercifully rare foreign visitor to the shores of Castorhage who brings plague in its wake.

The City of Thinking Animals

One of the many anomalies given to the city of Castorhage is a proportionally huge populace of awakened animals. Some have conjectured that the awakening has some connection to the Between, and that the frequent violations into that domain by locals have led to a bleeding of the essence of this land into the city. This has also been blamed for the rise in sentient animated objects — clocks that refuse to chime, **mortomata**† that kill the children they are supposed to entertain, and **fleshgines**† that mysteriously crush their masters or pull all their limbs off. Others attribute the unusual manifestation of intelligence to centuries of breeding and training, stating that some great evolutionary advance in animal intellect may one day take place because of this.

Strangely, apes of all types are seen in the city — no doubt due to its long and extensive history of trade with and colonisation of Libynos — and so many have escaped from collectors that monkeys and apes are now common. The **Blight apes**† and **Blight monkeys**† are uncannily alert, and many are able to perform incredible feats of intelligence. In addition, no self-respecting organ grinder is without his monkey, or vice-versa.

Stock animals are plentiful — cattle, sheep and goats — as well as chickens, geese and dodos, which are often seen in city knackers-yards awaiting slaughter. Dodo is very much an acquired taste, either being loved or loathed, and some eating-houses specialise in preparing the bird with a whole raff of available recipes. The awkward birds are also raised for their large eggs. And there are pigs, a vast number of pigs, some of which, like the Great Fayre pig racers, are said to be able to talk and reason among men.

The popularity of private menageries in the latter 17th and early 18th-century R.C. assured that escapees were common, and a whole host of bizarre creatures still hunts in the night. Some of these have developed local legends: the **BookTown Panther**†, the **Great Canal Python**†, and the **Hollow and Broken Hills Crocodile**† are but a few of the hundreds of beasts that stalk the city.

Dark Fey

Though not a part of the natural world, Between is certainly a reflection of it. This includes a propensity toward attracting the sylvan creatures of the natural world and the presence of many fey within its strange borders. Whether these fey are unnatural manifestations of Between itself, examples of the darker types of fey in the natural world that are just attracted to Between's presence, or simply fey who have become trapped in Between and warped by its dark presence is unclear. Perhaps it is all of the above. In any case, the presence of these dark fey is indisputable and they exist in a relatively large concentration in and around the city of Castorhage as a result.

Inhabitants of the Lyme

That anything lives in the black dead, alchemically seething waters of the polluted heart of the city is remarkable in itself. However, the river teems with aggressive predators that feed upon the slops and flotsam, peelings, and corpses of cats, rats, dogs, and people that fall into the Lyme daily. **Sough-eels**† with their slick white bodies and gnawing secondary jaws are frequently seen, **Lyme anglers**† — more commonly known as slop-sharks — with their terrible diseased bites and bodies like sacks of flesh waiting to burst hide in the shallows. **Wallow-whales**† swim the deepest areas, their cathedral-like wan bodies searching for prey, their throats lined with ragged bone beyond which lies the Church of Jobe — the stomach maw of the whale allegedly once home to a sea devil. **Bog lanterns**† wriggle in the gloom, their luminescent bodies like the lamps of the Lyme anglers. The seldom seen **Lyme walrus**†, with its barbed tusks and sinful lies, a creature that sheds its skin and becomes human when it attempts to secure a bride, is just one more predator that watches the shore from the river's depths.

Monsters Unique to the Blight

The fungi of Castorhage is more alive than it ought to be. The bestial polypore, a malevolent symbiosis of beast and plant, grow in the evening and spend the night looking for people to infest. More terrible is **blight** itself, a peculiar intelligent lichen able to take over whole streets in a single night and suffocate them, and only kept at bay by the constant vigilance of brave Blight Knights — hunters who walk the streets at night armed with alchemic fire bellows. Some say blight originally inhabited the city but was driven deep below; some believe that the blight will rise again en masse and absorb the entire population. One thing is sure, the city gained its nickname for it, whether she likes it or not. It is also the more common name of a creature known simply as the **Body Snatcher**, a hive thing that dwarves say lurks in the Between roots at the very bottom of the Underneath.

The most uncommon dray is a **hyme**†, which the cab companies find to be fast, tireless, and above all obedient. And whilst occasionally hymes go on the rampage and eat a few people, mostly these matters are hushed up by the guilds and masonic groups. A hyme resembles a child's nightmare: it is only passingly equestrian, a slick creature of blackness that walks in a lopping stride but which is capable of great speeds when needs be. More importantly, everything gets out of its way.

There are many, many creatures unique to the Blight, from the foul **Blight naga**† to the **night-slug**†, humanoids that dwell between walls. Not all things have a name and it is sure that many, many things are yet to be discovered and catalogued.

Pestilences and Parasites

The most common monsters are the smallest in the city — the lice and infestations, sicknesses, and disease. In so crowded and twisted and filthy a city, naturally they thrive. Couple that with the abnormal proximity of Between and illness becomes something even worse than those usually encountered. A few of the better known and understood of these hazards are derange, dislocating larvae, and the alarmingly grotesque second-head fluke.

Scrimshaw Gargoyles

In its heyday, Castorhage was famed for many things, and the **scrimshaw gargoyles**† were one of them. These delicate figures are thought to have been created centuries ago as watchers to aid the local constabulary — spies and guards — whispering in their eyries. Time has taken its toll on the whalebone constructs, and now they number fewer than 50, having been taken, destroyed, or worn to nothing by the constant wind high above the city. Each scrimshaw gargoyle is different, both in size and design, but they share some features: They are carved from delicate whalebone covered in strange sigils, many of the writings have faded, and now lichens and grime cling to their once statuesque bodies. They are also very much aware.

Double-Headed Dran

Second-head fluke is a horrible thing to look upon, with a cankerous second pseudo-head sprouting next to the victim's own head, and urban myth states that some of these pseudo-heads develop their own minds and learn to talk. The most famous of these legendary second-head fluke cases is said to be Double-Headed Dran (1672–1699). This poor sailor developed a pseudo-head which was so vile and vicious that it would attempt to attack anyone who came within reach, even spitefully gnawing upon the side Dran's own head from time to time. In an attempt to rid himself of the foul growth, Dran cut off the head with a knife, only to bleed to death shortly thereafter. Dran's pseudo-head is preserved in the Royal University of Surgeons in the Seminary.

Shapechangers

There is a wererat plague within the city, and in places, the predominant population is these lycanthropes and their rat allies, which come in a dizzying array of varieties and sizes. The rats are by far the most prodigious of shapechangers, but there are many, many others lurking unseen in the glare of the city streets.

Spiders

Many types of arachnids call the sprawl of the city home. **Gable spiders**† are common, as are the more mundane breeds of monstrous spiders, with the much rarer **chymic spiders**† and **phase spiders** being reported only occasionally. Regardless of breed, all the spiders of the city tend to have two things in common: They are almost always invariably big and fast, and they generally live among the city's gables and rooftops. Occasionally, great webs or skeins of cords, rags, and less pleasant things spring up between buildings, and steeplejacks and roofers, or more usually gablemaesters, are paid great sums in comparison to other labourers because of the nature of their jobs and the danger the spiders pose.

Stitched Things

Easily the most common type of "thing" seen in the city are the stitched and remade creatures: golems, homunculi, fleshgines, necrocrafts* and other created creatures. They are a daily sight, lifting, carrying, and guarding.

*A necrocraft is a medley of undead body parts and corpses grafted together with dark magic to create a single animated undead creature with abilities based on its component pieces and the surgical and necromantic talents of its creator. Necrocrafts are better suited for brute force than delicate manipulation, and most creators build larger hulks rather than smaller, more agile (and fragile) necrocrafts. Though necrocrafts can be of virtually any size and can be made up of undead bodies or parts of any size, a typical specimen is 7 feet tall and weighs 250 pounds.

The Tome of Horrors Complete Creatures

Eneerg the Keeper's seminal work — the *Infernal Tome*, or *The Tome of Horrors Complete* — lists many terrible creatures that can be found above, below or upon the streets of Castorhage. A few of the more commonly known are listed here.

Bone cobblers are said to make up an entire caste of the Fetch, and their many lairs have inspired some of the more perverted and wicked artists in the city. Some speculate that these artists actually encourage the cobblers in their collecting.

Dark creepers and **dark stalkers** seethe in the Underneath and are sometimes found living in the city, wearing tinted lenses and heavy clothing to disguise their nature. Rumours of a Stalker King refuse to go away. The King Without Shadow plays his doleful songs, they say, whilst his guillotine beheads those who set eyes upon his kingdom.

Countless gargoyles festoon the gables of the city, and amongst these are continuing sightings and encounters with **four-armed gargoyles**, fungus gargoyles (who are credited with spreading a particularly vile blight that rots hands and feet), green guardian gargoyles, and **margoyles**.

Golems and constructs are common, of course, with flagstone golems and furnace golems being somewhat rarer. However, even such strange constructs as iron maiden, mummy, ooze, rope, stone guardian, tallow and wood golems can be encountered. The foul witch-doll golem is often used by the Great Coven.

The superstitiously dreaded midnight peddlers make up some of the Fetch. Some are so infamous for their deeds that they have well-known nicknames: Rickety Rose collects heads in her cart, whilst the Slithering Peddler collects hands. Blind Bethen collects eyes, said to be removed from living victims and will trade one to an unlucky soul who encounters

her but is willing to make a one-for-one swap. Peg-Leg Jabe often has some Between creature or other riding in his hand cart from his frequent trips beyond.

These monsters, of course, are merely the tip on the diabolic iceberg of horrors that lurk in the Blight.

Unliving and Undying Alchymic

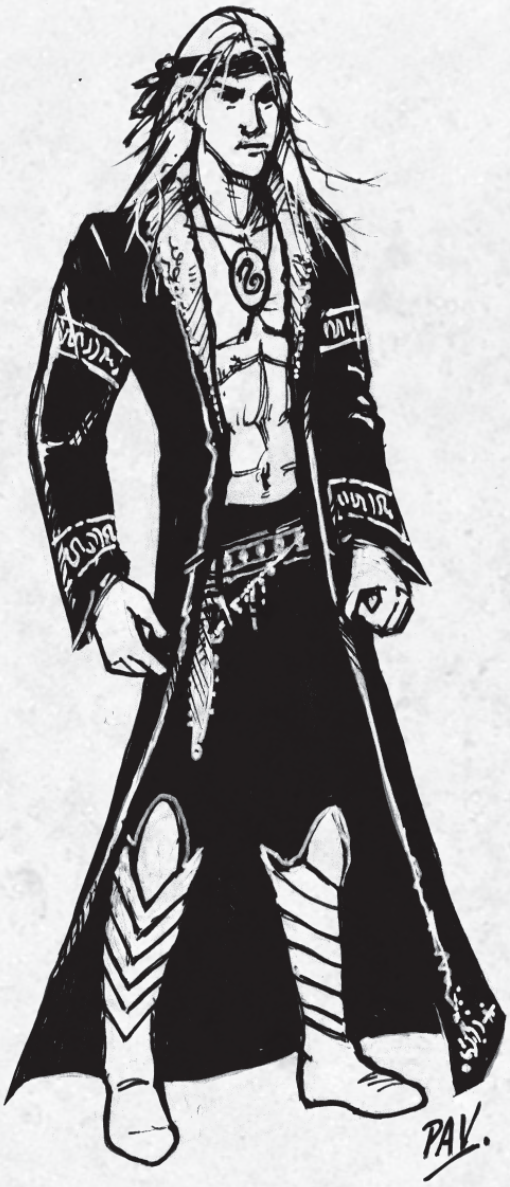
Those who wish to live forever sometimes take this dark path through use of the proprietary means available with the *elixir of life*†. Those who take this draught by choice hope to join the **alchymic-undying**†; those who fail in this endeavour are cursed to become the **alchymic-unliving**†. Those who are forced to take the elixir by cruel masters or terms of indenture almost invariably end up among the alchymic-unliving.

Alchymic Creature Template

More commonly referred to as the "reborn," alchymic-undying creatures are living creatures infused with the gifts of undeath through exposure to the mysterious *elixir of life*.

Any living creature can be transformed into an alchymic-undying creature when exposed to *elixir of life* (see ***The Blight: Richard Pett's Crooked City*** by **Frog God Games**). An alchymic-undying creature uses the base creature's stat block, with the following differences:

- Challenge increases by 1.
- Constitution declines by 2; adjust hit points accordingly.
- Always has proficiency on Strength and Dexterity saving throws, and on saves against disease (including ongoing effects of diseaases), paralysis, and poison.
- Is immune to exhaustion and unconsciousness
- Never ages or sleeps, and needs only 1/10 as much food, drink, and air as a normal creature of its kind.



Unliving as Art

There is a revolting trade that is growing in the Castorhage: the use of lower-grade elixirs to bind different components of certain creatures together to form a new thing, a thing in many cases totally unique. For some, the methods used are crude: the scalpel, the stitch, the saw. Subjects are injected with low-grade *elixir of life*† and then the pieces are removed and subsequently sewn together. More often than not, the resulting creature is either horribly disabled or physically unstable and decays quickly. It does not always then die, however.

The quality of the work depends upon the grade of the elixir and the skill of the artist, but these vile surgeons are growing in number and infamy. More advanced artists and experimenters use complex crucibles and procedures to bind the pieces together. These crucibles are made with necromantic magic, and these artists claim to be using techniques discovered by the creators of the first owlbears and gorilla-bear hybrids, as well as those who first brought abominations into being. The latest, great visionaries of this sort of rebirth extol the (so far) secret and unseen experiments of the great surgeon-artists whom they claim have succeeded in forging new life from Between creatures and mortal flesh.

- **Negative Energy Affinity: A**n alchymic-undying creature never has its maximum hit points reduced by attacks from undead creatures.
- **Regeneration:** An alchymic-undying creature heals 1 hit point per 2 HD at the start of its turn, unless it took acid or fire damage since its last turn.

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The alchymic-unliving are creatures tainted by the curse of undeath through exposure to *elixir of life*. Those who partake in the forbidden fruits of such alchymic experimentation face a dismal future. It is true that death, or at least mortal death by aging, is no longer a concern, but the life left is bleak and bereft of any of the joys of the living.

Any living creature can be transformed into an alchymic-unliving creature that is exposed to *elixir of life* (see ***The Blight: Richard Pett's Crooked City*** by **Frog God Games**). An alchymic-unliving creature uses the base creature's stat block, with the following differences:

- Challenge increases by 1.
- Strength increases by 2, Intelligence declines by 2.
- Type becomes undead.
- AC increases by 2.
- Uses Charisma rather than Constitution to determine bonus hit points per hit die; recalculate hit points accordingly.
- Immune to disease, exhaustion, paralysis, poison, stun, and unconsciousness.
- Immune to effects that reduce ability scores or maximum hit points.
- Gains darkvision 60 feet.
- **Legendary Fortitude (3/day):** When the creature makes an unsuccessful Constitution saving throw, it can choose to succeed instead.
- **Curse of Undeath:** The creature must make a successful DC 15 Wisdom saving throw every 30 days or its Intelligence is permanently reduced by 1. If its Intelligence declines to 3, it transforms into a zombie.
- **Regeneration:** An alchymic-unliving creature heals 1 hit point per 2 HD at the start of its turn, unless it took radiant damage since its last turn.

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Monsters, Monster Templates, and Named NPCs

Abigail

Abigail is a striking woman who has deep red hair set in fetching cascading curls. She wears a long, black wool coat over a crimson shirt and breeches, all topped off with a broad-brimmed leather hat and a light scarf over the lower half of her face. She carries a variety of tools for hunting and killing vampires.

Abigail

Medium female human, neutral good
Armor Class 14 (chain shirt)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 11
Languages Common
Challenge 2 (450 XP)

Holy Devotion. Abigail has advantage on saving throws against being charmed or frightened.
Spellcasting. Abigail is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks), and she has the following cleric spells prepared:
Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, cure wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS
Multiattack. Abigail makes two melee attacks, one with the rapier and one with the dagger.
Silvered Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.
+1 Silvered Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 4 (1d8 + 3) piercing damage.
+1 Heavy Crossbow. *Ranged Weapon Attack*: +5 to hit,

range 100/400 ft., one target. *Hit*: 7 (1d10 + 2) piercing damage. The bolts are silvered.

She carries the following vampire-killing equipment:

- *potion of cure wounds (at 4th level)*,
- *potion of invisibility* (3 doses)
- 6 vials of holy water
- *+1 heavy crossbow* with 24 silver bolts
- *+1 rapier* engraved with the name "Luther"
- Silvered dagger
- 2 silver mirrors
- 3 wooden stakes with mallet
- Silver holy symbol of Mother Grace

Treasure: gold wedding ring (100gp), silver hatpin depicting a unicorn (75 gp)

Algernon Alfonce Leptonia

When the characters first spy this fellow, they see a sickly-looking man dressed in the latest outré fashions. Effected, rouged, and effeminate, he is the picture of decadent aristocracy from his outrageous wig to his curl-toed boots. He is a vampire spawn.

Algernon Alfonce Leptonia

Medium undead, neutral evil
Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 5 (1,800 XP)

Regeneration. Algernon regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.
Spider Climb. Algernon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Vampire Weaknesses. Algernon has the following flaws:
Forbiddance: He can't enter a residence without an invitation from one of the occupants.
Harmed by Running Water: He takes 20 acid damage when he ends his turn in running water.
Stake to the Heart: Algernon is destroyed if a piercing weapon made of wood is driven into his heart while he is incapacitated in his resting place.
Sunlight Hypersensitivity: Algernon takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

ACTIONS
Multiattack. Alphonse makes two attacks, only one of which can be a bite attack.
Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, Alphonse can grapple the target (escape DC 13) in order to bite.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Alphonse regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Treasure: *potion of invisibility*, heavy winter coat with buttons made from doll's fingers, heavy winter muffler inlaid with obsidian worth 200 gp, longsword decorated with designs of wolves chasing sheep (100gp), pendant made from a mummified wren set with tiny diamonds in its eyes worth 250 gp, fancy human-skin bag containing 23 gp and ten 5-guinea notes (worth 50 pp total), keys to all locks in the Club Crimsón, a folded piece of paper with the "Hymn of the Panacea" written on it, and a pocket-sized angel fetish made of raven feathers.

Annalise Grast

Annalise Grast has suffered a mutation in her lycanthropy and has been ***stuck in a hideous hybrid form of rat and halfling.*** *Her features are distorted, even considering their animalistic pairing, and appear to largely be the result of extensive inbreeding. Her curly, blonde hair, delicate cheekbones, and ample bosom are repellent incongruities in combination with her pronounced snout and twisted, fanged and slavering mouth, and her hideously mismatched eyes — one lazy and the other spaced almost to the side of her head like a fish. Beneath her dark armour, her skin is covered in light-brown fur.*

Annalise Grast

Small female halfling shapechanger (wererat), chaotic evil
Armor Class 16 (studded leather)
Hit Points 97 (15d6 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	8 (-1)	12 (+1)	6 (-2)

Saving Throws Str +5, Dex +7, Con +6
Skills Acrobatics +7, Perception +4, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 14
Languages Common, Halfling, River Cant, Thieves Cant
Challenge 6 (2,300 XP)

Cunning Action. On each turn, Annalise may take the *Dash, Disengage*, or *Hide* action as a bonus action.
Filth Fever. A creature with filth fever becomes sick within 1d4 days of being infected. At that time, the creature gains 1 level of exhaustion. It also regains only half the usual number of hit points from spending Hit Dice and 0 hit points from resting. Once symptoms appear, the infected creature must make a DC 15 Constitution saving throw after every long rest. If it fails, the creature gains 1 level of exhaustion, but if it succeeds, the creature loses 1 level of exhaustion. The disease is cured when the creature has no levels of exhaustion left.
Keen Smell. Annalise has advantage on Wisdom (Perception) checks that rely on smell.
Shortsword of Wounding. Once per turn, when she hits her target with her *shortsword of wounding*, she can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time it has been hit by *Annalise's shortsword of wounding*, and it can

then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Sneak Attack (1/turn). Annalise's attack deals an extra 13 (4d6) damage when she hits with a weapon attack, if she has advantage on the attack roll, or there is an ally who is not incapacitated within 5 feet of the target, and as long as Annalise does not have disadvantage on the attack roll.

ACTIONS

Multiattack. Annalise makes two melee attacks with her *shortsword of wounding*, or one *shortsword of wounding* attack and one bite attack. If attacking from range, Annalise can make two attacks with her repeating recurve crossbow +2.

Shortsword of Wounding. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 4) piercing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with wererat lycanthropy.

Repeating Recurve Crossbow +2. *Ranged Weapon Attack*: +7 to hit, range 80/320 ft., one target. *Hit*: 9 (1d10 + 4) piercing damage.

Treasure: *shortsword of wounding, repeating recurve crossbow +2*

Aranea

As the monstrosity approaches across its web, you notice that unlike other giant spiders, this one has a pair of diminutive arms and hands, and an oddly brain shaped hump on its back.

Aranea

Large monstrosity, chaotic evil
Armor Class 14
Hit Points 39 (6d10+6)
Speed 30 ft., climb 30 ft.

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

Skills Stealth +5
Senses blindsight 10ft, darkvision 60ft, passive Perception 11
Languages Common, Deep Speech
Challenge 3 (700 XP)

Shapechanger. The aranea can use its action to polymorph into a Medium creature (humanoid or beast), or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. An aranea's spellcasting ability is Intelligence, and requires no material components for the following spells (spell save DC 13):
At will: *dancing lights, poison cloud, shocking grasp;*
3/day each: *charm person, sleep;*
1/day each: *invisibility, mirror image;*

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

***Web* (Recharge 5-6):** +5 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hit points 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Ashen Angler

A vast whale of the Between

Ashen Angler

Gargantuan beast (elder Between), unaligned
Armor Class 14
Hit Points 315 (18d20 + 126)
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	25 (+7)	14 (+2)	18 (+4)	10 (+0)

Skills Perception +4
Saving Throws Str +13, Con +13, Wis +8
Senses blindsight 120 ft., darkvision 120 ft. passive Perception 18
Languages --
Challenge 17 (18,000 XP)

Echolocation. The Ashen Angler cannot use its blindsight if deafened.

Freedom of Movement. The Ashen Angler ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Hold Breath. The Ashen Angler can hold its breath for 30 minutes.

Keen Scent. This Ashen Angler can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at a range of up to a mile.

Siege Monster. The Ashen Angler deals double damage to objects and structures

ACTIONS

Multiattack. The Ashen Angler makes two attacks: one with its bite and one with its tail slap.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 54 (8d10 + 10) piercing damage. If the hit is a critical hit or exceeds the number needed by 5 or more, the target is also swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the Ashen Angler, and it takes 35 (10d6) acid damage at the start of each of the Ashen Angler's turns.

If the Ashen Angler takes 50 damage or more on a single turn from a creature inside it, the it must make a DC 19 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 Ashen Angler. If the Ashen Angler dies, a swallowed creature is no longer restrained

by it and can escape from the corpse using half of its movement, exiting prone.

Ram. *Melee Weapon Attack*, +16 to hit, reach 5 ft., one object. *Hit*: 65 (10d10 + 10) bludgeoning damage.

Tail Slap. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 54 (8d10 + 10) bludgeoning damage and the target must succeed on a DC 19 Constitution saving throw or be stunned until the end of the Between whale's next turn.

Sickening Light. The Ashen Angler sheds a peculiar, wan light that creatures not from Between find unsettling. Creatures within 120 feet of the Ashen Angler must make a DC 19 Wisdom saving throw or be overcome by nausea and fever (as the **poisoned** effect). A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If any of these saves is successful, the effect ends immediately, and the creature is immune to the effect for 24 hours.

Capsize. If the Ashen Angler moves at least 30 feet straight toward a watercraft (boat, ship, ferry, etc.) and then hits it with a ram attack on the same turn, there is a chance that it will capsize. All occupants of the watercraft must make Dexterity saving throw when the craft is rammed (see below). To determine if the watercraft capsizes, consult the following:

Size	Outcome
Small **(e.g. rowboat)**	The craft is destroyed, all on board must make a successful DC 19 Dexterity saving throw to avoid being stunned. Regardless of the outcome of the save, passengers each take 36 (5d10 + 9) damage and are thrown from the wreckage.
Medium **(e.g. keelboat)**	The craft must make a generic DC 17 saving throw to avoid being destroyed. If successful, the craft takes half of the 10d10 + 10 damage. All on board must make a save DC 19 Dexterity saving throw to avoid being knocked prone. If the craft fails the saving throw, it takes full damage and begins taking on water. It will sink in 1d4 rounds.
Large **(e.g. sailing ship)**	The craft must make a generic DC 15 saving throw to avoid being capsized. If it fails the save by 5 or more, the ship capsizes. All on board must make a DC 13 Dexterity saving throw to avoid being pulled under with the ship. If the save is successful, the ship takes 10d10 + 10 damage and those on board make a DC 12 Dexterity saving throw to avoid being knocked prone (or overboard if they are near the ship's edge).
Huge **(e.g. longship)**	The craft must make a generic DC 13 saving throw to avoid being capsized. If it fails the save by 5 or more, the ship capsizes. All on board must make a DC 12 Dexterity saving to avoid being pulled under with the ship. If the save is successful, the ship takes 10d10 + 10 damage and those on board make a DC 11 Dexterity saving throw to avoid being knocked prone (or overboard if they are near the ship's edge).
Gargantuan **(e.g. warship, galley)**	The craft must make a generic DC 12 saving throw with advantage to avoid being capsized. If it fails the save by 5 or more, the ship capsizes. All on board must make a DC 11 Dexterity saving to avoid being pulled under with the ship. If the save is successful, the ship takes 10d10 + 10 damage and those on board make a DC 10 Dexterity saving throw to avoid being knocked prone (or overboard if they are near the ship's edge).

Beautiful, the

The Beautiful is the central figure in the Levee Adventure. Her appearance varies in the course of the adventure, and you should refer to the text for this.

The Beautiful

Medium celestial (fallen deva), chaotic neutral
Armor Class 19
Hit Points 110 (13d8+52)
Speed 30 ft., fly 120ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	19 (+4)	18 (+4)	22 (+6)

Saving Throws Int +8, Wis +8, Cha +10
Skills Arcana +8, Deception +10, Intimidation +10, Perception +8, Stealth +9
Senses darkvision 120 ft., passive Perception 19
Damage Resistances acid, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Languages all, telepathy 120 ft.
Challenge 12 (8,400 XP)

Between Weapons. The Beautiful's weapon attacks are magical and deal an extra 17 (4d8) psychic damage on a hit (included in the attacks).

Between Awareness. The Beautiful knows if she hears a lie.

Create Between-Gate. Using her action, the Beautiful can create a *gateway* between any unoccupied point that she can see. The *gateway* is large enough to allow passage of a creature up to Huge size and remains open up to 1 minute as long as the Beautiful maintains her concentration on the *gateway* (as a concentration spell).

Create Paradise. User her action, the Beautiful can weave a paradise personalized to the tastes and desires of one mortal being who has felt the touch of her presence. This paradise is effectively infinite for the individual for which it was created and can accommodate

Dislocated. Attacks against the Beautiful are made with disadvantage unless the attacker has blindsight or truesight.

Innate Spellcasting. The Beautiful's spellcasting ability is Charisma (spell save DC 17). The Beautiful can innately cast following spells, requiring only verbal components.

At will: *bestow curse, create between-gate, crown of madness, detect evil and good, invisibility (self only), shield*
3/day each: *darkness, dominate person, mirror image, spider climb*
2/day each: *create paradise*
1/day each: *antimagic field, blink, dimension door*

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

ACTIONS

Multiattack. The Beautiful makes two attacks.

Flaming Scythe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage and 17 (4d8) psychic damage.

Cloak of Despair (Recharge 6). Once per turn, The Beautiful's can touch a creature of her choice and overwhelm them with hopeless feelings of despair. The creature must make a DC 17 Charisma saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, the creature can't attack or target any creature with harmful abilities, spells, or other magical effects.

Unusual Equipment: *Scythe of Speed*

Scythe of Speed

Weapon (scythe), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, you can use a bonus action to make one attack with it as a bonus action on each of your turns.

Belabra (Tangler)

This creature resembles a man-sized flying jellyfish with twelve long tentacles. Four thin eyestalks protrude from its cap. Its cap is blackish gray and its eyestalks are dark gray.

Belabra (Tangler)

Medium aberration, neutral

Armor Class 13

Hit Points 39 (6d8+12)

Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	7 (-2)	12 (+1)	11 (+0)

Skills Perception +5, Stealth +4

Senses darkvision 60 ft., passive Perception 15

Languages none

Challenge 2 (450 XP)

Acidic Blood. Each time the belabra is hit with an attack that does piercing or slashing damage, all creatures within 10 ft. must make a DC 12 Dexterity saving throw or be sprayed with the belabra's blood. Any creature that fails their saving throw takes 4 (1d6+1) acid damage and has disadvantage on attacks, saving throws or ability checks due to sneezing and partial blindness until the end of the belabra's next turn.

ACTIONS

Multiattack. The belabra makes up to 3 attacks. One slam, two with its tentacles, or one bite if a target is grappled.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) piercing damage

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft.; one target. *Hit:* 9 (3d4 + 2) bludgeoning damage.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* grappled and target is restrained (escape DC 12, if successful take 3 (1d4=1) piercing damage from barbs).

Beltane

Beltane is the god-king of the major undead faction in the city, the Fetch. He is not encountered in the course of the ***Levee Adventure****, but he is a major figure in the background weave of the entire city.*

Beltane

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

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

Saving Throws Dex +9, Wis +7, Cha +9

Skills Arcana +10, History +10, Perception +9, Stealth +9

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

Senses darkvision 120 ft., passive Perception 19

Languages Common, Elvish, Gnome, Infermal

Challenge 17 (18,000 XP)

Shapechanger. If Beltane isn't in sunlight or running water, he can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into his true form. While in bat form, Beltane can't speak, his walking speed is 5 feet, and he has a flying speed of 30 feet. His statistics, other than his size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies. While in mist form, Beltane can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, and Dexterity saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Misty Escape. When he drops to 0 hit points outside his resting place, Beltane transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed. While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

Regeneration. Beltane regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Beltane takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Rust Metal. Any nonmagical weapon made of metal that hits Beltane corrodes. After dealing damage, the weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

Spellcasting. Beltane is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Beltane has the following wizard spells prepared:

Cantrips (at will): *mage hand, prestidigitation, ray of frost*

1st level **(**4 slots): *comprehend languages, fog cloud, sleep*

2nd level (3 slots): *detect thoughts, gust of wind, mirror image*
3rd level (3 slots): *animate dead, bestow curse, nondetection*
4th level (3 slots): *blight, greater invisibility*
5th level (1 slot): *dominate person*

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

Vampire Weaknesses. Beltane has the following flaws:

Forbiddance: Beltane can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water: Beltane takes 20 acid damage if he ends his turn in running water.

Stake to the Heart: If a piercing weapon made of wood is driven into Beltane's heart while he is incapacitated in his resting place, Beltane is paralyzed until the stake is removed.

Sunlight Hypersensitivity: Beltane takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Vampire Form Only): Beltane makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only): *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 4) bludgeoning damage. Instead of dealing damage, Beltane can grapple the target (escape DC 18).

Blighted Corrosion (Recharge 5-6). As an action, Beltane can corrode a nonmagical ferrous metal object he can see within 5 feet of it. If the object isn't being worn or carried, Beltane's destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 13 Dexterity saving throw to avoid Beltane's touch.

If the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Bite (Bat or Vampire Form Only): *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Beltane, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Beltane regains hit points equal to that amount. The reduction of maximum hit points lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the Beltane's control.

Charm: Beltane targets one humanoid it can see within 30 feet of it. If the target can see Beltane, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by Beltane. The charmed target regards Beltane as a trusted friend to be heeded and protected. Although the target isn't under his control, it takes Beltane's requests or actions in the most favourable way it can, and it is a willing target for Beltane's bite attack. Each time Beltane or Beltane's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Beltane is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day): Beltane magically calls 2d4 swarms of blindingcrows or festering lyme rats, provided that the sun isn't up. While outdoors, Beltane can call 3d6 small gable spiders instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until Beltane dies, or until he dismisses them as a bonus action.

LEGENDARY ACTIONS

Beltane can take 3 legendary actions, described below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Beltane regains spent legendary actions the start of its turn.

Move: Beltane moves up to its speed without provoking opportunity attacks.

Unarmed Strike. Beltane makes one unarmed strike.

Bite (Costs 2 Actions). Beltane makes one bite attack.

Between Creature Template

A Between creature is infused with the weirdness of Between and is shaped and changed by its environment and experiences. Some Between creatures are bizarre versions of existing creatures (such as gargoyles and wyverns), while others are new creatures that don't have a non-Between equivalent (such as caul cuckoos and hymes).

If you need (or just want) more Between creatures beyond those presented in this book and Blight adventures, you can create them three ways.

1. Apply a Between simple template to an existing monster stat block. This is quick and simple, and is perfectly adequate for most encounters.

2. Convert an existing creature to the Between subtype using the guidelines presented here. This involves more effort and is better suited to major foes, such as creatures that command groups of lesser, Between minions (which can be converted quickly with the simple templates).

3. Create a wholly new Between creature from scratch, following the guidelines below. This is ideal for a powerful villain or recurring foe.

Between Creature Simple Templates

Although all life in Between is unique, some creatures (wolves, for example) are common to the normal world and Between. The following simple templates can be used to turn any creature that does not have the Between subtype into a Between creature. A creature given one of these templates counts as a Between creature for the purposes of spells, abilities, and magical items but it does not gain the Between subtype or the many

benefits of having the Between subtype — it gains only those benefits specifically described in the simple template.

Larval Between

1. Increase Strength and Dexterity by +1.
2. Increase hit points by 1 Hit Die + Constitution modifier.
3. Gains darkvision 30 feet if it doesn't already have darkvision.
4. Gains resistance to damage from monmagical weapons.
5. Gains Dislocated trait (attacks against it have disadvantage unless the attacker has blindsight, truesight, or their equivalent).
6. Increase CR by +1.

Naiadic Between

1. Increase Strength and Constitution by +1, Dexterity by +2.
2. Increase hit points by 2 Hit Dice + (Constitution modifier ×2).
3. Gains darkvision 60 feet if it doesn't already have darkvision.
4. Gains resistance to damage from nonmagical weapons.
5. Gains Dislocated trait (attacks against it have disadvantage unless the attacker has blindsight, truesight, or their equivalent).
6. Gains proficiency in Dexterity saving throws.
7. Increase speed by +10 feet.
8. Increase CR by +2.

Adult Between

1. Increase Dexterity by +3; increase Strength, Constitution, and Intelligence by +1 each.
2. Increase hit points by 3 Hit Dice + (Constitution modifier ×3).
3. Gains superior darkvision.
4. Gains resistance to cold, force, and poison damage, and to damage from nonmagical weapons.
5. Gains Dislocated trait (attacks against it have disadvantage unless the attacker has blindsight, truesight, or their equivalent).
6. Gains proficiency in Dexterity and Constitution saving throws.
7. Gains Innate Spellcasting (save DC 15): 1/day each—*invisibility* (self only, duration 1 minute), *spider climb*.
8. Gains Magic Resistance (1/day, when it fails a saving throw, it can succeed instead).
9. Increase speed by +10 feet.
10. Increase CR by +3.

Elder Between

1. Increase Dexterity by +4; increase Intelligence by +2; increase Strength and Constitution by 1 each.
2. Increase hit points by 4 Hit Dice + (Constitution modifier ×4).
3. Gains superior darkvision and blindsight 30 feet.
4. Gains resistance to acid, cold, fire, force, lightning, and poison damage, and to damage from nonmagical weapons.
5. Gains Dislocated trait (attacks against it have disadvantage unless the attacker has blindsight, truesight, or their equivalent).
6. Gains proficiency in Dexterity, Constitution, and Wisdom saving throws.
7. Gains Innate Spellcasting (save DC 16): 3/day each—*invisibility* (self only, duration 1 minute), *spider climb; 1/day each—blink*, *mirror image.*
8. Gains Magic Resistance (1/day, when it fails a saving throw, it can succeed instead).
9. Increase speed by +20 feet.
10. Increase CR by +4.

Ancient Between

1. Increase Dexterity by +5; increase Intelligence by +3; increase Strength and Constitution by 1 each.
2. Increase hit points by 5 Hit Dice + (Constitution modifier ×5).
3. Gains superior darkvision and blindsight 60 feet.
4. Gains resistance to all damage except radiant and bludgeoning, piercing, and slashing damage from nonmagical weapons.
5. Gains Dislocated trait (attacks against it have disadvantage unless the attacker has blindsight, truesight, or their equivalent).
6. Gains proficiency in all saving throws.
7. Gains Innate Spellcasting (save DC 17): 3/day each—*invisibility* (self only, duration 1 minute), *spider climb; 1/day each—blink*, *dimension door.*
8. Gains Magic Resistance (2/day, when it fails a saving throw, it can succeed instead).
9. Increase speed by +20 feet.
10. Increase CR by +5.

Converting an Existing Creature

Most Between creatures have the following abilities. (These are already included in the Between creature stat blocks presented in this book). Between creatures are highly varied, however, so it's not a hard-and-fast rule that every Between creature must have these traits or can't have others.

Between Age (BA). Many of a creature's statistics improve with the length of its exposure to Between. Because a Between creature can't die of old age, even normally short-lived creatures can become quite powerful through centuries of exposure. These increases are divided into five age categories, according to how long the creature has been exposed to Between: larval, naiadic (15+ years), adult (50+ years), elder (150+ years), and ancient (600+ years). At each age category, a Between creature gains the following cumulative benefits:

- +1 to its Dexterity score;
- +1 to one other ability score besides Dexterity;
- +1 Hit Die (added to its hit points, + its Constitution modifier, as usual)
- one feat (if feats are being used in your campaign) or proficiency in one type of saving throw.

Senses. A larval creature gains darkvision (30 feet) if it doesn't already have darkvision. The range increases to 60 feet at naiadic age and to 120 feet at adult. An elder creature gains blindsense (30 feet), and an ancient Between creature has blindsight (60 feet).

Damage Resistance. A naiadic creature gains resistance to damage from nonmagical weapons. An adult creature gains resistance to cold, force, and poison damage. An elder creature gains resistance to acid, fire, and lightning damage. An ancient creature gains resistance to necrotic, psychic, and thunder damage. All of these gains are cumulative, so an ancient Between creature has resistance to all but radiant damage and bludgeoning, piercing, and slashing damage from magical weapons.

Magic Resistance. An adult Between creature has Magic Resistance (1/day, when it fails a saving throw, it can choose to succeed instead). This increases to 2/day for ancient creatures.

Intelligence. If an animal's Intelligence score is increased above 2, it gains the ability to understand and speak Deep Speech.

Additional Abilities. Between creatures can have abilities that reflect their habitat, history, environment, and supernatural nature. Adding one such ability per age category is a good benchmark, but it's not a hard-and-fast rule. These abilities can be adapted from other monsters, drawn from spell-like abilities, or can be new abilities you create. These abilities should be thematically appropriate to the Between and to the creature's origin. Two new abilities that are especially suited to Between creatures are Dislocated and Distorted.

- ***Dislocated.*** The creature's form is made up of its memories, which shift and change. The creature is continually under the effect of a *blur spell (attacks against it are made with disadvantage unless the attacker has blindsight, truesight, or an equivalent).* The creature can suppress or reactivate this ability at will as a bonus action.
- ***Distorted.*** A distorted creature's internal anatomy varies from individual to individual and seldom makes any biological sense. Critical hits against the creature do a flat +1 damage but don't roll damage dice twice.

Challenge. After making all these changes, the creature's CR should be reevaluated from scratch. As a simpler alternative, just increase the creature's CR by +1 per Between age category. This will be close enough in most cases, unless the creature gained especially powerful attacks.

Create a New Creature

Creating a new Between creature is no different from creating any other creature, as described in the GM's rulebook. It's easiest if you start by choosing its age category and proceed from there, but do what you're most comfortable with.

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Between-Cat

Vaguely feline, this hairless, pale creature has wrinkled, flaccid skin, a pair of stunted vestigial limbs extending from its flanks, and a ring of small tentacles around its neck. Its clawed forepaws each bear one wickedly hooked claw much larger than the others. Its eyes are dark voids, and a long, prehensile tongue extends from its mouth.

Between-Cat

Tiny aberration (larval Between), neutral

Armor Class 15 (natural armor)
Hit Points 15 (6d4)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +3, Int +7, Wis +4, Cha +5
Skills Arcana +7, History +7, Perception +4, Stealth +4
Damage Resistances cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities disease; charmed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Celestial, Common, Deep Speech, Infernal; telepathy 60 ft.
Challenge 3 (700 XP)

Dislocated. The Between-cat's form is made up of memories, which shift and change. The creature is continually under the effect of a *blur* spell (attacks against it are made with disadvantage unless the attacker has blindsight, truesight, or an equivalent). The Between-cat can suppress or reactivate this ability at will as a bonus action.

Dual Existence (recharge 4-6). The Between-cat can pass easily back and forth between the Between and the mundane world at will (no action required). This allows it to teleport up to 60 feet to a space it can see, or to escape into the Between until it chooses to return to the mundane world.

Innate Spellcasting. The Between-cat can use the following spell-like abilities, using Intelligence as its casting ability (DC 15). The cadaver doesn't need material components to use these abilities.

At will: *comprehend languages, tongues*
1/day: *detect magic, glyph of warding*

Nulltropy. A creature slain by a nulltropic claws attack can return to life only through a *wish* or *true resurrection* spell.

Shapechanger. In the Between, the Between-cat always assumes its natural shape. In other worlds, it appears as a normal cat unless it uses an action to adopt its natural shape, which it must maintain through concentration, like a spell.

ACTIONS

Multiattack. The Between-cat claws once and strikes once with its tongue.

Nulltropic Claws. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). Hit: 2d4 + 2 slashing damage plus 1 force damage for every additional Between-cat within 60 feet of the target. Force damage can't be reduced by resistance, immunity, magic, or any other means.

Tongue. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). Hit: 1d6 + 2 piercing damage plus 2d8 poison damage.

ECOLOGY

Environment any land (Between)
Organization solitary, pair, pack (3–6), hunt (7–10), brood (11–15), coven (16–30), or council (31–56)

Cats have often enjoyed a vaguely mysterious and sinister reputation throughout many cultures, and the Between-cat may be the most deserving of this reputation. Catlike in name only due to its vaguely feline appearance, some scholars question whether Between-cats began as normal cats and were changed through exposure to the Between. Others think they are actual creatures of the Between that managed to gain a catlike appearance through their intimate contact with the mundane world, while some believe they are some entirely unrelated species that simply evolved concurrently to resemble the more mundane varieties of cats. Whatever the case, it seems that Between-cats hold no special affinity for true felines, and yet are able to move among them completely unnoticed by other cats without raising any alarm when in their mundane cat forms. Whatever the reason for their existence and their relationship to mundane felines, Between-cats are one of the few creatures that enjoys seemingly complete freedom in moving between the natural world and Between.

Feline Scholars. While their full agenda is not known, two facts about Between-cats are recognized among the most learned of scholars. First, they ceaselessly search through venerable tomes, petroglyphs, and other ancient writings in search of some unknown secret or secrets that they have revealed to no one. Second — whether related to the first item or not — Between-cats seek to completely unmake reality for their own hidden reasons. Nulltropic damage from their claws, amplified by the presence of other Between-cats, induces a loss of order and energy in the target and produces an overall breakdown of substance toward nothingness. More than mere entropy, which simply describes the loss of order and cohesion, the nulltropy of the Between-cat brings about a complete loss of existence in any form, albeit on a tiny scale. Armed with their nulltropic attack, Between-cats can accomplish their goal of unmaking reality one tiny piece at a time.

Terrifying in Groups. Fortunately for the sake of reality and all who live in it, the nulltropic damage caused by a single Between-cat is minuscule, and they are loathe to use it indiscriminately. They instead save it for enemies in battle or for certain artifacts and writings they have found over the years, as well as for aboleths, whom they consider bitter enemies. However, when more Between-cats get together, their nulltropic attack becomes terrifying. Thankfully, no one has ever reported encountering more than 56 Between-cats in one place. There is speculation, however, that if more did gather, then the nulltropic damage they could cause would continue to scale to an ever-accelerating degree. Most sober-minded theoreticians refuse to think too long on the dreadful implications of this line of thought.

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Between Gargoyle

A gargoyle, but with blurry, indistinct outlines, as if it doesn't entirely belong to its own substance.

Between Gargoyle

Medium between-creature (monstrosity), chaotic evil
Armor Class 18
Hit Points 70 (10d8 +30)
Speed 40 ft., fly 60ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	7 (–2)	11 (+0)	7 (–2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine, cold, force.
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Common, Terran
Challenge 5 (1,800 XP)

False Appearance. While the between gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Dislocated. Attacks against the between gargoyle are made with disadvantage unless the attacker has blindsight or truesight.

Innate Spellcasting. The between gargoyle's innate spellcasting ability is Charisma (spell save DC 12). The between gargoyle can innately cast the following spells, requiring no material components:

1/day each: *invisibility* (self only, duration 1 minute), *spider climb*.

ACTIONS

Multiattack. The between gargoyle 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.

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

Betweeen Peacock

A fleshy sack, discolored with veins, sits amid and beneath a trio of gangling legs that bend in all the wrong places. A head is thrust back that looks part bird, part cockroach; its beak more akin to a stinger. Its peacocklike plume is littered with wretched-looking scraps of flesh topped by a grisly collection of severed harpy heads, the eyes of which watch you with tortured expressions.

Between Peacock (Nightmare Choir)

Large aberration (adult Between), unaligned

Armor Class 15
Hit Points 152 (16d10 + 64)
Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	18 (+4)	2 (-4)	12 (+1)	19 (+4)

Saving Throws Con +9, Int +1, Wis +6
Skills Perception +6
Damage Resistances cold, force, poison damage; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities disease; charmed, frightened
Senses darkvision 120 ft., passive Perception 16
Languages Deep Speech
Challenge 13 (10,000 XP)

Death Throes. When it drops to 0 hit points, a nightmare choir explodes in a mass of thorny, fleshy limbs riddled with teeth and hundreds of tiny filaments that hook into clothing, skin, and flesh. Creatures within 20 feet of the nightmare choir take 6d6 piercing damage and are restrained; a successful DC 15 Dexterity saving throw halves the damage and prevents being restrained. A restrained creature frees itself by using an action to make a successful DC 16 Strength (Athletics) check. The area becomes difficult terrain for 10 minutes, and a creature that ends its turn in the difficult terrain takes 1d6 slashing damage.

Magic Resistance (1/day). When it fails a saving throw, the nightmare choir can choose to succeed instead.

Swallow. A creature that ends its turn grappled by the nightmare choir is swallowed whole. A swallowed creature is blinded and restrained. It takes 3d8 necrotic damage automatically at the start of each of the nightmare choir's turns. Only one Medium creature or two Small creatures can be inside the nightmare choir at one time. A swallowed creature is unaffected by anything happening outside the nightmare choir or by attacks from outside it. A swallowed creature can get out of the choir by using 5 feet of movement, but only after the monster is dead. When the nightmare choir inverts or reverts to normal, swallowed creatures are ejected prone into adjacent, empty spaces.

ACTIONS

Multiattack. The nightmare choir makes one tongue attack and three claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit (reach 10 ft.; one creature). *Hit:* 2d8 + 5 slashing damage.

Tongue. *Melee Weapon Attack:* +10 to hit (reach 15 ft.; one creature). *Hit:* the target is grappled (escape DC 15) and pulled to within 5 feet of the nightmare choir, which then makes a bite attack against it as part of the same action.

Bite. *Melee Weapon Attack:* +10 to hit (reach 5 ft.; one grappled creature). *Hit:* 4d6 + 5 piercing damage plus 2d10 necrotic damage.

Captivating Hymn (1/day). The nightmare choir raises its harpy plumes, which begin singing. They continue singing as a bonus action for 1 minute. Creatures within 100 feet of the nightmare choir and able to hear it must make a successful DC 17 Wisdom saving throw or be charmed by the nightmare choir for as long as the singing continues. A charmed creature must move toward the nightmare choir along the most direct path, even if that takes them through dangerous terrain. A charmed creature that's within 5 feet of the nightmare choir is stunned. A charmed creature repeats the saving throw when it takes damage, ending the effect on itself with a success. Success on the saving throw leaves a creature immune to Captivating Hymn for 24 hours.

Horrific Inversion (recharge 6). The nightmare choir inverts itself, becoming a huge maw filled with hundreds of quivering, needlelike teeth. The choir makes a bite attack against every creature within 5 feet of it, regardless

of grappling. Creatures within 30 feet that witness this transformation must make a successful DC 17 Wisdom saving throw or be afflicted with madness. If the result of the saving throw is 12-16, the creature suffers a short-term madness; 7-11 results in long-term madness; 6 or less results in indefinite madness. An inverted nightmare choir cannot fly or use Captivating Hymn. It can revert to its normal form as a bonus action. When it inverts or reverts to normal, swallowed creatures are ejected prone into adjacent, empty spaces.

ECOLOGY
Environment any land (Between)
Organization solitary

A nightmare choir is an animalistic predator that uses the mesmerizing songs of harpies to lure prey to its side. When prey is near — and prey is anything that the nightmare choir can drain blood from — the monster suddenly inverts its body to make a surprising attack. In its usual form, it appears as a veiny sack of rubbery, feather-flecked skin, with bony, feathered wings, a swan's neck tipped with a beaklike stinger, three skinny, multi-jointed legs tipped with talons, and long, peacocklike plumes tipped with the severed heads of harpies. When the monster inverts, it suddenly bloats into a balloon of flesh that rips apart to allow a great maw of hooked teeth to burst forward, and a long, sticky tongue to shoot out to draw its prey in. The collapsed flesh sack envelops its stinger, wings, and plume, which become unusable in this alternate form.

Arcane Feathers. The thirteen eye-feathers of the nightmare choir's plume are worth 100 gp each. If an eye-feather is used as an additional material component for a divination spell, the spell either takes effect as if cast with a spell slot 2 levels higher, or the saving throw against it is made with disadvantage (caster's choice).

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Bileborn

This revolting creature appears to be formed of a tangle of limbs and pieces of rotting corpses that splay in all directions like some kind of demented sea urchin. The many appendages flail spastically as it moves with a disturbing, rolling motion. Barely discernible amid this tangle are a number of severed, rotting heads, their eyes open and watching, their lips wordlessly mouthing unheard imprecations.

Bileborn

Large undead, chaotic evil

Armor Class 14 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	6 (-2)	10 (+0)	10 (+0)

Skills Perception +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned, prone, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 6 (2,300 XP)

Coordinated Burst (1/day). As a bonus action, the bileborn synchronizes its flailing motion. Its speed increases to 60 feet, and it can make 8 slam attacks on its turn. This effect lasts until the end of the bileborn's current turn.

Many Arms. Creatures have disadvantage on attempts to escape from the bileborn's grapple.

ACTIONS

Multiattack. The bileborn makes four melee attacks, using any combination of Slam and Absorb. It can use its Babbling Scream in place of two melee attacks.

Slam. *Melee Weapon Attack:* +7 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 4 bludgeoning damage. If two or more slam attacks hit the same creature in the bileborn's turn, the creature is grappled (escape DC 14).

Absorb. *Melee Weapon Attack:* +7 to hit (reach 5 ft.; one creature already grappled by the bileborn). *Hit*: 2d6 + 4 piercing damage, and the creature is pulled into the bileborn's space and absorbed into the monster's body. An absorbed creature is blinded and restrained, and it takes 2d6 + 4 piercing damage at the start of the bileborn's turn. One Medium creature or two Small creatures can be inside the bileborn at one time. An absorbed creature is unaffected by anything happening outside the bileborn or by attacks from outside it. An absorbed creature can escape from the bileborn's body by using an action to make a successful DC 14 Strength (Athletics) check, or it can get out after the bileborn's death by using 5 feet of movement.

Babbling Scream (recharge 5-6). The bileborn screams in incoherent babbles. All creatures within 60 feet that hear it must make a successful DC 13 Wisdom saving throw or be confused (as the *confusion* spell) for 1 minute. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

ECOLOGY
Environment any land
Organization solitary

The bileborn is an undead creature born of alchemical and necromantic experimentation. Its purpose and the identity of its creator are unknown, but the mistakes of this master have long since been paid for, as the

original bileborn ultimately escaped and slew its creator, incorporating his body among the rest.

A bileborn seeks to increase its mass by absorbing creatures into its body. This does not increase the creature's size or change it in any fundamental way, but the crowd of body parts grows denser at its center. Then at some indeterminate point, the creature reproduces by fission. The fused conglomeration of rotten body parts splits down the middle, forming two bileborns of equal size and power. These instinctively avoid each other as they go their own ways in search of victims to absorb.

These creatures are little more than horrid masses of dismembered and absorbed victims that somehow work in necromantic coordination and demonstrate considerable stealth and surprising speed for their size and composition. Despite their chaotic and jumbled appearances, their fleshy mass is physically tough, quickly using the dismembered parts of its interior to switch out damaged limbs on it exterior. The bulk of its absorbed brain tissue resides within the severed heads of the central mass of the creature, allowing it to function in a rational manner, though its purpose and goals are likely to be inscrutable to living, sane creatures.

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Blight Ape

This creature looks like a strange caricature of a gorilla. Standing barely 4 feet tall, it superficially resembles a tawny-colored version of that animal save for its height. However, the resemblances end there. Rather than the look and posture of an animal, the creature carries itself with a sense of dignity. It stands straight (or as straight as possible for a creature whose knuckles drag the ground), and it wears a formal black vest. Its simian face is carefully composed, with its eyes bearing the look of long-suffering patience of a professional manservant.

Blight Ape

Small monstrosity, lawful neutral

Armor Class 13
Hit Points 26 (4d6 + 12)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

Saving Throws Int +0, Wis +4, Cha +4
Skills Insight +4, Perception +4
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 14
Languages understands Common but can't speak
Challenge 1/8 (25 XP)

Blight Monkey Mange Vulnerability. Blight apes are especially susceptible to the mange carried by Blight monkeys. A Blight ape makes saving throws against the disease with disadvantage. If a Blight ape contracts Blight monkey mange, it loses great patches of its fur as the disease's characteristic rash spreads across its body, eventually infiltrating the ape's respiratory system. If a Blight ape's Dexterity or Constitution score is driven down to 0 as a result of the disease, it dies from suffocation.

ACTIONS
Slam. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). *Hit:* 1d4 + 3 bludgeoning damage.

ECOLOGY
Environment urban (the Blight)
Organization solitary

It is speculated that Blight apes probably originated as some species of Libynosi ape transported en masse over the years to Castorhage to serve in assorted menageries of the well-to-do, circuses for the common folk, and as game animals in the hunting preserves of the truly decadent. Whatever type of ape they are descended from is unknown because no further specimens have been found in recent centuries, and they are presumed to be extinct in their natural habitat due to hunting as well as the wholesale capture and exportation of them. Over the years, their numbers proliferated in the city of Castorhage, and they took readily to the ways of their captors, literally aping their mannerisms and habits. At some point in the last century, bored nobles who had long ago taken to dressing them in finery in mockery of their near-human appearance realized that the Blight apes were no longer simply mimicking their human masters, they were in fact carrying out their own activities in the same manner as the humans around them. They had evolved into an entirely new species, no longer truly animals.

Loyal and Smart. With the realization of the evolution of the Blight ape came the discovery that they were both intelligent (if not truly smart) but also of an extremely lawful and peaceful nature. Likewise, though they can understand the Common tongue well enough, they never developed the ability to use language of their own beyond a few simple grunts and hand motions. It soon became in vogue to keep the creatures as scullions and servants, which developed over time into actually hiring them into trusted positions as butlers and governesses with a known penchant for keeping their mouths shut about any internal secrets they might learn. By whim of Castorhage law, Blight apes receive the same wage as any other hireling in their position and are now often seen as actual family members by some of the more benevolent folk of the city. However, there are far more Blight apes than there are staff positions in well-to-do households, so most Blight apes find themselves relegated to menial jobs and poor treatment. Most are actually employed by the city, since few businesses choose to hire a Blight ape over a human or other humanoid race if they're going to have to pay the same rate anyway, but there are some exceptions — particularly for jobs where a combination of extreme loyalty and extreme discretion are desirable.

Despised Cousins. Blight apes despise Blight monkeys with a passion, and the little cretins are one of the few things that can truly rouse a Blight ape to anger. Some of the Blight apes hired by the city are actually armed for the purpose of hunting down and exterminating nests of Blight monkeys among the city rooftops, an occupation which they pursue with relish. For their part, Blight monkeys enjoy humiliating and even killing a Blight ape whenever possible.

Blight Cockerel

Lanky and bedraggled, with thin feathers other than a wide tuft around the neck, this rooster is particularly ugly for its kind. Its wattle and comb are both shredded and torn from past battles, and razor-sharp spurs have been tied to the backs of its legs.

Blight Cockerel

Small beast, unaligned

Armor Class 11
Hit Points 2 (1d6 - 1)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	13 (+1)	8 (-1)	2 (-4)	11 (+0)	6 (-2)

Skills Perception +2
Languages none
Challenge 0 (10 XP)

Ferocity. When the Blight cockerel drops to 0 hit points, it immediately makes one attack against a creature within 5 feet as a reaction before dying.

Fighting Fury. When a Blight cockerel sees another member of its species or other similar-sized bird (other than a chicken), it instinctively triggers its fight response. It spends 1 round attempting to intimidate its opponent, then attacks, gaining a +1 bonus to attacks and damage. A Blight cockerel in a fighting fury fights until it or its opponent is dead.

ACTIONS

Beak. *Melee Weapon Attack:* +3 to hit (reach 5 ft.; one creature). *Hit:* 1 piercing damage.

ECOLOGY

Environment any land (the Blight)
Organization solitary

Cockfighting is a common pastime among the coarser citizens of the Blight (and secretly many of the upper crust as well) and the gamecocks have been bred for centuries in the city just for these contests. The resulting breed of Blight cockerel is a distempered gamecock known for its viciousness in fights and its instinct to continue fighting even after having taken a mortal wound. Many runners of cockfights no longer allow Blight cockerels in their venues because of the likelihood that neither bird will survive and their investment in training a prized gamecock will be lost even in victory. Blight cockerels are bred with normal chickens and always attack another Blight cockerel on sight unless restrained.

Before fighting matches that involve betting, some Blight cockerels are outfitted with fighting spurs: razor-sharp blades tied to their legs. Fighting spurs replace the bird's beak attack with a spur attack, which has the same attack bonus and reach but does 1d4 slashing damage.

A Blight cockerel stands 2 feet tall and weighs 10–15 pounds.

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Blight Monkey

This dark-furred monkey has slightly lighter fur around its face and chest, but all of it is matted with reeking filth. It hangs by its prehensile tail as it prepares to throw a handful of the filth that it wears so copiously.

Blight Monkey

Tiny monstrosity, chaotic neutral

Armor Class 14
Hit Points 5 (2d4)
Speed 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	10 (+0)	3 (-4)	10 (+0)	6 (-2)

Skills Perception +2, Stealth +6
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 12
Languages none
Challenge 1/8 (25 XP)

Blight Monkey Mange. A creature infected with this disease must make a successful DC 10 Constitution saving throw every time it completes a long rest. On a failure, the creature's Dexterity score is reduced by 1d2 and its Constitution score is reduced by 1. The disease ends when the creature's Constitution saving throw succeeds two days in a row or when it receives a *lesser restoration or comparable magic. Once the disease ends, the creature's ability scores recover at a similar rate.*

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit (reach 5 ft.; one creature). *Hit:* 1d3 + 4 piercing damage, and the creature must make a successful DC 10 Constitution saving throw or contract Blight monkey mange (see above).

Excrement. *Ranged Weapon Attack:* +6 to hit (range 10 ft./30 ft.; one creature). *Hit:* the creature must make a successful DC 10 Constitution saving throw or contract Blight monkey mange (see above).

Enraged Screech. The Blight monkey emits a harsh screech. Creatures within 30 feet that hear the screech must make a successful DC 10 Wisdom saving throw or be frightened until the end of its next turn. Once a creature makes a successful saving throw, it's immune to the screeching of Blight monkeys for 24 hours.

ECOLOGY

Environment urban (the Blight)
Organization solitary, pair, band (3–9), or troop (10–40)

Like Blight apes, these little beasts are believed to have originated in distant Libynos and were originally brought to Casterhage as part of menageries, but unlike the apes no one wanted to continue importing the creatures after their nasty disposition was discovered. Somehow, it seems, they just kept creeping unseen onto ships in Libynosi ports and disembarking upon reaching the city. There was a time when seeing dozens of the things scampering across yardarms and hawser lines to reach the docks from ships newly arrived from the East was a common sight. When the true extent of their colonization of Castorhage was realized and their disease-ridden nature fully grasped, the city took steps to curtail this mass immigration. However, despite its best efforts the city's efforts were far too late, and now thousands, if not tens of thousands, of the creatures clamber unseen — though certainly not unheard — across the city's maze of rooftops.

Twisted by Blight. Something about the city's influence appears to have corrupted the creatures and changed them from previously mischievous and unruly animals to actual beasts with just enough intelligence to have a taste for cruelty and a strong penchant for chaos. Despite their nimbleness and glimmerings of intelligence, all attempts by folk to domesticate them and spellcasters to take them as familiars have failed as they invariably turn against their would-be masters at the first chance. They routinely destroy books and valuables, and attack family pets. Their habit of biting off the fingers and toes of humanoid infants sleeping in their cribs has earned them the eternal ire of Blight apes everywhere who always attack them on sight. Blight monkeys share this animosity, going out of their way to ambush or abuse Blight apes at every opportunity even flinging themselves into suicidal attacks in their attempts to bring harm to the apes. They are truly fearless in their stupefying anarchy and attack a creature much larger than themselves, using their grating screech to summon more of their kind to join in the attack. It is fortunate for the city that Blight monkeys appear to be a favored prey of gable spiders and festering Lyme rats, because otherwise the fecund beasts would likely plague the city to an even greater degree.

Blight Monkey Mange. All Blight monkeys are a carrier of a disease that is transmitted through their bite and through contact with their excrement. This disease causes the disgusting monkeys to lose patches of fur in clumps, but otherwise appears to cause them no harm. To others infected with Blight monkey mange, it causes a red, scaly rash in the crooks of elbows and knees and in the armpits. The rash is itchy and raw, causing pain and limiting movement until it clears up. Blight apes are known to be particularly susceptible to the ravages of this disease (see Blight ape).

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Blindingcrow

This glossy black crow has fleshy pustules and sores growing out from under its plumage. This bird is has a thick, heavy bill and even more surprisingly has a central third leg that ends in an array of sharpened talons.

Blindingcrow

Tiny monstrosity, unaligned

Armor Class 12
Hit Points 1 (1d4 - 1)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Condition Immunities Blindness
Skills Perception +3
Languages none
Senses darkvision 30 ft., passive Perception 13
Challenge 1/8 (25 XP)

Blinding Sickness. A creature infected with blinding sickness must make a DC 9 Constitution saving throw after completing each long rest. On a failure, the infected creature gains 1 level of exhaustion; on a success, it loses 1 level of exhaustion. The disease is cured when the creature has 0 levels of exhaustion, or through *lesser restoration or comparable magic. The real danger from the disease, however, is blindness. When a creature reaches 3 levels of exhaustion caused by blinding sickness, or when it has taken 3 or more necrotic damage in less than 10 minutes from blindingcrows that carry the disease, the creature is permanently blinded. Greater restoration or comparable magic is needed to cure this blindness.*

ACTIONS

Beak. *Melee Weapon Attack:* +3 to hit (reach 5 ft.; one creature). *Hit:* 1 piercing damage, and the creature must make a successful DC 9 Constitution saving throw or take 1 necrotic damage and contract blinding sickness (see above).

ECOLOGY

Environment non-arctic land
Organization solitary, pair, flock (3–12), or murder (13–100)

Blindingcrows are fairly intelligent carrion birds known for their problem-solving skills and ability to adapt within the city environment. Despite past attempts to exterminate them, blindingcrows are more common than ever in the city's trash dumps and are known for their distinctive screeching caw. Sociable, especially when not nesting, blindingcrows may gather in communal roosts on winter nights, sometimes with thousands or even tens of thousands roosting at one location.

When large groups of these bird gather, they sometimes form a huge swarming flock and chase predators in a behavior called mobbing. Loud noises are the most common cause for a murder of blindingcrows to attack an individual.

As foragers, these birds also clean up dead animals and garbage. In fact, blindingcrows are often blamed for overturning garbage cans when the real culprits are usually raccoons or dogs. From prolonged exposure to the toxins and wastes in their urban environments where the blindingcrows live and feed, they have developed an ironic affinity for a particular disease. Blinding sickness has festered within these birds, and they pass it from one to another during mating and while feeding. The feathers of these birds, although a glossy black, are marred by oozing, sores that drain diseased fluid and that dry and become encrusted. When the birds preen themselves, this diseased fluid transfers to their beaks where it infects their bite attacks. Despite their third claw and sinister reputation, blindingcrows are no more effective with claw attacks than a normal crow. Only when blindingcrows swarm do their claw attacks really present a threat and live up to their name.

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Body Snatcher

A massive lump of shadow, like a gargantuan hillock, shifts in the darkness and reveals itself to be a living creature. Its body is mostly torso and is roughly barrel shaped, with four elephantine legs and two long arms ending in three-fingered hands. A massive mouthlike opening dominates the top of its frame, from which extends a long, prehensile tongue studded with spiky growths at its tip. The entire beast appears to be covered in — or perhaps made of — a lumpy, lichenlike substance of tiny, leafy growths.

Body Snatcher

Gargantuan plant (fungus), neutral evil

Armor Class 19 (natural armor)
Hit Points 264 (16d20 + 96)
Speed 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	13 (+1)	10 (+0)	10 (+0)

Saving Throws Dex +6, Wis +5, Cha +5
Skills Perception +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities psychic
Condition Immunities charmed, frightened, prone, stunned, unconscious
Senses blindsight 60 ft., passive Perception 15
Languages understands all spoken languages, but can't speak
Challenge 15 (13,000 XP)

Absorb Cadaver. A creature slain by the body snatcher is immediately absorbed into its body as a bonus action. If the body snatcher is still alive at the end of its next turn, the cadaver is irrevocably destroyed. If the slain creature was Large, then its body takes 2 rounds to destroy, and a Huge creature takes 3 rounds. Creatures larger than Huge can't be absorbed. If the body snatcher is killed before an absorbed cadaver is fully destroyed, then the body (or parts of it) it can be recovered from among the mounds of blight lichen.

Hive Mind. The body snatcher can't be surprised. In addition, the body snatcher is aware of all growths of blight within 50 miles. It can see everything within visual range of these patches at all times. It can direct the direction and speed of a patch's growth (no action required) as long as that patch is in darkness, but it can control only one patch per round. A patch of blight that's in complete darkness and under a body snatcher's control can increase its size by 100 square feet per round.

Light Somnolence. When exposed to bright light, the body snatcher becomes slow and lethargic; the effect is equivalent to a *slow* spell, and it lasts for as long as at least half of the body snatcher is in bright light.

Regeneration. The body snatcher heals 10 hit points at the start of its turn. This ability doesn't function if any part of it was exposed to bright or dim light since its previous turn.

Swallow. A swallowed creature is blinded and restrained. It must hold its breath or begin suffocating. Two Large, four Medium, or eight Small creatures can be inside the body snatcher at one time. A swallowed creature is unaffected by anything happening outside the body snatcher or by attacks from outside it. A swallowed creature can get out of the body snatcher by using 5 feet of movement, but only after the monster is dead.

ACTIONS

Multiattack. The body snatcher spits out a spore globule, slams twice, and makes either a tongue attack or a bite attack.

Slam. *Melee Weapon Attack:* +12 to hit (reach 5 ft.; one creature). *Hit:* 4d8 + 7 bludgeoning damage.

Tongue. *Melee Weapon Attack:* +12 to hit (reach 10 ft.; one creature). *Hit:* 3d6 + 7 slashing damage, and the creature must make a successful DC 20 Strength saving throw or be grappled (escape DC 17). The body snatcher can grapple one creature at a time and can't use its tongue attack while it has a creature grappled.

Bite. *Melee Weapon Attack: +12 to hit (reach 10 ft; one creature already grappled by the body snatcher's tongue). Hit:* the creature is pulled into the body snatcher's space and swallowed (see above).

Spore Globule. *Ranged Weapon Attack:* +6 to hit (range 40 ft.; one creature). *Hit: 6d6 + 1 bludgeoning damage.*

Create Blight. The body snatcher exudes a 10-foot-by-10-foot patch of blight (see Appendix C) in an area adjacent to itself. This patch is immediately eligible to be grown and directed as part of the body snatcher's Hive Mind ability.

ECOLOGY

Environment underground (the Blight)
Organization solitary

Known only as the Body Snatcher by the dwarves of the Underneath, this massive overgrowth of ambulatory blight lichen lurks in the deepest caverns where the boundaries between the mundane world and Between are thinnest. The creature somehow possesses sentience — likely from its long exposure to the strange influence of that other-realm — and shares some traits of Between creatures. The conglomeration of lichen growths has taken on the form of a massive quadruped, but it shares no special affinity with that form and, in truth, its body possesses no internal organs or structures other than the undifferentiated blight of which is it composed.

The Body Snatcher, like the blight that makes up its body, is at its strongest in absolute darkness and is debilitated by the presence of bright light. Its hive mind gives it a mental connection to and the ability to see through all growths of blight within 50 miles, and it is with this ability that it has managed to maintain observation of the lands above and its inhabitants since before the city existed. Through this observation, it has learned much of the ways of humanoids and has come to understand many of their languages. And it desires nothing more than to consume their bodies upon their deaths, directing its remote blight growths to do that whenever possible. The nutrients obtained from the consumed corpses help feed the growth of these blight patches, but something about these feedings is somehow transmitted telepathically back through the hive mind and serves some mysterious purpose for the Body Snatcher. It is for this reason that the dwarves gave the Body Snatcher its name, though none understand the full significance of the creature's impulse to consume these corpses. Whatever the reason, most speculate it has something to do with the creature's proximity to Between and that it is unlikely to have any benign purpose.

The Body Snatcher stands 25 feet tall. Even though it is made only of tiny lichen growths, these conglomerate quite densely so the creature weighs more than 30,000 pounds. It is well over a thousand years old and is probably much older, and it may well be immortal.

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Brain Rat

Brain rats are indistinguishable from normal rats, but they are highly intelligent, with strange mental powers.

Brain Rat

Tiny monstrosity, chaotic evil
Armor Class 13
Hit Points 3 (1d4+1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	4 (–3)

Senses darkvision 30 ft., passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Innate Psionic Spellcasting.
At will: detect thoughts, as per the spell.
1/day: confusion (DC 13 Intelligence Save).

Keen Smell: The rats have advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

Mental Attack (3/day). The brain rat targets an opponent with lower Intelligence than itself, and projects a mental attack causing 1d6 points of psychic damage (DC 10 Intelligence saving throw for half damage). Those with Intelligence higher than the rat's are immune to the mental attack.

Broken Creature

A broken creature is not born. Instead, cruel techniques of coercive persuasion applied over time systematically strip away its will until it unquestioningly accepts the instruction of a master. These techniques are taught only to high-ranking members of one of the guilds that specialize in breaking creatures, such as the Grand Society of Obedience and the Sisters of Bestial Discipline. These groups have created a considerable industry of breaking creatures and selling broken creatures as reliable-yet-docile servitors within the City-State of Castorhage.

Any living creature with Intelligence 1 or higher can be broken, with the exception of familiars and animal companions. A broken creature uses the base creature's stat blocks, with the following differences:

- Constitution increases by 2, Wisdom declines by 2.
- Has proficiency and advantage on Constitution saving throws.
- Dominated: A broken creature responds to its controller as if under the effect of a *dominate monster* spell that can't be dispelled or broken. There is no telepathic link; commands must be issued verbally, visually (hand signals), or aurally (whistle, drums, etc.). The creature never makes a saving throw to end the effect, even when it takes damage or is given a self-destructive command.

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Broken Fey

These are horrific creatures, individuals with different possible appearances.

Broken Fey

Large aberration, lawful evil
Armor Class 15 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	16 (+3)	12 (+1)	18 (+4)

Skills Perception +7, Stealth +3 (+6 in water), Insight +4
Damage Resistances acid, fire
Damage Immunities poison, bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Condition Immunities poisoned, paralyzed, petrified
Senses darkvision 60 ft., passive Perception 24
Languages Common
Challenge 5 (1,800 XP)

Sorcery Points. The Broken Fey has 5 sorcery points and can use them on either an Extended Spell or a Subtle Spell. Points can also be exchanged for spell slots using the following exchange:

Slot	Points
1st	2
2nd	3
3rd	5

Spellcasting. The Broken Fey is a 5th-level spellcaster. Charisma is its spellcasting ability (spell save DC 15, +7 to hit with spell attacks). It knows the following spells from the sorcerer spell list:
Cantrips (at will): *Acid Splash, Chill Touch, Friends, Minor Illusion, Poison Spray*
1st (4 slots): *Charm Person, Comprehend Languages*
2nd (3 slots): *Detect Thoughts, Suggestion*
3rd (2 slots): *Gaseous Form, Fear*
Amphibious. The Broken Fey can breathe air and water.
Freeze. If the Broken Fey takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS
Multiattack. The Broken Fey makes two bite and one trident attack.
Bite. *Melee Weapon Attack:* +7 to hit (reach 10 ft.; one creature). *Hit: 9 (*2d8 + 5) piercing damage and 5 (1d10) poison damage.
Trident. *Melee Weapon Attack:* +7 to hit (reach 5 ft. or range 20/60; one creature). *Hit: 7 (*1d6 + 4) piercing damage.

Canary

This tiny songbird has feathers of pale yellow with a slight greenish tinge and is streaked with gray and brown on its back and wings.

Canary

Tiny beast, unaligned

Armor Class 11
Hit Points 1 (1d4 – 1)
Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	8 (-1)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +4
Languages none
Challenge 0 (XP 10)

Gas Vulnerability. Canaries are particularly vulnerable to the effects of inhaled poisons and fouled air. They have disadvantage on saving throws against any effect caused by an inhaled gas or substance.

ACTIONS
Bite. *Melee Weapon Attack:* +3 to hit (reach 0 ft.; one

creature). *Hit:* 1 piercing damage.

ECOLOGY
Environment forest (any land in captivity)
Organization solitary, pair, or flock (3–12)

These tiny birds were originally discovered among the subtropical islands of the south and were brought to the mainland to be bred as songbirds. Their numbers have flourished in captivity over the years, and it was eventually determined that they were useful in detecting dangerous gases in mines and caverns. Since that time, they have been widely employed by miners as sentinel animals to detect the presence of otherwise undetectable gas hazards before the miners are overcome by them.

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Caryatid Column

An exquisitely sculpted and finished statue of a beautiful female warrior, longsword in her hand.

Caryatid Column

Medium construct, unaligned
Armor Class 14 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (–1)	14 (+2)	10 (+0)	11 (+0)	1 (–5)

Damage Resistances Bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities Necrotic, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages None
Challenge 1 (200 XP)

Immunity to Magic. A caryatid column automatically succeeds on all saving throws against spells and spell-like effects. If a successful saving throw reduces damage by half, the caryatid column takes no damage instead. In addition, certain spells and effects function differently against the creature, as noted below (these effects override its immunity). A *stone shape* spell cancels the caryatid column's immunity to magic for 1d4 rounds.
Shatter Weapons. Whenever a character strikes a caryatid column with a melee weapon and the attack roll is a natural 1, 2, or 3, the character must make a Strength check. The character's Strength bonus is added to the roll, but the character's proficiency bonus and the weapon's magical bonus (if any) are subtracted from the roll. If the result is 15 or less, there is no effect. If the result is 16 or higher, the weapon shatters and becomes useless.

ACTIONS
Longsword. *Melee Weapon Attack:* +4 to hit (reach 5 ft.; one creature). *Hit:* 1d10 + 2 slashing damage.

The caryatid column is more fully described in ***First Edition Foes***, published by **Frog God Games**

Caul Cuckoo and Caul Cuckoo Gyre

This is no ordinary human child, but an infection, something that leeched upon a living babe whilst in the womb and smothered it, becoming something partly human and partly from Between. Its form is fluid, oily almost, and the disturbing mixture of human and slug is revolting to behold.

Caul Cuckoo

Small aberration (larval Between), neutral

Armor Class 13
Hit Points 63 (14d6 + 14)
Speed 10 ft., burrow 5 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	9 (-1)	12 (+1)	18 (+4)

Saving Throws Dex +6, Con +4, Wis +4
Skills Perception +4, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 14
Languages Common, Deep Speech, Sylvan, telepathy 30 ft.
Challenge 5 (1,800 XP)

Change Shape. A caul cuckoo has two forms. Its natural form is that of a sluglike thing with a distorted humanoid head, but it can also take a humanoid form based on its mother. A caul cuckoo can shift between its forms as a bonus action. Equipment worn or carried on its humanoid form melds into its natural form.
Distorted. The caul cuckoo's internal anatomy is radically different from a normal humanoid's. Critical hits against the creature do a flat +1 damage but don't roll damage dice twice.
Horrific Appearance. Creatures that start their turn within 30

feet of a caul cuckoo in its natural form and who can see it see must make a successful DC 15 Wisdom saving throw or be poisoned. This is a psychological effect, not actual poison, so immunity to poison offers no protection. A poisoned creature repeats the saving throw at the end of its turn to end the effect. A successful saving throw makes the creature immune to the horrific appearance of caul cuckoos for 24 hours.

Salt Vulnerability. A handful of salt burns a caul cuckoo as though it was alchemist's fire, doing 1d4 fire damage at the start of the caul cuckoo's turn until it's extinguished by spending an action to make a successful DC 10 Dexterity check.

ACTIONS

Multiattack. The caul cuckoo makes three tongue attacks or sings its lullaby.

Tongue. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). *Hit:* 1d4 + 3 piercing damage plus 1d6 acid damage.

Lullaby. When a caul cuckoo wails its lullaby, it has the same effect as a *confusion spell* that affects all creatures within 300 feet of the caul cuckoo who can hear the song. All potential targets must make successful DC 15 Wisdom saving throws or become confused**.** The confusion lasts for 1 minute or until the caul cuckoo stops singing or loses concentration on its lullaby. The creature can repeat the saving throw at the end of its turn, with a success ending the effect.

ECOLOGY

Environment any land (Between)
Organization solitary, pair, gang (3–8), or cult (9–20)

Caul cuckoos are the tragic result of an unborn child corrupted by a caul cuckoo syre while still in its mother's womb. When birthed by its human parent, a caul cuckoo is Tiny, but otherwise has all of its normal abilities. A caul cuckoo has a 50% chance of being in either of its two forms at birth. If in its human form, it usually waits until after nightfall to either escape into the night or murder its sleeping parents and then escape. If born in its sluglike form, it immediately attacks its mother and any others present in an attempt to escape.

Though the birth of these creatures is a rare occurrence, there is a reason that many old midwives carry a bag of salt with them whenever they attend a new delivery.

Caul Cuckoo Syre

This creature is a pallid pupa, no larger than a finger, with a tiny, twisted humanoid face.

Caul Cuckoo Syre

Tiny aberration (larval Between), neutral

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 5 ft., burrow 5 ft., climb 5 ft., swim 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	8 (-1)	6 (-2)	10 (+0)	16 (+3)

Skills Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 10
Languages Deep Speech, telepathy 30 ft.
Challenge 1/8 (25 XP)

Salt Vulnerability. A handful of salt burns a caul cuckoo syre as though it was alchemist's fire, doing 1d4 fire damage at the start of the caul cuckoo's turn until it's extinguished by spending an action to make a successful DC 10 Dexterity check.

ACTIONS

Lullaby. When a caul cuckoo syre wails its lullaby, it targets one creature within 30 feet which must succeed on a DC 13 Wisdom saving throw or fall unconscious. Creatures with 5 or more HD are immune. A creature that saves successfully is immune to all caul cuckoo syre lullabies for 24 hours. An unconscious creature wakes up after 1 minute, when it takes damage, or when another creature uses an action to awaken it.

ECOLOGY

Environment any land (Between)
Organization solitary

Caul cuckoo syres are the progenitors of caul cuckoos. They spend the majority of their lives stealthily searching out pregnant humanoid females to infest, so they can corrupt their unborn children into caul cuckoos.

Drawn to Mothers. A caul cuckoo syre can detect pregnant humanoids within 60 feet by smell. Strangely, caul cuckoo syres are also attracted by the odor of some ghouls, which consider caul cuckoo syres to be quite the delicacy. When a caul cuckoo syre locates a pregnant potential host, it crawls into the woman's womb while she's asleep. Over the course of the next five days, it slowly dissolves into the developing embryo, bathing it in unnatural hormones. The woman experiences severe morning sickness during those five days; a successful DC 13 Wisdom (Medicine) check made by a character with proficiency in Medicine spots the difference between this sickness and typical morning sickness. By the end of the five days, the syre is completely gone and the fetus is transformed into a caul cuckoo.

Dangerous Surgery. If the syre's presence is detected or even suspected, it can be removed with a successful DC 15 Wisdom (Medicine) check. The check can be repeated as many times as necessary, but if it fails by 5 or more, the host takes 1d6 slashing damage (which can easily kill a commoner with 4 or fewer hit points). Lesser restoration or comparable magic destroys a caul cuckoo syre automatically and restores the fetus to normal health.

Cave Fisher

This man-sized creature resembles a cross between a lobster and a spider. It has eight legs, two of which end in serrated pincers. Its snout is long and pointed.

Cave Fisher

Large monstrosity, unaligned
Armor Class 12 (natural armour)
Hit Points 51 (6d10 + 18)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	1 (–5)	10 (+0)	4 (–3)

Skills Perception +2
Senses darkvision 60 ft., passive Perception 14
Languages None
Challenge 2 (450 XP)

Filament. A creature struck by a cave fisher's filament

becomes grappled by the sticky thread and is pulled 20 feet closer to the cave fisher. A grappled creature can use its action to rip the filament free with a DC 13 Strength check, or can attack the filament directly (AC 12, 5 hit points, resistant to all but slashing damage). Alcohol or universal solvent dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one creature grappled at a time.

ACTIONS

Multiattack. The cave fisher attacks once with its filament or twice with claws.

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

Filament. *Ranged Attack:* +3 to hit, range 60 ft., one target. *Hit:* the target is grappled and pulled 20 feet closer to the cave fisher (details above).

Chaos Beast

A horrid mass of glaring eyes, gnashing teeth, and barbed tentacles, the chaos beast's twisting form is constantly reshaping itself.

Chaos Beast

Medium aberration, chaotic neutral
Armor Class 16 (natural armour)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	7 (–2)

Saving Throws Dex +5, Con +6
Skills Perception +5
Damage Resistances acid, necrotic, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses darkvision 60 ft., passive Perception 15
Languages None
Challenge 6 (2,800 XP)

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

Destabilize. Whenever a chaos beast touches a creature, as an attack or other form of contact, the creature must make a DC 15 Constitution saving throw or be assaulted by chaotic energy. On a successful save, the creature is pushed in a random direction away from the chaos beast. On a failed save, the creature becomes destabilized and immediately begins to choke and cannot draw breath, is restrained, and begins to lose form and shape as pure chaotic energy begins to break down and reform its physical body. At the start of each of the chaos beast's turns, the destabilized creature takes 21 (6d6) necrotic damage. The destabilized effect continues until the creature dies or a *remove curse* spell negates the effect.

ACTIONS

Multiattack. The chaos beast makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 10 (3d6) necrotic damage. The creature must make a DC 15 Constitution saving throw or be affected by the **destabilize** effect.

Child of Folly, the

The Child of Folly is a massive undead ooze containing zombies, detailed in Adventure Chapter L5.

Child of Folly

Gargantuan ooze (undead), unaligned
Armor Class 10
Hit Points 162 (12d20 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	1 (–5)	10 (+0)	1 (–5)

Skills Perception +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, necrotic, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses darkvision 60 ft., passive Perception 13
Languages None
Challenge 7 (2,900 XP)

Release the Zombies (recharge 5-6, up to 3 times per encounter). The Child of Folly can spit out a **zombie** as a bonus action in its turn.

ACTIONS

Multiattack. The Child of Folly makes up to four slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) bludgeoning damage. If two or more slam attacks hit the same creature in the Child of Folly's turn, the victim may be engulfed.

Engulf: If The Child of Folly makes two successful slam attacks on the same victim in one turn, the victim of the attack must make a DC 13 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the Child of Folly. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the Child of Folly enters the creature's space, and the creature takes 10 (3d6) points of necrotic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) necrotic damage at the start of each of the Child of Folly's turns. When the Child of Folly moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Child of the Forest (Verdigris Forest)

These fey creatures look like children at a distance, but when seen more closely they have goat-like legs, wild, flowing hair, and their faces resemble a variety of different beasts: here a pig, there a wolf, and there a bull

Child of the Verdigris Forest

Small fey, chaotic neutral
Armor Class 13 (natural armor)
Hit Points 27 (6d6 + 6)
Speed 30 ft.

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

Skills Stealth +4, Sleight of Hand +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, stunned, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Common, Sylvan
Challenge 2 (450 XP)

Animated Hair. A Child of the Verdigris Forest carries cuttings of its own hair, braided into ropes, in its leather pouch. It can quickly splice these short hair ropes into a longer rope and magically animate it to entangle foes, which requires 2 rounds to complete. A Child of the Verdigris Forest's animated hair rope has AC 14, 8 hit points, is immune to all but slashing damage, and flies with a speed of 30 feet. When it attacks a target, the target creature must make a successful DC 12 Strength saving throw or be restrained (escape DC 13). A restrained creature can repeat the saving throw at the end of each of its turns. The hair rope is destroyed by a successful Strength saving throw, but a successful Dexterity save leaves it unaffected and it continues attacking.

Mobility. An opponent has disadvantage on opportunity attack rolls against the Children.

Innate Spellcasting. The Child of the Verdigris Forest's innate spellcasting ability is Charisma (spell save DC 12). The Child can innate cast the following spells, requiring no material components:

At Will: *animate objects* (stones only), *shatter*, *speak with stone* (functions identically to *speak with plants*, but with stones instead), *stone shape*

Stone Stride. The Child can step into a stone and emerge from any other stone within 30 feet as part of normal movement. The stones must be at least as large as they are. The Child can't end its turn inside a stone.

ACTIONS

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Shears. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage. A Child of the Verdigris Forest scores a critical hit with shears if its attack roll is a natural 18, 19, or 20.

Stone. *Ranged Attack:* +4 to hit, range 20 ft./60 ft.; one creature). *Hit:* 1d4 + 2 bludgeoning damage.

Laugh. *Area Attack (recharge 5, 6):* automatic hit (range 60 ft.; all creatures in range). *Hit:* creatures in range that can hear the laugh must make a successful DC 12 Wisdom saving throw or be stunned for 1d3 rounds.

Coffer Corpse

This creature appears as a desiccated humanoid shrouded in rotting, tattered funerary clothes. Its hands end in sharpened claws with slightly elongated fingernails.

Coffer Corpse

Medium undead, neutral
Armor Class 12 (natural armor)
Hit Points 27 (5d8+5)
Speed 20 ft.

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

Damage Resistances piercing and slashing attacks that are non-magical
Damage Immunities poison
Condition Immunities exhausted, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 2 (450 XP)

Magic Weapons. A coffer corpse's attacks are magical.

Deceiving Death. In the first round in which a coffer corpse is struck for 6 or more points of damage, the creature slumps to the ground, seemingly destroyed. If it has fastened its death grip on a victim, it releases its hold when it falls. A DC 15 Intelligence (Investigation) check sees through the ruse (necromancers apply their proficiency bonus on this check). On its next turn, the coffer corpse rises again as if reanimated, triggering its fear ability.

Fear. A creature viewing a coffer corpse rise after it uses its deceiving death ability must make a DC 12 Wisdom save or become frightened for 1 minute.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8+5) slashing damage and the target is grappled (escape DC 13). Until this grapple ends, the coffer corpse can automatically hit the target with its claw and any target grappled cannot speak or cast spells with a verbal component. No more than one target can be grappled by a coffer corpse at the same time.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8+5) slashing damage.

Crathog

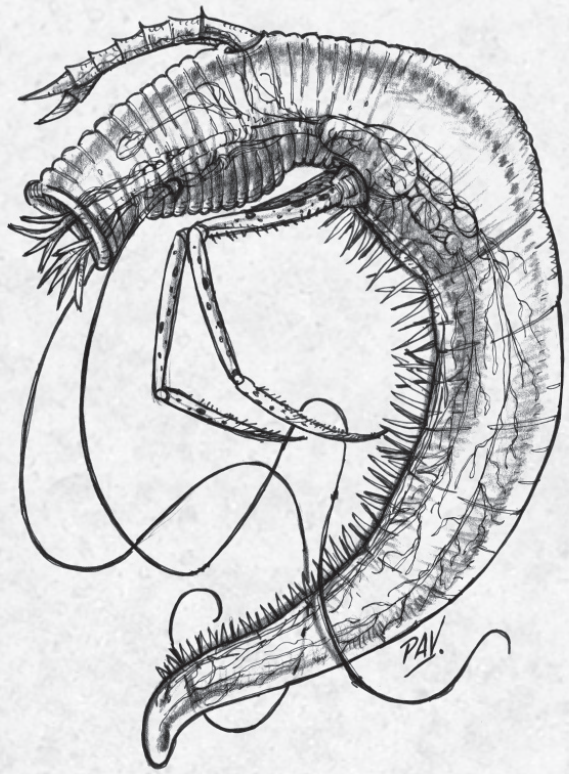
This creature draws its leech-like body along by great barbed spindly tentacles that glisten with fluid. Somewhere inside its cluster of spines and sharp bones lurks a great maw that distends itself outward.

Crathog

Huge aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 123 (13d12 + 39)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	10 (+0)	13 (+1)	9 (-1)



Saving Throws Dex +4, Wis +4, Cha +3
Skills Perception +4, Stealth +4
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 14
Languages Aquan, Deep Speech
Challenge 8 (3,900 XP)

Acidic Trail. The crathog's skin exudes a layer of acid. This coating leaves a slimy trail behind the crathog similar to a slug's trail. All spaces that the crathog occupied since its last turn retain this acidic coating; any creature that enters or starts its turn in such a space takes 1d6 acid damage. At the start of the crathog's turn, all previously acidic spaces become safe.

Blending Skin. When at rest, a crathog shifts the color of its flesh to blend perfectly with the surrounding terrain. While motionless, the crathog is invisible.

ACTIONS

Multiattack. The crathog attacks twice with tentacles, then either bites twice or uses distended bite once.

Tentacle. *Melee Weapon Attack:* +8 to hit (reach 10 ft.; one creature). *Hit:* 2d8 + 5 bludgeoning damage plus 1d10 acid damage. If both tentacle attacks hit the same creature on the crathog's turn, the creature is grappled (escape DC 15). The crathog can have up to two creatures grappled and still use tentacle attacks.

Bite. *Melee Weapon Attack:* +8 to hit (reach 10 ft.; one creature). *Hit:* 1d8 + 5 piercing damage plus 1d10 acid damage.

Distended Bite. *Melee Weapon Attack: +8 to hit (reach 20 ft.; one creature); Hit:* 1d12 + 5 piercing damage plus 1d10 acid damage.

ECOLOGY

Environment coast
Organization solitary

The crathog are octopod horrors that had their origins in the exits of large cities' sewers emptying into the sea. The mixture of alchemical fluids, waste products, and other toxins caused mutations within the sea life that grew in the area until a new species spawned and bred true. The crathog began to gain an incessant drive to reproduce, a deeper understanding of their surroundings, and a greater intelligence.

A crathog seeps a corrosive acid from its porous flesh. Its tentacles move with eerie quickness to grasp its prey and pull it toward its distended jaw. These jaws are hinged on a flexible tendon that allows the crathog to contract a coiled muscle and launch this set of jaws outward to burst from its clustered mouth. The creature is able to blend into its surroundings like a chameleon. It moves almost totally silently, but leaves a slimy trail which in itself is acidic and dangerous. A crathog is incredibly strong and stealthy, known to climb onto ships to feed on unsuspecting sailors, dissolving their flesh with its acid.

Their intelligence allows them the insight to use their special abilities as ambush hunters. They tend to hide in crooks of old harbors and lie in wait until a fisherman ventures past. Crathog are not only cunning, they are incredibly cruel; they delight in mutilating or tormenting prey, and disfiguring their opponents with their acids. Why they do this is open to conjecture, but many scholars believe that crathog are somehow spawned by the influence of Between and that they seethe with the inherent injustice of those who have died in the river, particularly those who have suffered from its acidic toxins.

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Crirge

A magically-mixed hybrid of a crow and a stirge, having the head of a crow with the proboscis of a stirge.

Crirge

Tiny monstrosity, unaligned
Armor Class 12
Hit Points 3 (1d4+1)
Speed 10 ft., fly 50 ft.

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

Skills Perception +3
Senses passive Perception 13
Languages none
Challenge 1/8 (25 XP)

ACTIONS

Blood Drain*: Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit*: 5 (1d4+3) piercing damage, and the crirge attaches to the target. While attached, the crirge doesn't attack. Instead, at the start of each of the crirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. The crirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the crirge.

Crown Prince Clovis

Ancient Clovis, the husband of Princess Genève, has designs upon the throne, and uses his sorcery to aid his efforts. He makes pacts with devils to further his ends, and it is rumoured that he has sold his soul to the Devil. Clovis is a member of the Great Coven.

Prince Clovis, Crown Prince of the Capitol

Medium aranea (Human Form), neutral evil
Armor Class 12 (15 with mage armor)
Hit Points 49 (9d8+9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 9 (5,000 XP)

Shapechanger. Clovis can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into his true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Spider Climb. Clovis can climb difficult surfaces and ceilings without requiring an ability check.

Spellcasting. Clovis is a 9th-level spellcaster. Intelligence is his spellcasting ability (spell save DC 14, +6 to hit with spell attacks). He has the prepared the following spells from the wizard spell list:

Spells (slots):
Cantrips (at will): *fire bolt, light, mage hand, prestidigitation;*
1st (4 slots): *detect magic, mage armor, magic missile, shield;*
2nd (3 slots): *misty step, suggestion;*
3rd (3 slots): *counterspell, fireball, fly;*
4th (3 slots): *greater invisibility, ice storm;*
5th (1 slots): *cone of cold;*

ACTIONS

Multiattack. Clovis makes two attacks on his turn.

Bite (Spider Form Only). *Melee weapon attack:* +5 to hit, range 5 ft., one target. *Hit:* 7 (1d8 + 2) piercing damage, and the target must make a successful DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful save. If the poison reduces the target to 0 hit points, the target is stable but **poisoned** for 1 hour, even after regaining hit points, and is *paralyzed* while poisoned this way.

Dagger. *Melee or ranged attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4+2) piercing damage.

Web (Spider Form Only, Recharge 5-6). *Ranged weapon attack:* +5 to hit, range 30/60 ft., and the target is restrained by webbing, requiring a DC 12 Strength check to escape.

Crown Prince Justice Cornlord

Cornlord is the Town Bridge ruler who uses poisons and spiders to aid his advancement.

Crown Prince Justice Cornlord, Lord of the Bridge

Medium aranea (human form), neutral evil
Armor Class 15 (studded leather)
Hit Points 78 (12d8+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +7, Int +5
Skills Acrobatics +7, Deception +4, Perception + 4, Stealth +11
Damage Resistances poison
Senses passive Perception 14
Languages Common, Dwarvish, Thieves' Cant
Challenge 8 (3,900 XP)

Assassinate. On Cornlord's first turn he has advantage on attack rolls, as long as the target has not taken a turn. Any hit against a surprised target is considered a critical hit.

Evasion. If Cornlord is required to make a Dexterity saving throw to take half damage, he takes no damage on a successful save, and half damage on a failed save.

Shapechanger. Cornlord can use his action to polymorph into a spider-humanoid hybrid or into a giant spider, or back into his true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Sneak Attack (1/turn). Cornlord's attack deals an extra 13 (4d6) damage when he hits with a weapon attack, if he has advantage on the attack roll, or there is an ally who is not incapacitated within 5 feet of the target, and as long as Cornlord does not have disadvantage on the attack roll.

Spider Climb. Cornlord is able to climb difficult surfaces and ceilings without requiring an ability check.

Innate Spellcasting. Cornlord's spellcasting ability is Intelligence, and requires no material components for the following spells (spell save DC 15):
At will: *dancing lights, poison cloud, shocking grasp;*
3/day each: *charm person, sleep;*
1/day each: *invisibility, mirror image;*

ACTIONS

Multiattack. Cornlord makes two attacks on his turn.

Bite (Spider Form Only). *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8+2) piercing damage, and the target must make a successful DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful save. If the poison reduces the target to 0 hit points, the target is stable but **poisoned** for 1 hour, even after regaining hit points, and is *paralyzed* while poisoned this way.

Shortsword. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit*: 6 (1d6+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged weapon attack*: +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage, and the target must make a DC 15 Constitution saving throw,

taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Web (Spider Form Only, Recharge 5-6). *Ranged weapon attack:* +5 to hit, range 30/60 ft., and the target is restrained by webbing, requiring a DC 12 Strength check to escape.

Crown Prince Rorth

Princess Eleanor's husband is the dashing face of the family. In truth, Rorth is only interested in sexual conquest and horseracing, in that order. An absinthe fiend, he frequently goes to the Artists' Quarter in disguise to search for some new vice.

Crown Prince Rorth

Medium human, neutral
Armor Class 16 (studded leather)
Hit Points 75 (10d8+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5, Survival +4
Senses passive Perception 15
Languages any one language (usually common)
Challenge 3 (700 XP)

Eagle Eye (3/day). On a successful hit with a longbow or shortbow, Rorth can roll an additional damage die and add it to the total damage of the hit.

ACTIONS

Multiattack. Rorth makes two attacks on his turn.

Rapier. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8+4) piercing damage.

Longbow. *Ranged weapon attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Dark Creeper

This creature resembles a small humanoid with a light, thin frame. It has gray skin and stark-white eyes with gray pupils. It dresses in filthy, brownish-black clothing. The smell of dung and rotted meat hangs in the air around it.

Dark Creeper

Small humanoid, chaotic neutral
Armor Class 15
Hit Points 16 (3d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	9 (–1)	10 (+0)	8 (–1)

Skills Perception +3, Stealth +5
Senses darkvision 120 ft., passive Perception 13
Languages Deep speech, Undercommon
Challenge 1/4 (50 XP)

Death Throes. When a dark creeper is slain, its body combusts in a flash of bright light. All creatures within 20 feet of the slain creeper must make a successful DC 12 Constitution save or be blinded for 1d6 rounds. Any other creeper within 10 ft. of this flash are automatically blinded for 1d6 rounds. The creeper's gear and treasure remain lying in a heap where the creeper died.

Martial Advantage. A dark creeper's dagger attack does an extra 1d6 piercing damage if the dark creeper has advantage on the attack, or if another dark stalker or dark creeper is within 5 feet of the target.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). *Hit:* 1d4 + 3 piercing damage and the target must make a successful DC 12 Constitution saving throw or suffer 1d4 poison damage and be poisoned for 1 hour. After being poisoned, the victim must make a saving throw each round until succeeding. Each failure causes an additional 1d4 points of poison damage.

Dark Stalker

This creature resembles a small humanoid with a light, thin frame. It has gray skin and stark-white eyes with gray pupils. It dresses in filthy, brownish-black clothing. The smell of dung and rotted meat hangs in the air around it.

Dark Stalker

Medium humanoid, chaotic neutral
Armor Class 15
Hit Points 48 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	9 (-1)	11 (+0)	13 (+1)

Skills Sleight of Hand +5, Stealth +7
Senses darkvision 120 ft., passive Perception 13
Languages Common, Undercommon
Challenge 2 (450 XP)

Death Throes. When a dark stalker is slain, its body combusts in a flash of flame. All creatures within 20 feet of the slain stalker take 3d6 fire damage, or half damage with a successful DC 12 Dexterity save. The stalker's combustible gear is burned to ash, but other items (shortswords, poison vials, coins, gems) survive the burst of fire.

Martial Advantage. A dark stalker's shortsword attack does an extra 2d6 piercing damage if the dark stalker has advantage on the attack, or if another dark stalker or dark creeper is within 5 feet of the target.

Innate Spellcasting. The dark stalker's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:
At will: *darkness*, *detect magic*, *fog cloud*

ACTIONS

Multiattack. The dark stalker attacks twice with its shortswords.

Shortsword. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). *Hit:* 1d6 + 4 piercing damage and the target must make a successful DC 12 Con saving throw or suffer 1d4 poison damage and be poisoned for 1 hour. After being poisoned, the victim must make a saving throw each round until succeeding. Each failure causes an additional 1d4 points of poison damage.

Demoriel

This creature is a very attractive female with raven black hair, coal black eyes, amber skin, and a shapely form. Small bat wings protrude from her shoulders, and tiny horns jut from her forehead, just above her eyes.

Demoriel, the Twice-Exiled Seductress, Shadow Ruler of Castorhage

Large fiend (devil), lawful evil
Armor Class 18 (natural armor)
Hit Points 231 (22d10+110)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	20 (+5)	22 (+6)	22 (+6)	24 (+7)

Skills Persuasion +13, Deception +13
Damage Resistances cold damage, nonmagical weapon attacks
Damage Immunities fire, poison damage
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 16
Languages Infernal, telepathy 120 ft.
Challenge 18 (20,000 XP)

Enrapture. Any creature hostile to Demoriel that starts its turn within 20 feet of Demoriel must make a DC 20 Wisdom saving throw, unless Demoriel is incapacitated. On a failed save, the creature is paralyzed until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Demoriel's Enrapture for the next 24 hours.
Hellish Weapons. Demoriel's weapon attacks are magical and deal an extra 13 (3d8) acid damage on a hit (included in attacks).
Legendary Resistance (3/day). If Demoriel fails a saving throw, she can choose to succeed instead.
Magic Resistance. Demoriel has advantage on saving throws against spells and other magical effects.
Innate Spellcasting. Demoriel's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). She can innately cast the following spells, requiring no material components:
At will: *charm person, darkness, detect magic, dispel magic, dissonant whispers, hideous laughter*
3/day each: *counterspell, dominate person, telekinesis*
1/day each**:** *greater invisibility, mass suggestion;*

ACTIONS
Multiattack. Demoriel makes two attacks with her longsword.
Reaver (Longsword). *Melee weapon attack:* +12 to hit, reach 5 ft., one target. *Hit*: 15 (2d8 + 6) slashing damage, or 17 (2d10+6) slashing damage if used two-handed, plus 13 (3d8) acid damage.

LEGENDARY ACTIONS
Demoriel has access to three legendary actions. She may choose from the options listed below. Only one legendary action may be used at a time, and may only be used at the end of another creature's turn. At the start of her turn, she regains the use of any spent legendary actions.
Die Laughing (3 actions). Demoriel casts *hideous laughter.*
Reaver Attack. Demoriel makes a melee attack with Reaver.
Teleport (2 actions). Demoriel magically teleports up to 120 ft. to an unoccupied space, along with any equipment she is carrying or wearing.

Unusual Equipment: Reaver
Reaver
Weapon (any sword), legendary (requires attunement by a creature of evil alignment)

Reaver is Demoriel's finely crafted unholy longsword. Those that wield it gain a +2 bonus to attack and damage rolls made with this weapon, which deals psychic damage instead of slashing damage. When a celestial creature takes damage from Reaver, it suffers an extra 1d8 psychic damage. The sword emits a dim purple light in a 15-foot radius.

Demoriel was once a powerful angel that made her home in the heavens among the other angels. In the Celestial Hierarchy, she was a member of the Cherubim and served alongside Gabriel, Raphael, and Ophaniel. During the Unholy Schism, she sided with Lucifer and aided him by seducing another Cherub wherein Lucifer caught the angel unaware and murdered him on the spot.

When Lucifer was thrown down from the good-aligned planes, Demoriel was beside him; cast out for the sin of slaying another angel and spilling the blood of an angel in the outer planes. When Lucifer envisioned Hell, Demoriel envisioned herself on the throne next to him, serving as Hell's Queen. Unfortunately for her, she became one of his many concubines but never his bride, for the Great Uprising occurred in Hell and the other arch-devils moved to destroy Lucifer and his court. When Lucifer was removed from Hell's Throne and took up residence in a pocket plane called Infernus, Demoriel followed. Once again, she was denied her place on the throne next to Lucifer as he took a devil named Shabiri as his consort. Though Demoriel remains ever loyal to Lucifer, she does not trust nor like Shabiri. For now, she waits until her time comes when she can discredit or destroy Shabiri and replace her as Lucifer's consort.

Though Lucifer no longer rules Hell, Demoriel still serves him unswervingly. She follows no other, though she is more than willing to lead other creatures to their demise by feigning loyalty to them. She has a particularly vile hatred for celestials (more than other devils do it seems) and enjoys corrupting and destroying them.

Demoriel attacks with her spell-like abilities, attempting to charm the strongest opponents she faces. If forced into melee, she attacks with her spell-like abilities and longsword, Reaver, or summons other devils to fight for her while she maintains a position away from the immediate fight.

Denizen of Leng (the "men of Leng")

Wrapped from head to toe in tattered leather robes, this creature appears almost human at first glance. The longer one looks, however, the more one becomes aware of strange and terrifying realities beneath the façade.

Denizens of Leng are more fully detailed in ***Fifth Edition Foes***, by **Frog God Games**.

Denizen of Leng

Medium Aberration, chaotic evil
Armor Class 16 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 40 ft.

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

Skills Deception +9
Damage Resistances cold, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Common, Abyssal, Infernal
Challenge 5 (1,800 XP)

Regeneration. At the start of its turn, a denizen of Leng recovers 5 lost hit points. This ability fails to function only if

the creature is utterly cut off from Leng; e.g., if its ability to *plane shift* is negated. If a denizen of Leng is reduced to 0 hit points while it is still capable of regenerating, its body dissipates into vapor in 1d4 rounds, leaving only its clothing and equipment behind, and it returns to life on Leng.

Sneak Attack. Once per turn, a denizen of Leng can do an extra 4d6 damage with a claw or bite attack if the denizen has advantage on the attack or if one of its allies is within 5 feet of the target.

Spell-like Abilities. A denizen of Leng can use the following spell-like abilities, using Charisma as its casting ability (DC 16, attack +8). A denizen of Leng doesn't need material components to use these abilities.

Constant: *tongues*

3/day: *detect thoughts*, *hypnotic pattern*, *levitate*, *minor image* 1/day: *locate object*, *plane shift* (self only)

ACTIONS

Multiattack. A denizen of Leng bites once and attacks once with claws.

Bite. *Melee Weapon Attack:* +7 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 4 piercing damage and the target must make a successful DC 15 Con saving throw or immediately gain one level of exhaustion.

Claws. *Melee Weapon Attack:* +7 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 4 slashing damage.

Devil, Hellstoker

This man-sized creature has loosely hanging, rubbery flesh, grayishblack in color, and its entire body is smeared with a yellowish-brown mucus. Its head is ovoid, devoid of hair, and sports upward curving horns. A hardened ridge of bone runs from its brow, across the top of its head, and disappears into its spine. Its long, serpentine tail is dark grayish-red.

Devil, Hellstoker

Medium fiend (devil), lawful evil
Armor Class 15 (natural armor)
Hit Points 91 (14d8+28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Skills Athletics +5, Intimidation +5, Perception +5, Survival +5
Damage Resistances acid, cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60ft., passive Perception 15
Languages Infernal, Telepathy 120 ft.
Challenge 4 (XP 1,100)

Innate spellcasting. The Hellstoker Devil's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no material components:

At will: *protection from evil and good, teleport* (self and 50 lbs.)

1/day: *burning hands*

Fiery Body. Hellstoker devils are covered in flammable oil. Any fire damage that hits them will cause them to burst into flame for 1 minute. While on fire, a creature that touches the hellstalker devil or hits it with a melee attack within 5 feet of it takes 3 (1d6) fire damage and catches on fire. Until a creature takes an action to douse the flames, it takes 3 (1d6) fire damage at the start of each of its turns.

Oily Skin. Hellstoker devils have advantage on any attempts to escape a grapple.

ACTIONS

Multiattack. Hellstoker Devils can make up to two attacks, either with their claw or longspear.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. If the hellstoker devil is on fire, a claw attack does an additional 3 (1d6) fire damage and the target catches on fire. Until the target takes an action to douse the flames, it takes 3 (1d6) fire damage at the start of each of its turns.

Longspear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage when used one-handed or *Hit:* 6 (1d8=2) piercing damage when used 2-handed or *Hit:* 5 (1d6+2) when thrown.

Bellows. Ranged Weapon Attack: +3 to hit, range 30 ft., one target. Hit: 4 (1d8) fire damage and the target must make a DC 12 Dexterity saving throw or catch on fire. Until the target takes an action to douse the flames, it takes 4 (1d8) fire damage at the start of each of its turns. The hellstoker devil must be on fire itself or use its *burning hands* to ignite the bellows before it can be used.

Summon Devil (1/day). The hellstoker devil chooses one of these options and has a 50% chance of success: 2d8 lemures or 35% chance of success: 1 hellstoker devil. Any devil summoned acts as an ally of the hellstoker devil, remains for up to one minute and cannot summon any more devils.

Devil, Lilin

A beautiful well-proportioned woman with crimson skin stands before you. Her eyes are dark, almost black as is her hair. A pair of small bat-like wings protrudes from her shoulders. She wields a gleaming longsword in her hand.

Devil, Lilin

Medium fiend (devil), lawful evil
Armor Class 16
Hit Points 76 (8d8+40)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	20 (+5)	15 (+2)	16 (+3)	19 (+4)

Saving Throws Str + 6, Dex +6, Cha +7
Skills Deception +5, Perception +6, Persuasion +5
Damage Resistances cold; bludgeoning, piercing and slashing from non-magical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Infernal, telepathy 120 ft.
Challenge 5 (1,800 XP)

Innate Spellcasting: The lilin's spellcasting ability is Charisma (spell save DC 15). The lilin can innately cast the following spells, requiring no material components:
At will: *charm person, misty step*
3/day each: *animate dead*

ACTIONS

Multiattack. The lilin devil can make two attacks with either claws or longsword or a combination of both.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft.; one tar-

get. *Hit:* 10 (2d8 + 3) slashing damage.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 3) slashing damage.

Summon Devil (1/day). The lilin devil has a 30% chance of summoning one **barbed devil**. If successful, the summoned devil appears in an unoccupied space within 60 feet of the lilin, and acts as an ally of the lilin. It remains summoned for 1 minute, until it or the lilin dies, or until it is dismissed by the lilin. It cannot summon other devils.

Diseased Vampire (e.g., Lord Hemlock, Wither)

Virtually no diseases affect the undead, but as with everything in the City of Castorhage, diseases can take unusual forms and abnormal virulence. The Nosferiadra is a magical curse rather than a disease, but it has a physical presence, a drifting cloud that winds its way through the blight along streets and into shadows, down gutters and over rooftops. It is neither extensive nor particularly contagious, but the vampire Hemlock has been unlucky enough to be infected by its influence. The effect of the curse is much like a disease that might affect a living being; Hemlock is not as powerful or as capable as a vampire in the prime of death.

Diseased Vampire

Medium undead, lawful evil
Armor Class 16 (natural armor)
Hit Points 68 (17d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	10 (+0)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +8, Wis +6, Cha +8
Skills Perception +6, Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 120 ft., passive Perception 16
Languages As known in life
Challenge 6 (2,300 XP)

Shapechanger. If the diseased vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, and Dexterity saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Misty Escape. When it drops to 0 hit points outside its resting place, the diseased vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance: The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water: The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart: If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity: The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Vampire Form Only): The diseased vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only): *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only): *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. A diseased vampire regains *only 1 hit point* from biting, rather than the full amount of damage inflicted. The reduction of maximum hit points lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm: The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day): The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

The vampire can take 2 legendary actions, described below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The

vampire regains spent legendary actions only at the end of a long rest.

Move: The vampire moves up to its speed without provoking opportunity attacks.

Blight-Bull (Light Fighting Dog)

This small but nasty-looking dog is scarred from many battles.

Blight-Bull

Small beast, unaligned

Armor Class 14 (studded leather)
Hit Points 9 (2d6 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages none
Challenge 1/8 (25 XP)

Ferocity. When the Blight-bull drops to 0 hit points, it immediately makes one attack against a creature within 5 feet as a reaction before dying.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit (reach 5 ft.; one creature). *Hit:* 1d4 + 2 piercing damage, and a Small or smaller creature is grappled (escape DC 9). A grappled creature takes 1d4 + 2 piercing damage at the end of its turn.

ECOLOGY
Environment urban
Organization solitary, pair, or pack (3-12)

Pit Mastiff (Heavy Fighting Dog)

This vicious-looking dog is heavily muscled and glares threateningly at everyone who gets near.

Pit Mastiff

Medium beast, unaligned

Armor Class 14 (studded leather)
Hit Points 22 (4d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages none
Challenge 1/2 (100 XP)

Ferocity. When the pit mastiff drops to 0 hit points, it immediately makes one attack against a creature within 5 feet as a reaction before dying.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 piercing damage, and a Medium or smaller creature is grappled (escape DC 12). A grappled creature takes 1d8 + 2 piercing damage at the end of its turn.

ECOLOGY
Environment urban
Organization solitary, pair, or pack (3–12)

Dogs bred and trained specifically to fight are tougher than normal breeds. They are typically garbed in light barding and have been taught to lock their jaws to bring opponents down. Their training has suppressed some of their natural instincts and rendered them quite specialized; consequently, they aren't of much use for other activities, such as tracking, but continue to fight past the point when other dogs would no longer be able to continue.

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Dog, Riding

This burly dog is fitted with a small saddle. A low, menacing growl rumbles up from its chest.

Riding Dog

Medium beast, unaligned
Armor Class 14 (natural armour)
Hit Points 13 (2d8+4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	3 (-4)	10 (+0)	10 (+0)

Skills Advantage on Wisdom (Survival) checks to track by smell.

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

ACTIONS
Bite. *Melee Weapon Attack:* +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) slashing damage.

Duke Malice

Ostensibly in charge of the Royal Armies and the City Watch, Malice is an appallingly cruel taskmaster infamous for his use of personal wizards to dominate officers and captains in his force. Capable of outrageous acts of cruelty, the stories of Malice are frequently told in taverns and gin houses up and down the city. It was Malice who first used Royal manticorae to pull apart prisoners; he who used live prisoners as catapult ammunition; and he who was responsible for the great Road of Impalements, a tale that still blights the Capitol and Royal Family. Despite the rancour held for him in the city, the Queen's 80-year-old cousin has aged remarkably well. He retains a full head of long, thick black hair (carefully oiled and held in place), and the trim, well-muscled physique of a much younger man. Remarkably, he is not of the alchymic-undying.

Duke Malice

Medium human, neutral evil
Armor Class 18 (plate)
Hit Points 90 (12d8+36)
Speed 30 ft.

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

Saving Throws Str +6, Con +6
Skills Athletics +5, Perception +5
Senses passive Perception 15
Languages any one language (usually common)
Challenge 5 (1,800 XP)

Cruelty. When he scores a critical hit with his claymore, Duke Malice can roll an additional 1d6 and add it to the extra damage of the critical hit.

ACTIONS
Multiattack. Duke Malice makes two attacks on his turn.
Claymore. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6+3) slashing damage.
Recurve Crossbow. *Ranged weapon attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 6 (1d10) piercing damage.

Duke Taim

The queen's only nephew, Taim believes in order and the sanctity of the Royal Family. He is totally loyal to the queen and her name and, like Malice, capable of extreme violence and cruelty if need be. Taim, however, is more controlled in his fury, and is more likely to see good in people if they give him cause to do so. Taim is madly in love with Princess Rebecca of Mourney, and has proposed no fewer than eleven times. The Master of the Capitol, he is responsible for the security and well-being of the Royal Family and all residents in the Capitol. Taim works covertly against any evil he finds therein, a position that grows more desperate by the day.

Duke Taim

Medium human, neutral
Armor Class 18 (plate)
Hit Points 52 (8d8+16)
Speed 30 ft.

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

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages any one language (usually common)
Challenge 4 (1,100 XP)

Spellcasting. Duke Taim is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +5 to hit with spell attacks). He has the following paladin spells prepared:
1st level (4 slots) — *bless, divine favor, heroism, wrathful smite*
2nd level (2 slots) — *aid, branding smite;*

ACTIONS
Multiattack. Duke Taim makes two attacks on his turn.
Greatsword. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6+3) slashing damage.
Heavy Crossbow. *Ranged weapon attack*: +5 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

REACTIONS
Parry. When wielding a melee weapon, Taim can add 2 to his AC as a reaction against one melee attack that would otherwise hit. He must be wielding a melee weapon and be able to see the attacker.

Eleanor Shank

Eleanor Shank is a member of the Thieves Guild, and a pivotal figure in ***the Levee*** *Adventure.*

Eleanor Shank

Medium human, neutral good
Armor Class 16 (leather armour)
Hit Points 52 (8d8+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +7, Int +4
Skills Acrobatics +7, Athletics +4, Perception +5, Sleight of Hand +7, Stealth +7
Senses passive Perception 15
Languages Thieves' cant, Common
Challenge 5 (1,800 XP)

Cunning Action. On each of her turns, Eleanor can use a bonus action to take the Dash, Disengage, or Hide action.
Evasion. When Eleanor is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if the save is successful, and only half damage if the roll is a failure.
Sneak Attack. Once per turn, Eleanor can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or a ranged weapon. Eleanor doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and Eleanor doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Eleanor can make three attacks with either her shortsword or her light crossbow per turn.

Shortsword. *Melee Weapon Attack:* +7 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Electric Eel

The serpentine creature moves sinuously through the water, the tip of its tail sparking with an electrical discharge.

Electric Eel

Large beast, unaligned
Armor Class 15 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 5 ft. Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	1 -5)	12 (+1)	2 (-5)

Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP)

ACTIONS

Electric Shock (recharge 6). The electric eel produces a jolt of electricity in a 10-ft. radius centered on itself. Creatures within 5 ft. take 13 (3d8) points of lightning damage. Those further away but within 10 ft. take 4 (1d8) points. Creatures making a successful DC 13 Constitution save reduce the damage by half.

Elemental, Ragefire

The rage and hatred that emanate with the white-hot heat from this demonic fire are palpable.

Ragefire Elemental

The rage and hatred that emanate with the white-hot heat from this demonic fire are palpable.

The ragefire elemental is a type of fire elemental that grows as it consumes fuel. All ragefire elementals start out as Tiny sparks, called ragefire spawn. As they burn their way through their surroundings, they steadily increase in size until they become gargantuan infernos.

Every size of ragefire elemental has stats identical to a standard fire elemental, except as noted on the table below. The table lists the hit points, melee attack bonus, melee damage, ongoing damage to flammable objects ("Burn"), and challenge rating of every size of ragefire elemental. Burn damage also applies as the damage done by the elemental's Fire Form ability.

Besides the differences noted above, Tiny through Large ragefire elementals also have the trait **Intensify:** As an action, a Tiny, Small, Medium, or Large ragefire elemental incinerates the corpse of a humanoid it killed within the last minute and whose space the elemental occupies. The elemental heals 5 hit points and, if it is Tiny, it becomes a Small ragefire elemental with full hit points minus its current amount of damage. Likewise, a Small, Medium, or Large ragefire elemental grows to the next size after incinerating a number of humanoid corpses equal to its current challenge rating.

Huge and Gargantuan ragefire elementals don't have the Intensify trait. Instead, they have the trait **Spawn Ragefire:** As an action, a Huge or Gargantuan ragefire elemental incinerates the corpse of a humanoid that it killed within the last minute and whose space the elemental occupies. A newly-created ragefire spawn (a Tiny ragefire elemental) appears in an empty space within 5 feet of the spawning elemental.

Ragefire elementals embody the chaos and evil of their Abyssal heritage, manifesting in demonic forms of living flame, smoke, ash, and cinders. They exist to incinerate life and, in so doing, grow stronger and more destructive.

A ragefire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the ragefire elemental can step or jump over it or the water is covered with a layer of something flammable, such as oil.

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Ragefire Elemental

Size	HP	Attack	Damage	Burn	CR
Tiny	33	+3	1d4+3	1d4	1
Small	52	+4	1d6+3	1d6	2
Medium	75	+5	1d10+3	1d8	3
Large	102	+6	2d6+3	1d10	5
Huge	124	+7	3d10+3	1d12	8
Gargantuan	189	+8	4d10+3	1d20	11

Enoch Nettle

*A minor spellcaster, Enoch plays a role in the **Levee Adventure**.*

Enoch Nettle, Acolyte of Mother Grace, Poacher

Medium human, lawful neutral
Armor Class 15 (chain shirt, buckler)
Hit Points 20 (3d8 + 3)
Speed 30 ft.

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

Saving Throws Int +2, Wis +4
Skills Medicine +4, Religion +2, Survival +4
Senses passive Perception 12
Languages Common
Challenge 2 (450 XP)

Spellcasting. Enoch Nettle is a 2nd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following cleric spells prepared:
Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS
Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.
Light Crossbow. *Ranged Weapon Attack:* +2 to hit, reach 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

Treasure: Poacher's coat (heavily waxed long coat with many interior hooks for game), 6 snares, Morningstar, light crossbow, 20 bolts, chain shirt, buckler, wooden symbol of Mother Grace, small pyrebeetle bullseye lantern, 11 silver pieces.

Fanged Sea Serpent

This serpent is 12 to 15 feet long and 5 feet thick. Its body scales are thickened and hardened, which slows it somewhat in water but provides good protection. The serpent's most outstanding features, however, are the rows of long, sharp teeth that fill its mouth. It has large, lidless red eyes with white pupils.

Fanged Sea Serpent

Large dragon, neutral
Armor Class 17 (natural armor)
Hit Points 85 (10d10 + 30)
Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	5 (-3)	10 (+0)	6 (-2)

Skills Perception +4, Stealth +3
Senses darkvision 60 ft., passive Perception 14
Languages -
Challenge 3 (700 XP)

Pack Tactics. The fanged sea serpent has advantage on an attack roll against a creature if at least one of the fanged sea serpent's allies is within 5 feet of the creature and the ally isn't incapacitated.
Water Breathing. The fanged sea serpent can breathe only underwater.

ACTIONS
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour.

Father Gromwell

Father Gromwell is a major figure in the Levee Adventure.

Father Gromwell

Medium human, lawful neutral (Mother Grace)
Armor Class 19 (Between-based powers)
Hit Points 78 (12d8+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +4
Skills Insight +5, Religion +4
Senses passive Perception 13
Languages common
Challenge 9 (5,000 XP)

Spellcasting. Father Gromwell is a 9th-level spellcaster. Wisdom is his spellcasting ability (spell save DC 15, +7 to hit with spell attacks). He knows the following spells from the cleric spell list:
Spells (slots):
Cantrips (at will): *light, mending, sacred flame, spare the dying*;
1st (4 slots): *divine favor, guiding bolt, healing word, shield of faith*;
2nd (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*;
3rd (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*;
4th (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*;
5th (1 slot): *flamestrike, mass cure wounds, hold monster;*
Staff of Withering. Father Gromwell has a *staff of withering* with 3 charges that regains 1d3 expended charges at dawn. He will use charges on his first two hits if he is engaged in melee combat, but will reserve the third charge.

ACTIONS
Multiattack. Father Gromwell makes two attacks on his turn.
Staff of Withering. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d8+3) bludgeoning damage. If Father Gromwell expends 1 charge on the staff, it inflicts an additional 2d10 points of necrotic damage and requires a DC 15 Constitution saving throw or the target also is at disadvantage on all ability checks and saving throws based on Strength and Constitution for a period of 1 hour.

Fleshgine

Fleshgines are constructs of flesh combined with other materials designed for a specific purpose. They might pump water from a city's reservoirs into rooftop cisterns to supply the inhabitants with running water, or they may lift or pull — anything a humanoid body can do. But fleshgines are built to improve upon a humanoid's ability through modification and vast strength. While they are not uncommon in Castorhage, they often operate out of sight; their disturbing appearance being something the civilized locals choose not to acknowledge. They can be heard though — their steady stormy breathing, the asthmatic wheeze behind a grate, the slithering of flaccid limbs between floors. They also have a strong odor — a sort of organic sweatiness that can smell of the many other odors from the things they work in and around, which they absorb and amplify.

Fleshgines come in all shapes and sizes, and while no two are ever alike, they often fall into a set pattern. Each is very strong, and many — an uncannily large number — are weakly sentient creatures in their own right. Different fleshgines tend to have different abilities; some are simple brutes that occasionally go mad, some are more cunning, lurking and growing behind plaster and wainscoting and brooding their dark, strange dreams and wants.

All fleshgines have the trait **Berserk:** Every time a fleshgine is injured in combat, roll d100. If the result is less than or equal to the total number of hit points the fleshgine has lost so far in this combat, its elemental spirit breaks free and the fleshgine goes berserk. The berserk fleshgine attacks the nearest living creature; if no creature is close enough for the fleshgine to attack with a single move, it attacks an object instead. The fleshgine's controller can try to reestablish control, provided the fleshgine is within 60 feet. The controller must use an action to speak firmly and authoritatively to the construct and make a successful DC 15 Charisma check. A damaged fleshgine that spends at least 1 minute outside combat has its chance to go berserk reset to 0 percent.

Sentient Fleshgines: While most fleshgines are simple, mindless servitors made of flesh stitched and grown to inorganic parts and contraptions, some grow into something altogether different. Sentient fleshgines take on aspects of their humanoid neighbors that seep in from their close proximity on a daily basis. These aspects include tics, habits, language, and even some of their vices. These creatures are often bloated by the desires and madness of Between and become enraptured by it, seeking new directions and becoming fixated in disturbing ways. These constructs often form complex alliances with those who dwell behind the veneer of the Blight, particularly with the ghouls of the Fetch (who have enough inert humanity to understand and fear the construct). Some say the thoughts of the Crooked Promethean violate their dreams and awaken them; others say that it is a simple accident of nature. These sentient constructs lurk in plain sight and are driven by whatever twisted needs or goals have grown within their warped consciousness.

As more complex fleshgines are grafted from darker sources of flesh and bone, so too the risk of disaster becomes greater. Philosophers within the city-state already worry what fleshgines might do if they rebelled en masse. They point to the curious whale-song that occasionally haunts certain nights, and which seems to come from the fleshgines calling to each other across the city. What are they saying or planning, they wonder? The golem-stitchers and homuncule wives laugh at such suggestions; their creations are simple flesh-and-blood machines after all. What maliciousness could possibly lurk within this humble framework?

All sentient fleshgines that have gone berserk at least once in the past develop an urge toward murderous abduction called "take" or "taking." Occasionally the fleshgine's habits and needs drive it to seize a victim at least one size category smaller than the fleshgine. The fleshgine is always cunning in this action and manipulates its manifold parts and surroundings to camouflage its action. If the fleshgine's Stealth check beats the victim's passive Perception, the victim doesn't see the attack coming and the fleshgine gets to make a grappling attack with advantage. If the victim notices the attack coming, then it's just a normal attack by the fleshgine. While the victim is grappled by the fleshgine, it's also restrained, muffled (unable to cry out or speak), and suffocating. After a number of rounds equal to its Con modifier (minimum of 1), it becomes unconscious. At that point, the fleshgine hides the victim in some convenient location around or within its body. The victim remains unconscious until it dies or it's rescued.

Casual observers notice the hidden victim if their passive Perception exceeds (10 + the fleshgine's Stealth bonus). Anyone specifically looking for a victim taken by the fleshgine must win a contest of their Perception against the fleshgine's Stealth or Deception (fleshgine's choice). A taken victim is found automatically if the fleshgine is destroyed, but also might be injured, depending on the type of attacks used against the fleshgine and the size difference between them; GMs can apply their own judgment in these cases.

If a victim escapes the fleshgine's grapple, the fleshgine might attack or flee, depending on the situation.

A taken victim takes damage equal to any one of the fleshgine's melee attacks after every 24 hours. The taken victims are used to vent the leeched needs of the fleshgine — whether they be simple hunger, torment, or sexual — before their dead and broken remains are cast away.

A sentient fleshgine is always torn between its urges to seize a victim and the knowledge that discovery means certain punishment and death. It therefore carefully watches its chosen victim, often for weeks or months before striking.

The following entries describe three sample types of fleshgines. Many more are possible.

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Dungier's Buggy

The rumble of a coach's wheels upon the cobbles comes out of the misty night, but it is not accompanied by the clip-clop of hooves. Rather, there is a soft slapping of skin upon the hard stones. Emerging from the fog is a hansom cab drawn not by a team of horses but rather by the upper torso of an ogre melded to the front of the conveyance. It walks on its massive hands, and its head stares forward, the eyes alert but vacant.

Dungier's Buggy (Fleshgine)

Huge construct, unaligned

Armor Class 10
Hit Points 51 (6d10 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	3 (-4)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical, nonadamantine weapons
Damage Immunities necrotic, poison, psychic
Condition Immunities disease; charmed, frightened, paralyzed, poisoned, prone, stunned, unconscious
Senses darkvision 60 ft., passive Perception 8
Languages understands Common and Giant but speaks only programmed phrases
Challenge 3 (700 XP)

Berserk. Every time the fleshgine is injured in combat, roll d100. If the result is less than or equal to the total number of hit points the fleshgine has lost so far in this combat, its elemental spirit breaks free and the fleshgine goes berserk. The berserk fleshgine attacks the nearest living creature; if no creature is close enough to attack with a single move, it attacks an object instead. The fleshgine's controller can try to reestablish control, provided the fleshgine is within 60 feet. The controller must use an action to speak firmly and authoritatively to the construct and make a successful DC 15 Charisma check. A damaged fleshgine that spends at

least 1 minute outside combat has its chance to go berserk reset to 0 percent.

Cover. The coach portion of a Dungier's buggy provides three-quarters cover to occupants. The coach is built from iron and wood. It has AC 8, 80 hit points, and is immune to necrotic, poison, psychic, and radiant damage. If the coach is destroyed, the fleshgine becomes a Large creature and loses its Cover, Facing, and Trample traits.

Facing. Because the legless ogre is permanently melded to a wagon, it can only move forward and backward, or turn. Its speed is halved when it moves backward. Its slam and bite attacks can be made only against targets in front of it. It can trample while moving forward or backward. behind it as normal. Once a Dungier's buggy's front side has been determined, it requires a move action to turn its facing greater than 90 degrees. A Dungier's buggy is aware of attackers behind it but cannot see them, though it can accurately estimate what space they are in if within 20 feet.

Narrow. Though a Dungier's buggy is Huge, it can move through areas only 10 feet wide without penalty. It can't, however, squeeze through spaces narrower than 10 feet.

Trample. As the Dungier's buggy moves, it can enter spaces occupied by enemies but can't stop there. Creatures in spaces the Dungier's buggy enters can attempt DC 13 Dexterity saving throws. On a failed save, the creature takes 2d10 + 4 bludgeoning damage and is knocked prone; on a successful save, the creature moves 5 feet out of the buggy's path and can make an opportunity attack if it's allowed to react. A Dungier's buggy can trample any number of creatures during its move, but it can't trample the same creature more than once per round.

ACTIONS

Multiattack. The Dungier's buggy slams once and bites once.

Slam. *Melee Weapon Attack:* +6 to hit (reach 5 ft.; one creature). *Hit:* 2d6 + 4 bludgeoning damage.

Bite. *Melee Weapon Attack:* +6 to hit (reach 5 ft.; one creature). *Hit:* 2d4 + 4 piercing damage.

ECOLOGY

Environment urban (the Blight)
Organization solitary

Perhaps the most successful of Castorhage's many fleshgines are the hired coaches of the golem-stitcher Dunaven Dungier. His method of crafting a hansom cab with the animated upper torso of an ogre (occasionally a hill giant) fused to its front in place of a team of horses proved both practical and popular in a city as vast and populous as the Blight. Soon Dungier's buggies were traveling throughout the city providing swift, reliable transportation for the noble and common alike and for only a modest fare. Dungier's popularity with the other cab drivers and owners of hacks proved to be less than stellar, though, and only three years after the introduction of his ingenious cab, portions of his body were found floating in the Great Canal. It is assumed that sough eels or some other denizen devoured the rest. Fortunately for his legacy, Dungier's methods were fairly easy to reproduce, and now hundreds of these coaches — still known colloquially as Dungier's buggies — travel the streets of the city.

Hobbreth's Mighty Pump No. 87

The stench of sweat and the distant sounds of heavy breathing engulf you — whatever it is, you are catching the merest glimpse of the whole. In the oily dark you can see sickly appendages gulping, a horrible sense of brooding vastness, and a glowering cluster of eyes filled with misery just below a vast, idiot, crooked mouth.

Hobbreth's Mighty Pump No. 87 (Fleshgine)

Gargantuan construct, unaligned

Armor Class 10
Hit Points 205 (10d20 + 100)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	4 (-3)	4 (-3)	1 (-5)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical, nonadamantine weapons
Damage Immunities necrotic, poison, psychic
Condition Immunities disease; charmed, frightened, paralyzed, poisoned, prone, stunned, unconscious
Senses blindsense 60 ft., passive Perception 7
Languages understands Common but can't speak
Challenge 12 (8,400 XP)

Berserk. Every time the fleshgine is injured in combat, roll d100. If the result is less than or equal to the total number of hit points the fleshgine has lost so far in this combat, its elemental spirit breaks free and the fleshgine goes berserk. The berserk fleshgine attacks the nearest living creature; if no creature is close enough to attack with a single move, it attacks an object instead. The fleshgine's controller can try to reestablish control, provided the fleshgine is within 60 feet. The controller must use an action to speak firmly and authoritatively to the construct and make a successful DC 15 Charisma check. A damaged fleshgine that spends at least 1 minute outside combat has its chance to go berserk reset to 0 percent.

ACTIONS

Multiattack. The fleshgine bites once and makes three tentacle attacks in any combination.
Bite. *Melee Weapon Attack:* +14 to hit (reach 5 ft.; one creature). *Hit:* 1d10 + 10 piercing damage.
Tentacle Slam. *Melee Weapon Attack*: +14 to hit (reach 20 ft.; one creature). Hit: 4d6 + 10 bludgeoning damage.
Tentacle Grab. *Melee Weapon Attack:* +14 to hit (reach 15 ft.; one creature). *Hit:* creature is grappled (escape DC 20).
Tentacle Crush. *Melee Weapon Attack:* automatic hit (one creature already grappled by the fleshgine). *Hit:* 4d10 + 10 bludgeoning damage, and the creature is restrained.

ECOLOGY

Environment urban (the Blight)
Organization solitary

"You can't see her all, of course, even I never did when I was stitching her and moulding her, making her flesh and breathing life into my baby. I recall her formation though, her crisp newness — the endless flesh, and the stench of pigs — for it was pig-flesh I grew and nurtured, and spread across her carcass like a great sail on a vast living sailing vessel.

In her base she is all purpose — her many sucking mouths, which in truth I suppose you'd call tentacles (if such a crude word could be used for such grace), with so many eyes clustered together so she can see from her sweaty groin below that pointless mouth — she must have a mouth, of course. Her flesh engorges above, like some vast flaccid organ that could fill a great hall, bloated, booming, pumping. Veins cross her every inch — you can see the swelling blood pumping as she draws her harvest upward through her cathedral mass far, far above.

She rises then, reaching high into the city, her pumping limbs extending endlessly upward with surprising — some have said alarming — strength to the digits that grasp her farthest reach. Some have likened the digits to fleshy spiders, but I think that's simple scare-mongering to frighten children; they simply grip the vessel they spend her harvest into. And here her harvest is drawn, the life-giving water that sustains those in the streets high above pumped from sphincter mouths between each cluster of thin many-jointed hands.

It may taste a little of her sweat — her feral porcine nature — but it is water, saving the lower city from drowning and keeping the upper city drinking.

How many have I made? Oh, hundreds, no two quite alike. The stories about them going berserk? Rubbish put about by those with a grievance — anarchists would say anything to cause discontent amongst the ignorant.

I do sometimes wonder if they have a soul, though, my fleshy babies lurking between walls and dreaming. What do they dream of, I wonder?"

— Emilia Hobbreth, Homuncule Wife

Macabre Lift

The dark shaft of the vertical tunnel appears to be empty until its wooden floor suddenly lurches and rises from where it rested. Beneath the planking of the floor, you can see that a great fleshy organism has grown like a distended bladder that covers the entirety of its underside. From this sweaty, rugose sac extend four muscular limbs that grasp the walls of the shaft with their multi-fingered appendages and begin to climb, carrying the cargo of its wooden flooring smoothly up the shaft.

Macabre Lift (Fleshgine)

Large construct, unaligned

Armor Class 7 (15 from above)
Hit Points 90 (12d10 + 24)
Speed 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	5 (-3)	14 (+2)	1 (-5)	4 (-3)	1 (-5)

Skills Athletics +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical, nonadamantine weapons
Damage Immunities necrotic, poison, psychic
Condition Immunities disease; charmed, frightened, paralyzed, poisoned, prone, stunned, unconscious
Senses darkvision 30 ft., passive Perception 7
Languages none
Challenge 3 (700 XP)

Berserk. Every time the fleshgine is injured in combat, roll d100. If the result is less than or equal to the total number of hit points the fleshgine has lost so far in this combat, its elemental spirit breaks free and the fleshgine goes berserk. The berserk fleshgine attacks the nearest living creature; if no creature is close enough to attack with a single move, it attacks an object instead. The fleshgine's controller can try to reestablish control, provided the fleshgine is within 60 feet. The controller must use an action to speak firmly and authoritatively to the construct and make a successful DC 15 Charisma check. A damaged fleshgine that spends at least 1 minute outside combat has its chance to go berserk reset to 0 percent.
Crush. A macabre lift can fall on foes beneath it as its move. Every creature under the lift takes 1d8 bludgeoning dam-

age per 10 feet the lift fell, or half damage with a successful DC 13 Dexterity saving throw. Creatures that fail the saving throw are restrained under the lift; a restrained creature can escape by using an action and making a successful DC 16 Strength (Athletics) check. Restrained creatures take 2d8 bludgeoning damage at the start of the lift's turn.

Heavy Floor. The floor of a macabre lift is built from heavy wooden planks. Attacks against the macabre lift from creatures above it (such as passengers that were being raised or lowered in the lift) are made against AC 15, not AC 7.

ACTIONS

Multiattack. The fleshgine slams twice.

Slam. *Melee Weapon Attack:* +8 to hit (reach 5 ft.; one creature). *Hit:* 2d8 + 6 bludgeoning damage.

ECOLOGY

Environment urban (the Blight)
Organization solitary

One of the first fleshgines envisioned by the golem-stitchers of Castorhage, the macabre lift has found widespread usage among government buildings and other large, multilevel structures with the budget to install such amenities. These constructs are rather simple in design, with a fleshy, leathery hide grown on the underside of a 10-foot-by-10-foot deck of heavy wooden planks. Four stocky limbs extend from the underside of the creature at its four corners and end with club-like pseudopods surrounded by a fringe of grasping fingers with thick, coarse nails. The entire fleshgine is no more than 2 feet thick but weighs 1,500 pounds or more (3,500 pounds if constructed with an iron deck).

Macabre lifts are designed to be placed in vertical shafts whose dimensions match those of the fleshgine. The fleshgine then lies flat at the base of the shaft and allows passengers to step upon its decking. Upon a signal —usually the ringing of a small bell set into the side of the shaft — the macabre lift begins to climb the shaft while keeping its deck level and stable. Handholds are often built into the walls of the shaft to make the climb easier for the fleshgine, but its climbing pseudopods are so adept that it rarely needs any sort of assistance. The number of times that the bell is rung indicates to what floor the lift is supposed to carry its passengers. Likewise, bells set into the shaft at floors above summon it from below to pick up passengers. The rise and fall of the climbing fleshgine is so smooth that most passengers easily forget that they are riding upon the back of an animated construct.

If a macabre lift goes berserk, its usual tactic is to tip itself over to try to dump any passengers to the floor of the shaft below. Anyone riding the lift when it does this must make a successful DC 13 Dex saving throw to grab hold of the fleshgine's deck and not fall.

Gable Hate-Owl

This sinister-looking owl has pitch-black plumage and a pallid face with yellow eyes. The V-shaped pattern of feathers on its brow gives the appearance of a perpetual scowl of utter scorn.

Gable Hate-Owl

Small monstrosity, neutral evil

Armor Class 12
Hit Points 14 (4d6)
Speed 10 ft., fly 60 ft.

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

Skills Perception +4, Stealth +4
Senses darkvision 60 ft., passive Perception 14
Languages none
Challenge 1/2 (100 XP)

Flurry of Wings. If the hate-owl's bite and claws attacks both hit the same target on the hate-owl's turn, the target takes an additional 1d8 + 2 bludgeoning damage.

ACTIONS

Multiattack. The hate-owl bites once and attacks once with its claws.

Bite. *Melee Weapon Attack:* +4 to hit (reach 5 ft.; one creature). *Hit:* 1d4 + 2 piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit (reach 5 ft.; one creature). Hit: 2d6 + 2 slashing damage.

Spiteful Glare. A creature within 60 feet that can see the gable hate-owl's eyes must make a DC 13 Charisma saving throw. If it fails, the creature drops one item it's holding (roll randomly if more than one item is held) and has disadvantage on attacks, ability checks, and saving throws until the end of its next turn, and the hate-owl can immediately move up to 60 feet (if it hasn't moved yet) and use Multiattack against the creature.

ECOLOGY

Environment urban (the Blight)
Organization solitary

The gable hate-owl is a shadow among the homes and buildings in the Blight. Viewed as a thing of ill omen, the presence of the owl roosting is feared by the common man. Spiteful, petty birds, the gable hate-owl got its name from the hateful scowl its natural plumage creates. They have been known to kill or torture for sport, attacking dogs and other small animals as they flense off flesh and fur and then leave the poor victims to limp away.

These great owls are large, although most of their bulk comes from fluffy feathers and large heads, with plumage that gives that appearance of wearing a high-collared cloak. Great horned owls have wingspans of up to 5 feet and weigh up to 4 pounds. Gable hate-owls primarily hunt at night, locating prey through their excellent hearing and sight. Their diet consists of rodents supplemented by smaller birds and rabbits.

Their gaze particularly unsettles the folk of the Blight, as the piercing black eyes that seem dead peer out from under the sharp contrasting pale facial feathers. This sinister-looking visage creates ill fate to any that the owl wishes, typically casting its hateful look upon those that startle or interrupt the bird. A gable hate-owl's wickedly sharp beak lets it easily rip open hard shells or strip the flesh from its meals.

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Gargoyles

Castorhage teems with gargoyles of various kinds, detailed below. See also "Between gargoyle."

Gargoyle, Four-Armed

A powerful gargoyle similar to its kin, but having four arms rather than two.

Four-Armed Gargoyle

Medium monstrosity, chaotic evil
Armor Class 15 (natural armor)
Hit Points 55 (10d8 + 10)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	6 (-2)	11 (+0)	7 (–2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons or not made of adamantine
Damage Immunities poison
Condition Immunities exhaustion, petrifaction, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Terran
Challenge 4 (1,100 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS
Multiattack: The gargoyle makes four attacks: one with its bite, two with its claws, and one with its horn.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.
Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 2) slashing damage.
Horn. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Gargoyle, Margoyle

This creature looks like a hideously ugly humanoid chiselled from brown stone. Two large horns protrude from its head, just above its eyes. Four large, stony spikes jut from its shoulder blades. Its hands and feet end in sharpened claws.

Gargoyle, Margoyle

Medium monstrosity, chaotic evil
Armor Class 15
Hit Points 68 (8d8 + 32)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	19 (+4)	6 (-1)	10 (+0)	7 (-2)

Skills Stealth +5
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine
Damage Immunities poison
Condition Immunities exhausted, petrified, poisoned
Senses darkvision 60ft., passive Perception 10
Languages Terran
Challenge 4 (700 XP)

Stony Appearance. While a margoyle sits motionless, it is indistinguishable from natural stone and can't be detected as alive by any means.

Actions
Multiattack. Margoyles can make three attacks. Twice with its claws, once with its bite, or it can gore once with its horns instead of using its bite.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft.; one target. *Hit:* 7 (1d8 + 3) piercing damage.
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.
Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Gargoyle, Scrimshaw

The eerie humanoid-shaped creature is perched precariously on the edge of the building. The light from the full moon glints off its alabaster-colored body, revealing intricate etchings along the surface. As it surveys the land, the creature throws back its head and emits a piercing howl into the night.

Scrimshaw Gargoyle

Medium construct, chaotic evil

Armor Class 13
Hit Points 58 (9d8 + 18)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	6 (-2)	11 (+0)	7 (-2)

Skills Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities thunder
Condition Immunities paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Terran
Challenge 3 (700 XP)

Stony Appearance. The gargoyle is indistinguishable from a statue and can't be detected as alive by any means while it remains motionless.

ACTIONS

Multiattack. The scrimshaw gargoyle bites once and attacks once with its claws.

Bite. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). *Hit:* 1d4 + 2 piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). *Hit:* 2d6 + 2 slashing damage.

Shrieking Howl. By tilting its head up and forcing air through its weathered bones, a scrimshaw gargoyle emits a high-pitched shriek. Creatures within 150 feet who hear the shriek must make a successful DC 12 Wisdom saving throw or become frightened for up to 1 minute. An affected target can make another saving throw at the end of their turn. A successful save results in the target not being affected by the effect of the Shrieking Howl for 24 hours.

ECOLOGY

Environment urban (the Blight)
Organization solitary, pair, or wing (3–12)

The origin of these strangely carven sculptures in the city of Castorhage is shrouded in the mystery of the past, but their existence is now well known through its entirety. Originally created as mere constructs lacking the status of truly living creatures, their exposure to eddies and currents of malevolent energy among the city's high places, over the years somehow granted the missing spark of life.

A scrimshaw gargoyle is meticulously crafted from painstakingly carved whale bones joined together at the joint articulations. However, these craftings were all completed centuries ago, and no new ones have been constructed in the long years since. The existing scrimshaw gargoyles are, therefore, all old, their whale bones weathered and discolored by time and climate. Though it is thought that thousands of these creatures existed upon the city's rooftops in the distant past, it has been estimated that fewer than 50 of them are now in existence, each of them recognizably distinct with their individual unique markings. However, the thinking on this is beginning to change as in recent months several new specimens have been spotted upon the rooftops. These new gargoyles are clearly composed of parts cannibalized from previously destroyed gargoyles. Most believe the scrimshaw gargoyles, taken as a whole, are too dimwitted to produce new members of the species. Some contemplate a secret cabal of magical practitioners as responsible for this change; others theorize that certain scrimshaw gargoyles have advanced much farther in their power and understanding of magic and are somehow responsible. Whatever the cause, it appears that the scrimshaw gargoyle population is on the rise for the first time in living memory.

It is thought that the scrimshaw gargoyles' original progenitors built the creatures to serve as guardians. To this end, the horrific shriek the gargoyle emits probably originally served as an alarm. The gargoyle generates the sound through careful fluting of the bones around its mouth, and a supernatural means of passing air — even on still nights — through the narrow structure. As the gargoyle evolved from a simple guardian to a menace, however, its shriek also evolved. No longer a loud noise to alert those nearby, now the shrieking howl is capable of striking fear into the heart of the bravest man.

A scrimshaw gargoyle stands just over 5 feet tall and weighs a mere 80 pounds.

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Ghoul Pig

Undead pigs with many of the attributes of ghouls, including a taste for human flesh.

Ghoul Pig

Small undead, unaligned
Armor Class 12 (natural armour)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	3 (-4)	10 (+0)	6 (–2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages None
Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature other than an elf or another undead, it must succeed on a DC 10 Constitution save or be paralyzed for 1 minute. The target van repeat the saving throw at the end of each of its turns, ending the paralysis with a successful save.

Giant Owlbear

Much larger than the already large hybrid of owl and bear, the giant owlbear is a fearsome predator with a piercing screech, a shaggy, thick hide of fur covered by feathers, and the eyes of an owl.

Giant Owlbear

Huge monstrosity, unaligned
Armor Class 15 (natural armour)
Hit Points 80 (7d12 + 35)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (-4)	12 (+1)	7 (–2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages None
Challenge 6 (2,300 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes three attacks: one with its beak and two with its claws.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage.

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

Girallodile

The girallodile has dirty green hide, mottled with wan, bone-like extremities. It is partly leathery scales and partly furred, the fur clumping in ugly growths about its limbs. It slithers lizard-like on its four lower legs, but its upper body looks ape-like with four double-jointed arms spaced oddly along its flanks. It has a wide crocodilian mouth set in a simian face, and its body tapers to a scaled, elongated tail.

Girallodile

Large monstrosity, unaligned
Armor Class 14 (natural armour)
Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7
Senses darkvision 120 ft., passive Perception 11
Languages None
Challenge 5 (1,800 XP)

ACTIONS

The girallodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be affected by a shaking palsy for 1d4+4 rounds, giving disadvantage on all attacks and ability checks.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends.

Saw-tail. If a creature is grappled in the girallodile's tail at the beginning of the girallodile's turn, the girallodile will lash it around in the tail, causing damage from the sharp scales. The creature automatically takes 10 (2d6 + 3) slashing damage and must make a DC 14 Constitution saving throw or be stunned until the end of the girallodile's next turn. The girallodile may then release the creature and make a normal tail attack, or may hold onto the creature to continue causing damage in the next round.

Gloom Crawler

This giant, squidlike beast has thirty to forty tentacles, each up to 30 feet long. From the end of each tentacle stares a small, round, lidless eye with a stark blue pupil. The creature's glossy flesh is inky-black with a slightly paler underside centered around a vicious, beaked mouth of monstrous size.

Gloom Crawler

Huge monstrosity, neutral
Armor Class 12 (natural armor)
Hit Points 159 (13d12 + 75)
Speed 20 ft., climb 20 ft.

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

Skills Perception +3, Stealth +3
Damage Vulnerability Radiant
Condition Immunities Prone
Senses darkvision 60 ft., passive Perception 14
Languages None
Challenge 10 (5,900 XP)

All-Around Vision. A gloomcrawler's many eyes allow it to scan quickly in all directions. Attackers never gain advantage or bonus damage against it from the presence of nearby allies.

Actions

Multiattack. A gloom crawler attacks ten times with tentacles and bites once. Each tentacle can either slam or constrict.

Bite. *Melee Weapon Attack:* +9 to hit (reach 5 ft.; one creature grappled by the gloom crawler). *Hit:* 1d10 + 5 piercing damage and the creature is dragged to the gloom crawler's mouth.

Tentacle Slam. *Melee Weapon Attack:* +9 to hit (reach 15 ft.; one creature). *Hit:* 1d8 + 5 bludgeoning damage and the target is grappled (Escape DC 16).

Constriction. *Special Melee Attack:* Automatic hit to one creature already grappled by the gloom crawler at the start of the gloom crawler's turn. *Hit:* 1d8 + 5 bludgeoning damage and the target is grappled and restrained.

Golem, Lesser Flesh

A creature staggers into view, a construct that is pieces of flesh carved and assembled into a vaguely humanoid whole.

Lesser Flesh Golem

Medium construct, neutral

Armor Class 9
Hit Points 60 (8d8 + 24)
Damage Immunities Lightning, poison; nonmagical, nonadamantine weapons; charm, exhaustion, fright, paralysis, petrification, poison
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	4 (-3)	10 (+0)	5 (-3)

Senses darkvision 60 ft., passive Perception 10
Languages understands the language of its creator but can't speak
Challenge 3 (700 XP)

Berserk. When a lesser flesh golem starts its turn with 26 or fewer hit points, it has a 1-in-6 chance of going berserk. A berserk golem attacks the nearest living creature it can reach. The construct's creator can regain control over the golem, if he's within 60 feet, by using an action and making a successful DC 15 Charisma (Persuasion) check.

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

Lightning Absorption. Each point of lightning damage that hits the golem heals 1 hit point.

Magic Resistance. A lesser flesh golem has advantage on saving throws against magic. It is immune to effects that would alter its form.

ACTIONS

Multiattack. The golem slams twice.

Slam. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). *Hit:* 2d6 + 3 bludgeoning damage.

ECOLOGY

Environment any land
Organization solitary or pair

A lesser flesh golem is constructed from a whole cadaver or a number of humanoid body parts stitched together into a single composite form. It moves with a stiff-jointed gait as if not in complete control of its body. A lesser flesh golem typically stands 6 feet tall and weighs 300 pounds.

While most lesser flesh golems are mindless, some reanimate with a sliver of sentience, and with that spark comes memories of a previous life. The head and brain of such a lesser flesh golem must be just the right combination of fresh enough and (in its previous life) strong-willed, and even then luck and

chance during the lesser flesh golem's creation seem just as important in retaining the creature's mind. These sentient flesh golems have the same stats as other lesser flesh golems, but can have Intelligence 6–16.

Lesser flesh golems cannot normally speak, but sentient lesser flesh golems retain the knowledge of one language they knew in life (usually Common). They have a difficult time expressing themselves in anything more than simple terms, but, in most cases, a sense of horror at their newfound state is easy to discern. With patient reeducation, they might be able to regain much of their former intellect.

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Golem, Wood

Medium construct, unaligned
Armor Class 13
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (–1)	18 (+4)	6 (–2)	10 (+0)	1 (–5)

Damage Resistances bludgeoning and piercing from non-magical weapons
Damage Vulnerabilities fire
Damage Immunities poison
Condition Immunities charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 6 (2,300 XP)

Alarm. The golem lets out a piercing howl that lasts for 6 rounds when anyone other than its creator enters the area it is guarding (or comes within 50 feet of the golem). This functions similar to the audible version of the *alarm* spell and can be heard to a range of 100 feet.

Immunity to Magic. A wood golem is immune to all magical spells and effects, with the exception of spells that inflict fire damage, which affect it normally but also inflict double damage. A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Actions

Multiattack. The wood golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit (reach 5 ft.; one creature). *Hit:* 15 (2d6 + 8) bludgeoning damage.

Splintering. As a free action, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (DC 12 Dexterity save halves). Recharge 5–6.

Grand Justice Ashleia

Ashleia believes that all life is a riddle, and its form imperfect. She is driven by the desire to create new lives and new forms; her tower is a butchery of filleted flesh and stitches and knives where she works her foul art aided — they say — by magic she found in the ancient libraries of Between. Beyond her veiled form of aristocracy and beauty, her true form has been demented by her work; her teats drip the acidic milk that is her lifeblood (her mortal blood long since replaced during an obscene ritual to achieve immortality). Her lust is fury, and she takes lovers simply to suck dry, leaving nothing but dust from her excesses.

Her Resplendent Grand Justice, the Mistress of Life's Wondrous Varied Forms, Grand Justice Ashleia

Medium gynosphinx, neutral evil
Armor Class 17
Hit Points 136 (9d8)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	17 (+3)	18 (+4)	18 (+4)

Skills Arcana +12, History +12, Perception +8, Religion +8
Senses truesight 120 ft., passive Perception 18
Languages any four languages
Challenge 5 (1,800 XP)

Inscrutable. Ashleia is immune to any effect that senses emotions or reads thoughts, and scrying or divination spells that she wishes to refuse. Wisdom (Insight) checks made in an attempt to ascertain her sincerity are always made at disadvantage.

Magic Weapons. Ashleia's weapon attacks are magical.

Spellcasting. Ashleia is a 9th level spellcaster. Intelligence is her spellcasting ability (spell save DC 16, +8 to hit with spell attacks). She has the prepared the following spells from the wizard spell list:

Cantrips (at will): *mage hand, mending, prestidigitation, ray of frost;*
1st (4 slots): *chromatic orb, expeditious retreat, mage armor;*
2nd (3 slots): *alter self, hold person, knock;*
3rd (3 slots): *blink, fireball, slow;*
4th (3 slots): *polymorph, stoneskin;*
5th (1 slot): *telekinesis;*

ACTIONS

Multiattack. Ashleia makes two attacks on her turn.

Claws. *Melee weapon attack:* +8 to hit, reach 5 ft., one target. *Hit*: 13 (2d8+4) slashing damage.

LEGENDARY ACTIONS

Ashleia has access to three legendary actions. She may choose from the options listed below. Only one legendary action may be used at a time, and may only be used at the end of another creature's turn. At the start of her turn, she regains the use of any spent legendary actions.

Cast a Spell (3 actions). Ashleia casts a spell from her list of prepared spells.

Claw Attack. Ashleia makes a melee attack with her claws.

Teleport (2 actions). Ashleia magically teleports up to 120 ft. to an unoccupied space, along with any equipment she is carrying or wearing.

Grand Justice Braken

The dreadful Braken is the Master of Courts responsible for all matters of law within the city. His fingers grope unseen in the dark as his followers seek to advance the Illuminati in influence and terror. Braken wants nothing less than utter conquest — the conquest of Heaven and Hell. This need to rule paradise and enslave the Devil drives everything Braken carries out.

Grand Scribe of Castorhage, His Resplendent Grand Justice Braken

Medium doppelganger, lawful evil
Armor Class 18 (plate)
Hit Points 112 (15d8+45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5
Senses darkvision 60 ft., passive Perception 11
Languages any one language (usually common)
Challenge 5 (1,800 XP)

Ambusher/ Surprise Attack. In the first round of combat, Braken has advantage on attack rolls against a creature he has surprised and deals an extra 10 (3d6) damage on a successful hit. Any hit against a surprised creature is a critical.
Brutality. Braken deals one extra damage die when successful in hitting with a melee weapon (included in the attack).
Read Thoughts. While concentrating, Braken can read thoughts within a 60-foot radius. He has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, Persuasion) checks vs his target while reading its thoughts.
Shapechanger. Braken can use his action to polymorph into a Small or Medium humanoid he has seen, or back into his true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

ACTIONS
Multiattack. Braken makes two attacks on his turn.
Broadsword. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d8+4) slashing damage.
Shield Bash. *Melee weapon attack*: +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) bludgeoning damage. A medium or smaller creature is required to make a DC 15 Strength save or be knocked prone.

Grand Justice Korsk

Like all swyne, Korsk lives only for excess — in all forms. He wallows in the feculence of his own corpulence, and his followers, who include beasts and humanoids and devils, scour the hellholes of the city for new vices to ensure that his Grand Justice does not get bored. He is terrible when he grows bored.

His Resplendent Grand Justice Korsk, Master of the Sinks

Medium swyne†, chaotic evil
Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 5 (1,800 XP)

Magic Resistance. Korsk has resistance on saving throws against spells and other magical effects.
Spellcasting. Korsk is a 9th level spellcaster. Intelligence is his spellcasting ability (spell save DC 14, +6 to hit with spell attacks). Korsk has the prepared the following spells from the wizard spell list:
Cantrips (at will): *friends, mage hand, mending, message*;
1st (4 slots): *charm person, mage armor, magic missile*;
2nd (3 slots): *hold person, invisibility, suggestion*;
3rd (3 slots): *fireball, haste, tongues*;
4th (3 slots): *dominate beast, stoneskin*;
5th (2 slots): *hold monster;*

ACTIONS
Dagger. *Melee or ranged attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 3(1d6-1) piercing damage.

Gremlin

This creature resembles a goblin with long floppy ears, a pinched wrinkled face, nasty claws, a mouth full of sharp teeth and a wicked glint to its eyes.

Gremlin

Small fey, chaotic evil
Armor Class 14 (natural armor)
Hit Points 7 (2d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

Skills Sleight of Hand +5, Stealth +4
Senses passive Perception 16
Languages Common, Goblin, Sylvan
Challenge 1/2 (100 XP)

Knot Expert. Anyone attempting a skill check to undo a knot that has been tied by a gremlin does so with disadvantage.
Sneak Attack (1/turn). The gremlin deals and extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the gremlin that isn't incapacitated and the gremlin doesn't have disadvantage on the attack roll.

ACTIONS
Multiattack. The gremlin makes two melee attacks, either with its shortsword and bite or with its claws and bite.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft.; one

target. *Hit:* 5 (1d4 + 3) slashing damage.

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

Gryph

This small jet-black avian is about the size of an eagle. It has multiple legs with wicked talons and a needle-like beak.

Gryph

Small monstrosity, neutral evil
Armor Class 12 (natural armor)
Hit Points 16 (3d6 + 6)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Stealth +3
Senses darkvision 60 ft., passive Perception 11
Languages none
Challenge 1/2 (100 XP)

Adhesive. The gryph adheres itself to anything that it successfully hits with its talons. A creature that is adhered to the gryph is also grappled by it (Escape DC 12). Ability checks to escape the grapple are made at disadvantage.

ACTIONS

Multiattack. The gryphh makes two attacks: one with its beak and one with its legs.

Beak. *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:* 5 (1d6 +2) slashing damage, and be subjected to the Adhesive trait.

Implant eggs. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and 1d4 eggs implanted and target must make a DC 12 Constitution saving throw or be poisoned. If the save is made, the target's body rejects the eggs. Otherwise, the eggs hatch in 1d4 minutes and each hatched egg results in 1 (1d3) piercing damage as the baby gryph burrows out. The hatching can be prevented by a *restoration* (lesser or greater) spell or a successful DC 12 Wisdom (Medicine) check. Once the eggs hatch or are prevented from hatching, the poisoned condition ends.

Hazards

This appendix lists hazards that can be encountered in The Blight. Some of these can also be found in other areas, especially those with overflowing filth, rampant disease, or insidious Between influence.

Blight

This peculiar lichen is ubiquitous to the city of Castorhage. Reports of large infestations of it occur in the earliest city records, and it is from this constant presence that the city has obtained its nickname. It is a leafy foliose lichen with a dull gray coloring that is darker on the underside. Its drab coloration makes it difficult to see from distances greater than 10 feet in any conditions other than bright light; it's noticed with a successful DC 12 Wisdom (Perception) check.

Blight grows slowly except in total darkness, where it grows so rapidly it can cover hundreds of feet in only a few hours. Infestations of the lichen tend to pop up in the darkest of alleys or on heavily overcast or moonless nights. The dwarves of the Underneath warn of caverns where the stuff grows unchecked, forming drifts dozens of feet deep. Blight grows no more rapidly in bright light than normal lichen, but it isn't harmed by bright light.

Furthermore, some scholars speculate that the lichen might possess some form of intelligence. They base this on the fact that when options for growth exist toward and away from some living victim that the blight can grow on, it always grows toward the living victim.

Each 5-foot-square of blight has AC 5 and 16 (3d8) hit points. It is resistant to nonmagical bludgeoning and slashing damage, immune to piercing and psychic damage, and vulnerable to fire damage.

Blight is generally harmless to creatures that are aware of it, but its dense, rapid growth in darkness makes it very dangerous to a helpless creature. If a helpless creature (asleep, drunk, paralyzed, etc.) is in an area of total darkness that blight has access to, a thick, impervious layer of lichen can grow completely over the creature in 1d6 rounds. This causes no physical injury, but the creature is restrained and cut off from air; when its breath runs out, it begins suffocating. The creature can break free by using an action to make a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. An adjacent ally can free the trapped character with a Strength (Athletics) check, or by inflicting 15 slashing damage to the blight.

If a victim is slain by blight or if it grows over the corpse of a living creature, a truly remarkable quality of the growth is revealed. Whereas most surfaces that the lichen uses as a substrate are unharmed by its growth, the corpse of a living creature is absorbed in short order and will be completely gone within hours, leaving nothing behind but inorganic remnants such as belt buckles, swords and armor, gold fillings, etc. A Tiny or smaller creature is totally obliterated in 15 minutes; a Small creature disappears in 30 minutes, and a Medium creature in 1 hour. Large creatures will be completely absorbed in 4 hours, and Huge creatures in 9 hours. Gargantuan and Colossal creatures will be absorbed only if the blight is able to completely cover it. If so, the corpses are absorbed in 16 and 36

hours, respectively. A creature absorbed by blight cannot be returned from the dead by anything less powerful than *true resurrection*.

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Derange

Derange is blamed for much of the unsavory behavior to be found in The Blight, or at least folk find it convenient to believe it to be the source.

Derange is a condition brought on when the tiny earwig spider lays its egg in the ear of a sleeping victim. The warmth of the victim's body causes the egg to hatch and the tiny earwig larva to burrow through the eardrum and inner ear into motor control centers in the victim's brain. Once the larva has nested in this area, it creates a small cyst and begins to draw nourishment from the hormones and chemical interactions within while bathing these centers with chemicals of its own. The result is that the victim's personality changes, his alignment randomly shifting each morning when he awakes (see table). The victim is still in control of his actions, but these actions reflect the priorities and methods subscribed to by this new alignment. At night, the victim often awakes in the midst of sleep with a return to his original alignment and a full and sickening awareness of the things he has been doing.

This condition can be removed with *lesser restoration or comparable* magic. Likewise, each morning upon awakening, the victim makes a DC 13 Wisdom saving throw to resist the alignment-altering effect and to function with normal alignment. After 1–3 weeks, the derange larva matures into an earwig spider and exits the victim to begin the next stage of its lifecycle. When this occurs, the victim must make a DC 8 Constitution saving throw. If it succeeds, the victim recovers fully (though there may be lasting repercussions from deeds done under different alignments; being under the influence of derange is not recognized as a legal defense before the Courts of Castorhage). If the saving throw fails, then the departing earwig spider ruptures an artery in the victim's skull as it crawls out of the victim's head; the victim bleeds to death internally in 2d4 rounds unless magical healing halts the bleeding before then.

1d10	Alignment Shifts To
1	Lawful good
2	Neutral good
3	Chaotic good
4	Lawful neutral
5	Neutral
6	Chaotic neutral
7	Lawful evil
8	Neutral evil
9	Chaotic evil
10	Same as previous day

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Dislocating Larvae

These tiny green larvae resemble tadpoles no larger than a pinhead, but they can spawn in sufficient numbers in small pools of stagnant water to give it a greenish tint. A full-grown dislocating larva resembles a green hair 2 or 3 inches long.

When ingested, the larvae colonize the stomach of the victim, where they begin reproducing within 1d6 hours in the digestive tract. As they reach maturity, they feed on the surrounding tissue and migrate on to nearby organs as they lay thousands of eggs. These hatch into even more larvae, which continue the colonization. The pain causes terrible convulsions in the victim that can be forceful enough to dislocate joints.

The victim of a dislocating larvae infestation loses 1d4 points from Constitution every day. When the victim's Constitution has dropped to half or less of its starting value, the victim is stunned by pain, unable to do anything but writhe spasmodically. When the victim's Constitution drops to 4 or lower, the victim is incapacitated instead of stunned, and it feels an overpowering need to seek out a body of stagnant water and drown in it (so the larvae colony in the body can survive instead of dying with the host).

Any magic that cures diseases, kills all the larvae and eggs in the victim. Lost Constitution points don't recover normally but can be restored with magic.

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Second-Head Fluke

This dreaded microscopic parasite is relatively common in the Lyme River, and many fishermen have caught the sickness after accidentally swallowing Lyme water. It can also be spread by physical contact with those already afflicted.

This foul sickness manifests as a large, swollen tumor on the victim's shoulder that, over a period of 4–6 days, grows into a second, cankerous head. This head is most horrible to look upon, consisting of disfigured and distorted features, random tufts of hair, misplaced teeth, and dark patches of melanoma. Despite its obvious disease origin, this head-like growth uncannily resembles the victim, even in its distorted and horrifying state.

Once a case of second-head fluke is contracted, madness and physical decline are sure to follow. After the second head fully manifests, the victim must make a successful DC 13 Wisdom saving throw each day or lose 1d3 points of Wisdom. In addition, each day there is a 10% chance that the victim loses 1 point of Constitution from the cancerous disease.

When the victim's Wisdom drops to half or less of its starting value, the second-head fluke begins having more pronounced effects. The pseudo-head utters nonsensical vocal sounds as if trying to talk, and the head flops about spasmodically at random times. In close quarters, the head tends to flop toward nearby creatures, and anyone who comes in contact with it or the host must make a successful DC 13 Constitution saving throw or contract a second-head fluke infestation of their own.

Second-head fluke is notoriously difficult to cure.

- Stage 1: Before the pseudo-head has grown, *lesser restoration* or comparable magic reverses the growth and cures the victim completely.
- Stage 2: Once the pseudo-head has fully formed, the disease can be cured by removing the head surgically, then casting *lesser restoration.* The patient takes 2d6 slashing damage, and the surgeon must make a DC 15 Wisdom (Medicine) check; only someone with proficiency in Medicine can even attempt the procedure. Whether the operation succeeded won't be known until six days later; if a new, cancerous head doesn't grow, then the surgery succeeded.
- Stage 3: Once the victim's Wisdom score is reduced to half or less of its starting value, the disease can be cured only with surgery (as above) and *greater restoration* or comparable magic. This casting of *greater restoration* doesn't restore lost Wisdom points, but a subsequent casting does. The target dies if this reduces its Intelligence or Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Lost Wisdom and Constitution points don't recover normally but can be restored with magic.

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Herald at the Threshold

A thing of sublime chaos, this creature seems to have no set form yet is composed of flaccid skin and a trio of grasping, tentacle-like limbs. Its form is partially made of boiling emotions that clothe the thing in waxy flesh. Its great limbs grip at its surroundings, lacerating stone in its grasp, while some sort of fetid opening surrounded by moist bones rises to a set of horns like demented curved instruments through which an agonizing, grating scream tears.

Herald at the Threshold

Large aberration (adult Between), neutral

Armor Class 17 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	8 (-1)	13 (+1)	18 (+4)

Saving Throws Dex +9, Con +8, Wis +6
Skills Perception +4
Damage Resistances cold, fire, force, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, frightened
Senses blindsight 90 ft., passive Perception 14
Languages understands Deep Speech but can't speak
Challenge 15 (13,000 XP)

Absorb. If a creature with 0 hit points fails a death saving throw while a herald at the threshold is in the same space with it, that creature dies and its body is entirely absorbed into the herald's. The herald gains temporary hit points equal to the creature's Constitution score. If the herald is subsequently killed, enough of an absorbed creature's corpse can be recovered for a spell such as *resurrection* to work, but not *revivify* or *raise dead*.

Dimensional Mastery. A herald at the threshold can cast *dimension door* as a bonus action.

Dislocated. The herald at the threshold's form is made up of its memories, which shift and change. The creature is continually under the effect of a *blur spell (attacks against it are made with disadvantage unless the attacker has blindsight, truesight, or an equivalent). The herald can suppress or reactivate this ability at will as a bonus action.*

Immune to Transformation. A herald at the threshold is immune to any effect that would alter its form..

Magic Resistance (1/day). When the herald fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The herald at the threshold can use the following spell-like abilities, using Charisma as its casting ability (DC 16). The herald doesn't need material components to use these abilities.

At will: *dimension door, freedom of movement*
3/day each: *blink, counterspell*
1/day each: *invisibility* (self only, duration 1 minute), *resilient sphere*

ACTIONS

Multiattack. The herald attacks three times with its claws.

Claw. *Melee Weapon Attack:* +10 to hit (reach 5 ft.; one creature). *Hit:* 2d6 + 5 slashing damage. If two claw attacks hit the same target on the herald's turn, that target takes an additional 3d6 slashing damage and gains 1 level of exhaustion.

Overwhelming Mind (recharge 5-6). The herald projects a telepathic assault in a 30-foot cone. Creatures in the cone must make a successful DC 17 Wisdom saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of its turn, ending the effect on itself with a success. In addition, creatures that attempt to make mental contact with a herald, whether telepathically or through spells such as *detect thoughts* or *dominate monster*, are immediately subject to this attack.

Preternatural Horror (1/day). The herald reveals the full horror of itself to the minds of nearby creatures. All creatures within 60 feet of the herald must make a successful DC 17 Wisdom saving throw or be afflicted with madness. If the result of the saving throw is 12-16, the creature suffers a short-term madness; 7-11 results in long-term madness; 6 or less results in indefinite madness. No line of sight or visual contact is needed for this attack to work.

Screaming Pipes (1/day). The herald emits a psyche-blasting shriek through its hornlike appendages. All creatures within 30 feet of the herald and capable of hearing it must make a DC 16 Wisdom saving throw. If the saving throw fails, the creature is stunned for 1d4 rounds and permanently deafened; if it succeeds, the creature is deafened for 1d4 rounds and incapacitated until the end of its next turn.

LEGENDARY ACTIONS

The herald at the threshold can take up to three legendary actions per round. Legendary actions are taken at the end of another creature's turn, and only one can be taken after each turn.

Cast Spell. The herald casts an at-will spell.

Claw. The herald makes a claw attack.

Multiattack (costs 2 actions). The herald makes three claw attacks.

ECOLOGY

Environment any (Between)
Organization solitary

Born by the Beautiful to serve her needs as keepers of her thresholds from Between, the heralds are creatures that defy mortal and mundane reference.

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Byme

Superficially it could be a horse — certainly there is some horse in it — but the resemblance is unnatural. It's a dark thing, a thing the eye finds difficult to rest upon, with the anger and musk of a horse, but the shape is wrong. Its head is dark and long, and slaver drools from it onto the ground. And though it tosses its head like a horse, it has barbed teeth in its jaw.

Byme

Large aberration (larval Between), unaligned

Armor Class 13 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	2 (-4)	11 (+0)	7 (-2)

Senses darkvision 30 ft., passive Perception 10
Languages none

Challenge 2 (450 XP)

Dislocated. The hyme's form is made up of memories, which shift and change. The creature is continually under the effect of a *blur spell (attacks against it are made with disadvantage unless the attacker has blindsight, truesight, or an equivalent)*. The hyme can suppress or reactivate this ability at will as a bonus action.

Distorted. A hyme's internal anatomy varies from individual to individual and seldom makes any biological sense. Critical hits against a hyme do a flat +1 damage but don't roll damage dice twice.<RULE>

Musk of Fear (1/day). As a bonus action, a hyme emits an unpleasant musk. All breathing creatures within 30 feet must succeed on a DC 12 Constitution saving throw or be poisoned while within 30 feet of the hyme. The effect lasts 1 minute. A creature that spends its entire turn more than 30 feet from the hyme repeats the saving throw, ending the effect on itself with a success. Other hymes and their masters are immune. Beasts have a -2 modifier on the saving throw; horses save with disadvantage.

ACTIONS

Multiattack. The hyme bites once and attacks once with its hooves.

Bite. *Melee Weapon Attack:* +6 to hit (reach 5 ft.; one creature). *Hit: 1d4 + 4 piercing damage.*

Hooves. *Melee Weapon Attack:* +6 to hit (reach 5 ft.; one creature). Hit: 2d6 + 4 bludgeoning damage.

Bray of Terror (recharge 5-6). All creatures within 60 of the hyme and that can hear it must make a successful DC 12 Wisdom saving throw or be frightened of the hyme for 1d4 rounds. Other hymes and their masters are immune. Beasts have a -2 modifier on the saving throw; horses save with disadvantage. A creature that saves successfully is immune to Bray of Terror for 24 hours.

ECOLOGY

Environment plains, swamp (Between)
Organization solitary, pair, or herd (3–12)

The first hyme came about one terrible night when a creature from Between was captured and held in a stable. Whilst the greedy captors sought to sell their prize to those who collect such creatures in peculiar menageries, something terrible happened, and when the hunters returned they simply found the creature gone and the horses within mad with terror. Cursing their bad luck, the hunters looked for new prey. A few months later, each mare in the stable birthed a horrible dark thing that resembled a foal but was certainly not of this world. The hunters went back to their original purchaser with their new creatures and sold them. These were the first hymes.

Between-Horses. A bastard union of the Between and the horse, the hyme combines the qualities of a horse with the aggression of a Between creature. They are hard to tame, but not impossible, and broken ones now regularly pull coarse cabs around the city. Initially, such terrible dray were the exclusive property of those aristocrats who could afford them, but their prodigious appetites created more hymes from unions with mares (hymes are born to both hyme-hyme and hyme-horse parents). They are now seen regularly, but most often on dark nights.

Rare Commodities. Hymes command very high prices, and are extremely rare to find for sale. Occasionally, one becomes available, but generally only particular dealers — such as Groppit, Swift & Humb: Hyme Dealers by Royal Appointment — sell them. A hyme sells for 6,500 gp.

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Iron Cobra

The iron cobra is a construct that resembles a small, 3-foot long cobra. Its eyes give it an evil and determined—and almost intelligent—look. The iron cobra is most often used to guard a treasure or to act as a bodyguard for its creator, though on some occasions it can be ordered to track down and slay any creature who is within 1 mile and whose name is known by the maker.

Iron Cobra

Small construct, unaligned
Armor Class 20
Hit Points 25 (5d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	6 (–2)	10 (+0)	2 (–4)

Skills Perception +3
Damage Resistances fire, thunder
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned, prone, stunned, unconscious
Senses darkvision 60 ft., passive Perception 15
Languages None
Challenge 1 (200 XP)

Find Target. Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it finds unerringly. The creator must have seen, or be holding, an item from the specified target.

Poison Reservoir (Recharge 5-6). An iron cobra's bite injects poison from a hidden reservoir within its body, which produces the poison. The cobra's poison does not need to recharge until it has successfully bitten three times. The mechanism does not function if it is removed from the mechanism.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d6 + 2) piercing damage. If the bite injects poison, the target suffers an additional 1d6 points of poison damage and must make a DC 15 saving throw or be poisoned for 2 hours.

Ivor Grast

Like his twin sister, Ivor Grast was touched by Between while still in the womb and is trapped in hybrid form. He is strong, but his musculature is misshapen, and it looks as though he has been racked until his limbs popped from their sockets and then twisted in different directions. His terrible, physical deformities are partially concealed beneath a ludicrously foppish outfit of silks, satins, and lace assembled around a breastplate of black-enamelled metal. His head is similarly elongated and twisted. A misshapen jaw forces his drooling mouth to the right side of his face, and both beady, red, rat-like eyes to the left. He slurps and gulps as spools of ropey saliva drip down his side, an Adam's apple the size of a fist distending the stretched skin of his long neck. Yet for all this malformation, he moves with unsettling agility and power, his outsized hands hefting a serrated sword that bears cruel hooks and barbs along its blade.

Ivor Grast

Small male halfling shapechanger (wererat), chaotic evil
Armor Class 16 (mithral breastplate)
Hit Points 110 (15d6 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Str +7, Dex +6, Con +6
Skills Athletics +7, Intimidation +3, Perception +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 15
Languages Common, Halfling, River Cant, Thieves Cant
Challenge 6 (2,300 XP)

Filth Fever. A creature with filth fever becomes sick within 1d4 days of being infected. At that time, the creature gains 1 level of exhaustion. It also regains only half the usual number of hit points from spending Hit Dice and no-hit points from resting. Once symptoms appear, the infected creature must make a DC 16 Constitution saving throw after every long rest. If it fails, the creature gains 1 level of exhaustion, but if it succeeds, the creature loses 1 level of exhaustion. The disease is cured when the creature has no levels of exhaustion left.

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

Shapechanger. Ivor can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into his true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Martial Advantage. Once per turn, Ivor can deal an extra 7 (2d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of one of Ivor's allies that isn't incapacitated.

ACTIONS

Multiattack. Ivor makes two melee attacks with *Shatterspike*, or one attack with *Shatterspike* and one bite attack. If attacking from range, Ivor can make two attacks with his shortbow.

Shatterspike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 9 (1d8 + 4) slashing damage, and they must make a DC 12 Constitution saving throw or also suffer 5 (1d10) points of damage from bleeding.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with wererat lycanthropy.

Shortbow. *Ranged Weapon Attack*: +6 to hit, range 80/320 ft., one target. *Hit*: 7 (1d6 + 3) piercing damage.

Unusual Equipment: *Shatterspike*
Shatterspike
Weapon (longsword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you successfully hit with this weapon, the target must make a DC 12 Constitution saving throw or begin to bleed profusely. The target loses 5 (1d10) hit points from bleeding at the start of each of its turns for 1 minute, unless a DC 12 Wisdom (Medicine) check is made to staunch the bleeding or until the target receives magical healing.

Treasure: *Shatterspike, potion of greater healing,* shortbow with 20 arrows, courtiers outfit, mithral breastplate, 47 gp, 10 pp

Ivy

*Ivy plays a role in the **Levee Adventure**.*

Ivy

Medium construct, neutral
Armor Class 13 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	8 (-1)	11 (+0)	4 (-3)

Damage Resistances lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 5 (1,800 XP)

Fear of Fire. If Ivy takes fire damage, she has disadvantage on attack rolls and ability checks until the end of her next turn.

Lightning Absorption. For each point of lightning damage taken, Ivy heals 1 hit point.

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

Immutable Form. Ivy is immune to any spell or effect that would alter its form.

Reckless. At the start of her turn, Ivy can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against her have advantage until the start of her next turn.

ACTIONS

Multiattack. Ivy makes two slam attacks.

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

Jacob Moil

*Handsome, clever, and fair, Jacob Moil is an anarchist leader met in **L8: Apotheosis**.*

Jacob Moil

Medium human, chaotic neutral
Armor Class 16 (leather armour)
Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +7, Int +4
Skills Acrobatics +7, Athletics +4, Perception +5, Sleight of Hand +7, Stealth +7
Senses passive Perception 15
Languages Common, Thieves' cant
Challenge 5 (1,800 XP)

Cunning Action. On each of his turns, Jacob can use a bonus action to take the Dash, Disengage, or Hide action.
Evasion. When Jacob is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if the save is successful, and only half damage if the roll is a failure.
Sneak Attack. Once per turn, Jacob can deal an extra 4d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. Jacob doesn't need advantage on the attack roll if one of his allies is within 5 feet of the target, that ally isn't Incapacitated, and Jacob doesn't have disadvantage on the attack roll.

ACTIONS
Multiattack. Jacob can make three attacks with either his shortsword or his light crossbow per turn.
Shortsword +2. *Melee Weapon Attack:* +9 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) bludgeoning damage.
Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Treasure: Jacob has a *potion of invisibility*, a *potion of gaseous form*, and a *shortsword +2* (already incorporated into his actions).

Justice Alfor Quent

Quent believes himself to be his goddess's living messenger, sent to give release to the poor, the sick, and the humble by eradicating them with his vermin followers. Culmus is the patriarch of the strictly pious Culmus family. Unlike many nobles, Culmus practices what he preaches.

Justice Alfor Quent, the Lord Culmus, Master of Humours

Medium alchymic-undying human, lawful evil
Armor Class 18 (plate)
Hit Points 117 (18d8+36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +4
Skills Intimidation +5, Religion +4
Senses passive Perception 13
Languages Common, Elvish
Challenge 9 (5,000 XP)

Spellcasting. Alfor is a 9th-level spellcaster. Wisdom is his spellcasting ability (spell save DC 15, +7 to hit with spell attacks). He knows the following spells from the cleric spell list:
Cantrips (at will): *light, mending, sacred flame, spare the dying;*
1st (4 slots): *divine favor, guiding bolt, healing word, shield of faith;*
2nd (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon;*
3rd (3 slots): *beacon of hope, clairvoyance, dispel magic, revivify, spirit guardians, water walk;*
4th (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin;*
5th (1 slot): *flamestrike, mass cure wounds, hold monster;*

ACTIONS
Multiattack. Alfor makes two attacks on his turn.
Maul. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit*: 10 (2d6+3) bludgeoning damage.

Justice Anisse Capprico

Anisse is the senior witch in the Great Coven. She is noted for her peacock-feather gowns.

Her Resplendent Justice Anisse Capprico, Lady of Beverages

Medium human, lawful evil
Armor Class 12 (15 with mage armor)
Hit Points 78 (12d8+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7
Skills Arcana +4, Deception +7, Persuasion +7, Religion +4
Damage Resistances non-magical slashing damage not made with silvered weapons
Senses darkvision 60 ft., passive Perception 11
Languages any two languages (usually Abyssal or Infernal)
Challenge 7 (2,900 XP)

Blessing of the Coven (recharges after a short or long rest). Anisse can choose to add 1d10 to an ability check or saving throw. The decision can be made after the initial roll, but must be made before the outcome is determined.
Innate Spellcasting. Anisse's spellcasting ability is Charisma, and she requires no material components for the following spells (spell save DC 15):
At will: *disguise self, false life, mage armour* (self only), *silent image, speak with animals;*
1/day each: *conjure fey;*
Spellcasting. Anisse is a 17th-level spellcaster. Charisma is her spellcasting ability (spell save DC 15, +7 to hit with spell attacks). She regains any expended spell slots after finishing a short or long rest. She knows the following spells:
Cantrips (at will): *eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp;*
Spells (4 5th-level slots): *banishment, burning hands, blink, charm person, faerie fire, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire;*

ACTIONS
Mace. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit*: 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

Justice Blackbriar

Blackbriar is an obsessive explorer of the Between and collector of Between animals who dwells high in the Capitol.

His Grace, the Master of Lanterns, Justice Blackbriar

Medium human, neutral good
Armor Class 14 (studded leather)
Hit Points 52 (8d8+ 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	12 (+1)	17 (+3)	11 (+0)

Saving Throws Dex +5, Wis +6
Skills Perception +4, Nature +6
Senses passive Perception 13
Languages any two languages
Challenge 6 (2,300 XP)

Spellcasting. Blackbriar is a 6th-level spellcaster. Wisdom is his spellcasting ability (spell save DC 14, +6 to hit with spell attacks). He has the prepared the following spells from the druid spell list:
Spells (slots):
Cantrips (at will): *druidcraft, poison spray, produce flame, shillelagh;*
1st (4 slots): *charm person, entangle, spider climb, thunderwave, web*;
2nd (3 slots): *barkskin, flame blade, spike growth*;
3rd (3 slots): *call lightning, dispel magic, gaseous form, stinking cloud, wind wall*;

Wildshape. Blackbriar can assume a wild shape in the same manner as a druid of 6th level.

ACTIONS
Multiattack. Weld makes two attacks on his turn.
Scimitar. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6+2) slashing damage.
Sling. *Ranged weapon attack*: +4 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage.

Justice Burr

Burr is a hoarder of curios and magic who sponsors exploration, protection, and theft across the city. He is presently charged as chief jurist of the Barnacles and Great Docks.

Justice Burr, Lord Protector of the City, a.k.a. the Collector

Medium alchymic-undying human, neutral evil
Armor Class 16 (studded leather)
Hit Points 84 (13d8+26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Skills Acrobatics +7, Athletics +3, Perception + 3, Sleight of Hand +7, Stealth +7
Senses passive Perception 13
Languages Common, Thieves' Cant
Challenge 5 (1,800 XP)

Cunning Action. On each turn, Burr may take the *Dash, Disengage*, or *Hide* action as a bonus action.
Evasion. If Burr is required to make a Dexterity saving throw to take half damage, he takes no damage on a successful save, and half damage on a failed save.
Sneak Attack (1/turn). Burr's attack deals an extra 14(4d6) damage when he hits with a weapon attack, as long as he has advantage on the attack roll, or there is an ally who is not incapacitated within 5 feet of the target, and as long as Burr does not have disadvantage on the attack roll.

ACTIONS
Multiattack. Burr makes two attacks on his turn.
Shortsword. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6+4) piercing damage.
Light Crossbow. *Ranged weapon attack*: +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

REACTIONS
Uncanny Dodge. As a reaction, Burr can halve the damage of an attack that hits him, as long as he can see his attacker.

Justice Lucrezia Elisabeth Sullage

Her paper-skin is faded, unlike her wits, which are as sharp as a dagger. She has created a dynasty of art adoration, and her home is flung open to genius, the lost, and the insane. One wing of her mansion is set aside as a prison and surgery, within which her children help her create living art through homunculi-stitching and golem-wifery.

Justice Lady Lucrezia Elisabeth Sullage, a.k.a. the Grand Seamstress

Medium alchymic-undying human, neutral evil
Armor Class 12 (15 with mage armor)
Hit Points 78 (12d8+ 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	17 (+3)	14 (+2)	11 (+0)

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Senses passive Perception 12
Languages any four languages
Challenge 9 (5,000 XP)

Spellcasting. Lucrezia is a 12th-level spellcaster. Intelligence is her spellcasting ability (spell save DC 15, +7 to hit with spell attacks). She has the prepared the following spells from the wizard spell list:
Cantrips (at will): *chill touch, dancing lights, mage hand, mending;*
1st (4 slots): *false life, mage armor, ray of sickness;*
2nd (3 slots): *blindness/deafness, ray of enfeeblement, web*;
3rd (3 slots): *animate dead, bestow curse, vampiric touch*;
4th (3 slots): *blight, dimension door, stoneskin*;
5th (2 slots): *Bgy's hand, cloudkill;*
6th (1 slot): *circle of death*;

ACTIONS

Dagger. *Melee or ranged attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4+2) piercing damage.

Withering Touch. *Melee spell attack:* +7 to hit, one target. *Hit*: 14 (4d6) necrotic damage.

Justice Mallam Fetter

Judge Lord Justice Mallam rules the Asylum with an iron fist.

Judge Lord Justice Mallam Fetter

Medium human, lawful evil
Armor Class 15 (chain shirt)
Hit Points 52 (8d8+ 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Dex +5, Int +6
Skills Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages any two languages
Challenge 6 (2,300 XP)

Spellcasting. Fetter is a 6th-level spellcaster. Intelligence is his spellcasting ability (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *acid splash, chill touch, message, poison spray*
1st (4 slots): *burning hands, magic missile, ray of sickness, unseen servant*
2nd (3 slots): *misty step, phantasmal force, ray of enfeeblement*
3rd (3 slots): *bestow curse, fear, vampiric touch;*

ACTIONS

Multiattack. Fetter makes two attacks on his turn.

Longsword. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d8) slashing damage.

Crossbow, light. *Ranged weapon attack*: +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Justice Scapegrace Wrye

Scapegrace is a master at finding information.

His "Royal Highness" Duke Scapegrace Wrye, Justice of Alleys, Streets, and Ways

Medium human, lawful evil
Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+3)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Acrobatics +7, Athletics +3, Perception + 3, Sleight of Hand +7, Stealth +7
Senses passive Perception 13
Languages Common, Thieves' Cant
Challenge 1 (200 XP)

Cunning Action. On each turn, Scapegrace may take the *Dash, Disengage*, or *Hide* action as a bonus action.

Sneak Attack (1/turn). Scapegrace's attack deals an extra 7(2d6) damage when he hits with a weapon attack, as long as he has advantage on the attack roll, or there is an ally who is not incapacitated within 5 feet of the target, and as long as Scapegrace does not have disadvantage on the attack roll.

ACTIONS

Multiattack. Scapegrace makes two attacks on his turn.

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

Hand Crossbow. *Ranged weapon attack*: +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d8+2) piercing damage.

Justice Shank

Shank is an ally of the Family who aims to make the Blight a wererat metropolis.

His Magnificence Justice Shank, Lord of the River

Medium male human (wererat), neutral, evil
Armor Class 16 (studded leather, shield)
Hit Points 112 (15d8+45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5
Senses passive Perception 11
Languages Any one language (usually common)
Challenge 5 (1,800 XP)

Brutality. Shank deals one extra damage die when successful hitting with a melee weapon (included in the attack).

Keen Smell. Wisdom (Perception) checks that rely on smell are made at advantage.

Shapechanger. Shank can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into his true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

ACTIONS

Multiattack. Shank makes two attacks on his turn.

Bite (Hybrid or Rat Form Only). *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shield Bash. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) bludgeoning damage. A medium or smaller creature is required to make a DC 15 Strength save or be knocked prone.

War Pick. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit*: 13 (2d8+4) piercing damage.

REACTIONS

Parry. When wielding a melee weapon, Shank can add 3 to

his AC as a reaction against one melee attack that would otherwise hit. He must be wielding a melee weapon and be able to see the attacker.

Justice Skathen Spalpeen

*Skathen Spalpeen, is a recent convert to the **Cult of the Madness-of-the-MirrorStorm**. She seeks to create safe havens for her kind and hasten the plot to drown the world. Spalpeen lurks in the sodden cellars beneath the **Second Royal Gallery and Museum***

Justice Lady Skathen Spalpeen, Mistress of Piers

Medium alchymic-undying briny, neutral evil
Armor Class 16 (studded leather)
Hit Points 97 (13d8+39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	17 (+3)	11 (+0)	11 (+0)	12 (+1)

Skills Acrobatics +7, Athletics +3, Perception + 3, Sleight of Hand +7, Stealth +7
Senses passive Perception 13
Languages Common, Undercommon
Challenge 5 (1,800 XP)

Cunning Action. On each turn, Skathen may take the *Dash, Disengage*, or *Hide* action as a bonus action.
Evasion. If Skathen is required to make a Dexterity saving throw to take half damage, she takes no damage on a successful save, and half damage on a failed save.
Sneak Attack (1/turn). Skathen's attack deals an extra 14(4d6) damage when she hits with a weapon attack, as long as she has advantage on the attack roll, or there is an ally who is not incapacitated within 5 feet of the target, and as long as Skathen does not have disadvantage on the attack roll.

ACTIONS
Multiattack. Skathen makes two attacks on his turn.
Rapier. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6+4) piercing damage.
Hand Crossbow. *Ranged weapon attack*: +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

REACTIONS
Uncanny Dodge. As a reaction, Skathen can halve the damage of an attack that hits her, as long as she can see her attacker.

Justice Spent Sullyce

Sullyce, is a golem-stitcher who seeks to advance science and experimentation through dark clerical paths.

Justice Spent Sullyce, Lord of Surgeons, a.k.a. The Lord of Leeches

Medium human, neutral
Armor Class 19 (plate and shield)
Hit Points 117 (18d8+36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +4
Skills Intimidation +5, Religion +4
Senses passive Perception 13
Languages Common, Infernal
Challenge 9 (5,000 XP)

Disarm. On a successful attack with his flail, Justice Sullyce can disarm his foe. The foe must succeed on a DC 15 Strength saving throw or drop an item of Justice Sullyce's choice.
Spellcasting. Spent is a 9th-level spellcaster. Wisdom is his spellcasting ability (spell save DC 15, +7 to hit with spell attacks). He knows the following spells from the cleric spell list:
Cantrips (at will): *light, mending, sacred flame, spare the dying;*
1st (4 slots): *divine favor, guiding bolt, healing word, shield of faith;*
2nd (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon;*
3rd (3 slots): *beacon of hope, daylight, dispel magic, revivify, spirit guardians, water walk;*
4th (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin;*
5th (1 slot): *flamestrike, mass cure wounds, hold monster;*

ACTIONS
Multiattack. Spent makes two attacks on his turn.
Flail. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d8+3) bludgeoning damage, and the target must succeed on a DC 15 Strength save or drop an item of Justice Sullyce's choice.

Justice The Eyes of Fate

The Eyes of Fate is a gable-haunting murderer and high-ranking member of the Thieves' Guild. It enjoys skinning its victims and wearing the skins as trophies.

Its Resplendent Justice, The Eyes of Fate, Master of Gables

Medium gargoyle, lawful evil
Armor Class 15 (natural armor)
Hit Points 90 (12d8+36)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	13 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +7, Int +5
Skills Acrobatics +7, Deception +4, Perception + 4, Stealth +11
Damage Resistances poison
Senses passive Perception 14
Languages Thieves' Cant plus any two languages
Challenge 8 (3,900 XP)

Assassinate. On the Eyes of Fate's first turn it has advantage on attack rolls, as long as the target has not taken a turn. Any hit against a surprised target is considered a critical hit.
False Appearance. While motionless, the Eyes of Fate is indistinguishable from an inanimate statue.

Sneak Attack (1/turn). The Eyes of Fate's attack deals an extra 13 (4d6) damage when it hits with a weapon attack, if it has advantage on the attack roll, or there is an ally who is not incapacitated within 5 feet of the target, and as long as the Eyes of Fate does not have disadvantage on the attack roll.

Innate Spellcasting. The Eyes of Fate's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch, dancing lights*;
3/day each: *blindness/deafness, bestow curse*;
1/day each: *dimension door*;

ACTIONS

Multiattack. The Eyes of Fate makes two attacks on its turn.

Bite. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit*: 6 (1d6+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Claws. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit*: 6 (1d6+3) slashing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Justice Weld Shortstone I

Weld Shortstone is a covert anarchist who aims to bring down the Illuminati.

Justice Weld Shortstone I, Master of Structures

Medium gnome, neutral good
Armor Class 15 (chain shirt)
Hit Points 52 (8d8+ 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Dex +5, Int +6
Skills Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages any two languages
Challenge 6 (2,300 XP)

Spellcasting. Weld is a 6th-level spellcaster. Intelligence is his spellcasting ability (spell save DC 14, +6 to hit with spell attacks). He has the prepared the following spells from the wizard spell list:

Cantrips (at will): *acid splash, dancing lights, mage hand, poison spray;*
1st (4 slots): *color spray, disguise self, mage armor, magic missle*;
2nd (3 slots): *invisibility, mirror image, phantasmal force*;
3rd (3 slots): *major image, phantom steed, lightning bolt;*

ACTIONS

Multiattack. Weld makes two attacks on his turn.

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

Folding Crossbow. *Ranged weapon attack*: +4 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Kraken Tentacle Segment

The ten-foot section of severed tentacle is obviously coated in the substance of some other plane of existence, and lashes out with brutal power.

Kraken Tentacle Segment

Large monstrosity (Between), chaotic evil
Armor Class 14 (natural armour)
Hit Points 136 (13d10 + 65)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+2)	20 (+5)	2 (-4)	10 (+0)	5 (-3)

Saving Throws Dex +6, Con +9
Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, paralyzed
Senses blindsight 30 ft., tremorsense 30 ft., passive Perception 10
Languages --
Challenge 9 (5,000 XP)

Dislocated. Attacks against the tentacle are made with disadvantage unless the attacker has blindsight or truesight.

ACTIONS

Multiattack. The kraken tentacle makes two slam attacks, one of which it can replace with one use of Fling.

Slam. *Melee Weapon Attack:* +11 to hit, reach 30 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage and 4 (1d8) points of lightning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained.

Fling. One Large or smaller object held or creature grappled by the kraken tentacle is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Lady Elaine of Aldwark

The Queen's lady-in-waiting, Elaine is one of the Illuminati's most dangerous and powerful allies. The true Elaine was killed when she was a young girl and her place taken by a succubus bound and broken by the Illuminati to serve their long-term goals. That she is also a member of the Great Coven is a secret even they do not know. Elaine is a glutton for excess, particularly sexual, and her private balls are orgies that involve violence and cruelty to excess.

Lady Elaine of Aldwark

Medium succubus, neutral evil
Armor Class 13 (16 with mage armor)
Hit Points 78 (12d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	13 (+1)	17 (+3)	12 (+1)	20 (+5)

Saving Throws Int +7, Wis +5
Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7
Senses darkvision 60 ft., passive Perception 15
Languages any four languages
Challenge 9 (5,000 XP)

Charm. One humanoid Elaine can see within 30 ft. must make a DC 15 Wisdom save or be charmed for 1 day.
Draining Kiss. Elaine can kiss a charmed or willing creature, who must make a DC 15 Constitution save, taking 32 (5d10+5) psychic damage on a failed save, or half that on successful one. The target's hp max is reduced by an equal amount.
Etherealness. Elaine can magically enter the Ethereal Plane from Material Plane, and vice versa.
Grim Harvest (1/turn). When a creature (other than a construct or undead) is killed by Elaine using a spell of 1st level or higher, she regains an amount of hit points equal to twice the spell's level, or up to three times if the spell is from the necromancy school.
Spellcasting. Elaine is a 12th-level spellcaster. Intelligence is her spellcasting ability (spell save DC 15, +7 to hit with spell attacks). She has the prepared the following spells from the wizard spell list:
Cantrips (at will): *acid splash, chill touch, dancing lights, mending*;
1st (4 slots): *false life*, mage armor, ray of sickness**;
2nd (3 slots): *blindness/deafness*, ray of enfeeblement*, suggestion*;
3rd (3 slots): *animate dead*, bestow curse*, vampiric touch**;
4th (3 slots): *blight*, E's black tentacles, stoneskin*;
5th (2 slots): *dominate person, cloudkill*;
6th (1 slot): *circle of death**
*necromancy spells for use with Grim Harvest

ACTIONS
Withering Touch. *Melee spell attack:* +7 to hit, one target. *Hit*: 5 (2d4) necrotic damage.

Lady Grey

Lady Grey is obviously affected by alchymic potions, for her skin is drawn and parchment-like.

Lady Grey

Medium alchymic-undying (human), chaotic evil
Armor Class 15
Hit Points 72 (8d8 +40)
Speed 30 ft.

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

Skills Perception +3
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 4 (1,100 XP)

Regeneration: Lady Grey regains 5 hit points at the start of her turn. If she takes acid or fire damage, this trait doesn't function at the start of her next turn. She dies only if she starts her turn with 0 hit points and doesn't regenerate.

ACTIONS
Multiattack. Due to her preternatural, alchymic speed, Lady Grey makes three melee attacks with her dagger, or two attacks with her hand crossbow.
Silver Dagger. *Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit:* 1d6+4 piercing damage.
Hand Crossbow. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage plus mild poison: DC 10 Constitution save or take an additional 1d6 points of poison damage.

Treasure: *potion of barkskin*, silver dagger (25gp), copy of the hymn to the Beautiful (see Handout 3 in **L2: Pound of Flesh**).

Lesser Blight Vampire

A form of lesser vampire occasionally found in the city.

Lesser Blight Vampire

Medium blight vampire, lawful evil
Armor Class 15
Hit Points 45 (6d8+18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Skills Perception +3, Stealth +6
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages any two languages
Challenge 3 (700 XP)

Regeneration. A lesser blight vampire regains 5 hit points at start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the lesser blight vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the lesser blight vampire's next turn.
Spider Climb. Can climb difficult surfaces and ceilings without requiring an ability check.
Vampire Weaknesses. A lesser blight vampire has the following flaws:
Forbiddance. Lilly cannot enter a residence without receiving an invitation.
Harmed by Running Water. Takes 20 acid damage if it ends its turn in running water.
Stake to the Heart. Can be destroyed by taking a wooden piercing weapon to the heart.
Sunlight Hypersensitivity. Takes 20 radiant damage when starting its turn in sunlight, and has disadvantage on attacks and ability checks when in sunlight.

ACTIONS
Multiattack. A lesser blight vampire makes two attacks on its turn, one rapier and one bite.
Rapier. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.
Bite. Melee weapon attack: +5 to hit, targeting one willing, grappled, incapacitated or restrained creature. Hit: 6 (1d6+3) piercing damage plus 7 (2d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the lesser blight vampire regains hit points equal to the amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Spellcasting. The lesser blight vampire is a 4th-level

spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +4 to hit with spell attacks). It has the following wizard spells prepared:
Cantrips (at will): *light, mending, prestidigitation, ray of frost*
1st level (4 slots): *chromatic orb, expeditious retreat, mage armour*
2nd level (3 slots): *alter self, hold person, knock*

ACTIONS
Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (ld4 + 2) piercing damage.

Long Lucy

Lucy is a halfling with dwarfism, and is barely a foot tall. She is a major figure in the Levee Adventure. By L9, when she is wealthy, she has certain additional treasure items, including magic items she can use in combat.

Long Lucy

Tiny halfling, neutral
Armor Class 12 (15 with *mage armor*)
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	10 (+0)	16 (+2)	12 (+1)	11 (+0)

Saving Throws Int +4, Wis +3
Skills Arcana +4, History +4
Senses passive Perception 11
Languages Common, Dwarven, Gnome, Halfling, Rama, Xaon
Challenge 2 (450 XP)

Spellcasting. Spellcasting. Long Lucy is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +4 to hit with spell attacks). She has the following wizard spells prepared:
Cantrips (at will): *light, mending, prestidigitation, ray of frost*
1st level (4 slots): *chromatic orb, expeditious retreat, mage armour**
2nd level (3 slots): *alter self, hold person, knock*

ACTIONS
Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (ld4 + 2) piercing damage.
*Long Lucy casts this spell on herself before combat.

Treasure: ***In L9 only:*** *wand of magic missiles, potion of greater healing,* scrimshaw and silver-gilded megaphone worth 250 gp, magnificent wishbone corset worth 100 gp.

Lord Benedict Morel

Lord Benedict serves ***Princess Rebecca of Mourney***†*, and is* ***Eleanor Shank's***† mysterious *benefactor.*

Lord Benedict Morel

Medium human, chaotic good
Armor Class 17 (studded leather armour)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

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

Saving Throws Dexterity +7, Intelligence +5, Wisdom +5
Skills Acrobatics +7, Perception +5, Sleight of Hand +7, Stealth +7
Senses passive Perception 15
Languages Common
Challenge 8 (3,900 XP)

Elusive. No attack on Morel has advantage if he is not incapacitated.
Evasion. If Morel is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.
Sneak Attack (1/Turn). Lord Morel deals an extra 31 (9d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn›t incapacitated and Morel doesn›t have disadvantage on the attack roll.
Stealthy. Lord Morel has advantage on Dexterity (Stealth) checks.

ACTIONS
Multiattack. Lord Morel makes three attacks per turn: two with his rapier and one with his shortsword.
Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit*: 9 (1d8 + 5) piercing damage.
Short Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 4) piercing damage.
Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage.

Treasure: Rapier +1, studded leather +1, *ring of free action, potion of gaseous form*, *ring of mind shielding*, pouch with 15 5-guinea notes (75 pp), shortsword, light crossbow with 20 bolts, 6 pickled homunculi (see ***L1: Hereafter***)

Lord Justice Mordent Knap

Knap is Cartographer of the Underneath, Master of the Royal Mint, dazzling artist, and Steward of the Capitol. Unsurprisingly, Knap is one of the most influential people in the city and seen as a logical next Crown Justice. Sadly, he wishes to see true justice return and, although he has considerable influence with bankers and merchants, he also has many enemies. Knap has an obsessive desire to see the Underneath tamed and restored as a dwarven kingdom. Many of his peers wish he would lead such an attempt and never be seen again.

<3>Lord Justice Mordent Knap, Master of the Royal Mint and Steward of the Capitol

Medium dwarf, lawful neutral
Armor Class 16 (studded leather)
Hit Points 75 (10d8+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception + 5
Senses passive Perception 15
Languages Common, Dwarvish
Challenge 5 (1,800 XP)

Eagle Eye (3/day). On a successful hit with a longbow or shortbow, Mordent can roll an additional damage die and add it to the total damage of the hit.

Keen Senses. Wisdom (Perception) checks that rely on hearing or sight are made at advantage.

Ambusher/ Surprise Attack. In the first round of combat, Mordent has advantage on attack rolls against a creature he has surprised, and does an extra 14 (4d6) on a successful hit. Any hit against a surprised creature is a critical.

ACTIONS

Multiattack. Mordent makes two attacks on his turn.

Shortsword. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6+4) piercing damage.

Longbow. *Ranged weapon attack*: +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Lord of Many Faces, the

The Lord of Many Faces was once a lobster-like chuul with a thick armored shell and a mouth full of writhing tentacles. Being in Between has corrupted the Lord of Many Faces and mutated its body and mind. It now resembles a strange mingling of an ochre jelly with odd pseudopod pinchers and writhing tentacles sprouting from the gelatinous and viscid surface of its blob-like form.

The Lord of Many Faces

Large aberration, unaligned
Armor Class 14 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	10 (+0)	11 (+0)	5 (-3)

Damage Resistances acid
Damage Immunities lightning, poison, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 7 (2,900 XP)

Corrosive Form. A creature that touches the Lord of Many Faces or hits it with a melee attack while within 5 ft. of it takes 9 (2d8) acid damage. Any non-magical weapon made of metal or wood that hits the Lord of Many Faces corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits The Lord of Many Faces is destroyed after dealing damage. The Lord of Many Faces can eat through 2-inch thick, nonmagical wood or metal in one round.

Amorphous. The Lord of Many Faces can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The Lord of Many Faces can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The Lord of Many Faces makes two attacks with its pseudopod pinchers.

Pseudopod Pinchers. *Melee Weapon Attack:* +6 to hit, reach 5 ft.; one target. *Hit:* 13 (2d6 + 3) bludgeoning damage plus 9 (2d8) acid. The target is grappled (escape DC 14) if it is a Large or smaller creature and the Lord of Many Faces doesn't have two other creatures grappled.

Tentacles. One creature grappled by the Lord of Many Faces must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Psychic Crush (Recharge 5-6). The Lord of Many Faces targets one creature that it can sense within 60 feet of it. The target must make a DC 15 Intelligence saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful save.

Lord Paladin-Occularis Thornrage

Thornrage is immaculately dressed and groomed. He is tall, muscled, and extremely handsome in a cruel, soulless sort of way. The man's thick black hair falls in rich curls to his shoulders.

Lord Paladin-Occularis Thornrage

Medium human, lawful evil
Armor Class 18 (plate armour)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5
Skills Athletics +7, Deception +5, Intimidation +5;
Senses passive Perception 12
Languages Common
Challenge 8 (3,900 XP)

Spellcasting. Thornrage is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He has the following paladin-list spells prepared:

1st level (4 slots): *command, heroism, protection from evil and good*
2nd level (3 slots): *aid, branding smite*
3rd level (2 slots): *dispel magic, magic circle*

ACTIONS

Multiattack. Thornrage makes three attacks with his glaive or shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Aura of Dread (Recharges after short or long rest). Thornrage exudes magical menace. Each enemy within 30 feet of the caitiff must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from Thornrage, the target can repeat the saving throw, ending the effect on itself with a success.

Lurker in Desolation, the

The Lurker has a roughly insect-like shape but is seemingly made up of faces, anguished faces that bloat out its revolting form like a sack of skin and give the thing a pregnant look. The thing's skin is translucent, and the gory contents visible in its stomachs merely increase its girth and add to the illusion of pregnancy. Its back crawls with slender fleshy tendrils

that whip about apparently tasting the air, suffocating around a vast open mouth. It doesn't have any true legs but seems to drag itself about with graceless haste upon its many stumpy tendrils.

The Lurker in Desolation

Huge aberration, neutral evil
Armor Class 16 (natural armor)
Hit Points 143 (15d12 + 45)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	10 (+0)	13 (+1)	9 (–1)

Skills Perception +4, Stealth +4
Damage Resistances nonmagical weapons
Damage Immunities Acid
Condition Immunities Prone
Senses darkvision 60 ft., passive Perception 13
Languages Aquan, Deep Speech
Challenge 5,000 (CR 9)

Acidic Trail. The Lurker's skin exudes a layer of acid. This coating leaves a slimy trail behind the Lurker similar to a slug's trail. All spaces that the Lurker occupied since its last turn retain
this acidic coating; any creature that enters or starts its turn in such a space takes 1d6 acid
damage. At the start of the Lurker's turn, all previously acidic spaces become safe.
Blending Skin. When at rest, a Lurker shifts the color of its flesh to blend perfectly with
the surrounding terrain. While motionless, the Lurker is invisible.
Dislocated. Attacks against the Lurker are made with disadvantage unless the attacker has blindsight or truesight.

Actions
Multiattack. The Lurker attacks twice with tentacles, then either bites twice or uses its distended bite once.
Tentacle. *Melee Weapon Attack:* Tentacle: +8 to hit (reach 10 ft.; one creature). Hit: 2d8 + 5 bludgeoning damage plus 1d10 acid damage. If both tentacle attacks hit the same creature on the Lurker's turn, the creature is grappled (escape DC 15). The Lurker can have up to two creatures grappled and still use tentacle attacks.
Bite. *Melee Weapon Attack:* Bite: +8 to hit (reach 10 ft.; one creature). Hit: 1d8 + 5 piercing damage plus 1d10 acid damage.
Distended Bite. *Melee Weapon Attack:* +8 to hit (reach 20 ft.; one creature); Hit: 1d12 + 5 piercing damage plus 1d10 acid damage.

Luther

Luther is a dark-skinned Libynosi man, a little on the portly side. He wears an officer's coat of the Royal Army with fine gold tassels and several medals, but has removed his captain's rank from it since he no longer serves in the Castorhage military. Luther is a follower of Mother Grace.

Luther

Medium male human, lawful good
Armor Class 13 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Medicine +7, Persuasion +3, Religion +4
Senses passive Perception 13
Languages Common
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, Luther can expend a spell slot to cause his mace attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If he expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.
Spellcasting. Luther is a 5th-level spellcaster in the service of Mother Grace. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:
Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS
Silvered Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.
Heavy Crossbow. *Ranged Weapon Attack*: +4 to hit, range 100/400 ft., one target. *Hit*: 5 (1d10) piercing damage. The bolts are silvered.
He carries the following vampire-killing equipment:
- 3 vials of holy water
- Silvered mace
- Silver mirror
- Silver holy symbol of Mother Grace
- 3 wooden stakes

Lyme Angler

This ugly, bloated fish has a glowing, fleshy protrusion that extends from the top of its skull and dangles in front of its wide-mouth, which is filled with needle-like fangs.

Lyme Angler

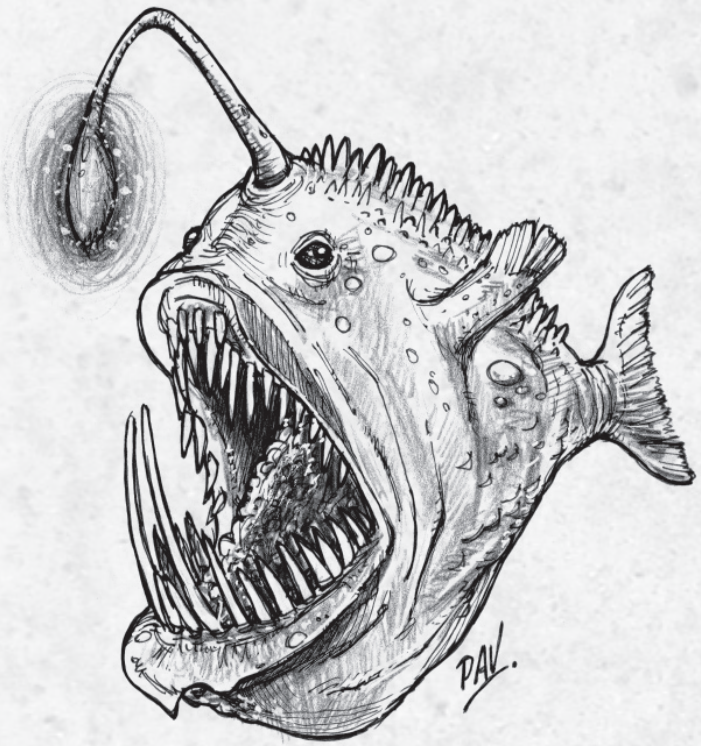
Large beast (aquatic), unaligned

Armor Class 12 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	1 (-5)	10 (+0)	2 (-5)

Condition Immunities prone
Senses darkvision 30 ft., passive Perception 10
Languages none
Challenge 3 (700 XP)

Brine Misery. This infection is an extremely sore, itchy, red inflammation around the site of the lyme angler bite. An infected creature gains 1 level of exhaustion immediately. There is no other effect, but the disease can be cured only with a *lesser restoration spell or comparable magic*.
Lantern Lure. A bioluminescent lure dangles from the lyme angler's forehead, giving off dim light within 15 feet.



Creatures within that distance and able to see the light must make a successful DC 13 Wisdom saving throw or be charmed by the lyme angler. While charmed this way, an air-breathing creature won't surface to take a fresh breath of air. A charmed creature repeats the saving throw at the end of its turn, ending the effect on itself with a success. A creature that makes a successful save is immune to all lyme angler lantern lures for 24 hours.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit (reach 5 ft.; one creature). *Hit:* 2d4 + 4 piercing damage and the creature must make a successful DC 13 Constitution saving throw or contract brine misery (see above).

ECOLOGY

Environment sea
Organization school (1-100)

Also known as a slop-shark to those along the River Lyme, the Lyme angler is among the most ferocious of predatory fish in and around that waterway. Lyme anglers have a luminescent organ called a lantern lure at the tip of a modified dorsal ray (or fishing rod). The organ serves not only the purpose of luring prey in the warm, shallow, polluted water of the Lyme, but also serves to call males' attention to the females to facilitate mating. The source of luminescence in this organ is a symbiotic species of brine shrimp that lives in and along the Lyme and has an affinity for the lantern lure organ of the Lyme angler. Through a complex chemical reaction, the Lyme angler is able to agitate these brine shrimp and cause them to illuminate its lure at will.

These diseased things of corruption and toxin are common in the Lyme. They have fanged-filled mouths, and their bodies are riddled with sores, infestations, and chemical burns — proof that there are places even they cannot swim safely. One of the most notorious man-eaters of the river, the biggest Lyme anglers can reach lengths of more than 20 feet and weigh up to 5,000 pounds.

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Lyme Walrus

Thick folds of fleshy blubber encase this massive sea creature. Yet despite its bestial appearance, its eyes reveal calculating intelligence, and it holds itself upright with unusual dignity. The illusion of a man would almost be convincing were it not for the long tusks that protrude from its whiskered mouth.

Lyme Walrus

Large humanoid, chaotic neutral

Armor Class 12 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 20 ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	16 (+3)

Skills Perception +3, Performance +7, Persuasion +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 4 (1,100 XP)

Fascinating Story. A Lyme walrus can manipulate its guttural voice while weaving a fascinating story. Creatures within 60 feet that can see and hear the Lyme walrus for 1 minute or longer must make successful DC 13 Charisma saving throws or be charmed and stunned for as long as the Lyme walrus continues speaking. Combat and other

severe distractions prevent the ability from working. A creature that saves successfully is immune to Fascinating Story for 24 hours. Any potential threat allows a charmed creature to repeat the saving throw, ending the effect on itself with a success. Taking damage breaks the effect automatically on the injured creature. A creature need not understand Common for this ability to work; the power is in how the Lyme walrus modulates the sound of its voice, not in the words it speaks.

Innate Spellcasting. The Lyme walrus can use the following spell-like abilities, using Charisma as its casting ability (DC 13). The Lyme walrus needs only vocal components to use these abilities.

At will: *minor illusion*
3/day each: *disguise self, major image*

ACTIONS

Multiattack. The lyme walrus bites twice.

Bite. *Melee Weapon Attack:* +6 to hit (reach 5 ft.; one creature). *Hit:* t

ECOLOGY

Environment coast

Organization solitary or team (1 Lyme walrus with 1–6 scouts, spies, or master thieves)

A child of Between that has lived so long in the mundane lands that it has literally shed its Between skin, a Lyme walrus is disturbingly human. The human aspects have been absorbed by mingling with men in its own lands. The walrus delights in the manners and appetites of men and feels itself to be at least partly human.

Named for Sister Lyme where these creatures were first encountered by the humanoid races of the mundane world, Lyme walruses can be found in other locales though they prefer to remain near a body of water to which they can retreat and move with the most freedom if necessary. The Lyme walrus often seeks out the company of people to learn tales and stories from them and to indulge in their appetites — particularly those of feasting. A Lyme walrus often wants only to hide itself in human lands, and eat. In this regard, it is generally harmless. However, they are possessed with a strong acquisitiveness and insatiable appetites, and often find themselves in the company of those who use their fascinating story ability as a distraction in order to perform darker acts undetected. The Lyme walrus is usually an innocent in this regard, and sees all such acts as simply the ways of the humanoids of the mundane world.

The Lyme walrus's thick layer of blubber serves as protection from both predators and cold. A typical Lyme walrus weighs 1 to 2 tons and measures 10 feet in length with tusks up to 3 feet long.

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Malevolent Box Fish

A translucent blue and nearly invisible in water, this cube-shaped jellyfish has four distinct sides and trails dozens of extremely long tentacles. This particular creature is much worse than usual having recently consumed a sea hag and absorbed some of her power.

Malevolent Box Fish

Huge beast, unaligned
Armor Class 14 (natural armor)
Hit Points 147 (14d12 + 56)
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages -
Challenge 6 (2,300 XP)

Underwater Camouflage. The malevolent box fish has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The malevolent box fish can breathe only underwater.

ACTIONS

Multiattack. The malevolent box fish makes two slam attacks.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the malevolent box fish and can see the malevolent box fish must make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the malevolent box fish is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the malevolent box fish's Horrific Appearance for the next 24 hours. Unless the target is surprised, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the malevolent box fish.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the malevolent box fish if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the malevolent box fish can use the Dash action as a bonus action.

Mantis-Thing from Between

It is fleshy, but in a revoltingly waxy, insectoid way. It staggers on several insect legs and drags itself along on two long limbs, making the thing look like it is obsequiously praying to some demented god as it moves. It has a vast, bloated head riddled with teeth, but moves with appalling speed despite its large size. As it moves, sinews, faces, and limbs of people bloat its flesh, and horribly distorted hands grope outward from this vile host. Wreathed about its sickening flesh are palpable manifestations of misery, regret, and bitter, dashed hope.

Mantis-Thing from Between

Large aberration (naiadic Between), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	5 (-3)	14 (+2)	11 (+0)

Saving Throws Dex +5, Wis +5
Skills Perception +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 15
Languages Between Mantis

Challenge 6 (2,300 XP)

Cocoon (1/day). The mantis-thing can encase a grappled, incapacitated creature of up to Medium size in a dense cocoon (AC 10, 30 hp, immune to all but slashing damage) composed of fibrous material spun out of its mouth. The process takes 1 minute for creatures smaller than Small, 2 minutes for Small creatures, and 3 minutes for Medium creatures.

Immune to Transformation. A mantis-thing is immune to effects that would alter its form.

Incubation. Once an egg is implanted, it releases enzymes that paralyze the victim for as long as the egg remains in the body. The egg hatches 1d4 days later. When it does, the young mantis-thing consumes the host's internal organs, killing the creature. Removing an egg takes 10 minutes and a successful DC 15 Wisdom (Medicine) check; a creature without proficiency in Medicine has disadvantage on the check. Each attempt also does 2d6 slashing damage to the host, whether the check succeeds or fails. Magic that cures disease, such as *lesser restoration or a potion of vitality,* also destroys the egg without harming the host, but immunity to paralysis or disease offers no protection.

Pack Attack. The mantis-thing has advantage on its attack roll if the target is within 5 feet of one or more allies of the mantis-thing that are able to attack.

ACTIONS

Multiattack. The mantis-thing makes two claw attacks.

Lunge (recharge 5-6). *Melee Weapon Attack:* +8 to hit (reach 20 ft.; one creature). Hit: 4d8 + 5 slashing damage, and the target must make a successful DC 16 Constitution saving throw or be stunned until the end of its next turn.

Claw. *Melee Weapon Attack:* +8 to hit (reach 5 ft.; one creature). Hit: 2d8 + 5 slashing damage. If both claw attacks hit the same target on the mantis-thing's turn, the target is grappled (escape DC 15) and the mantis-thing can make a proboscis attack against it as a bonus action.

Implant Egg. *Melee Weapon Attack:* +8 to hit (reach 5 ft.; one grappled creature). Hit: a mantis-thing egg is implanted in the creature, which is paralyzed and becomes subject to Incubation (see above).

Proboscis. *Melee Weapon Attack:* +5 to hit (one grappled creature). Hit: 1d4 + 2 piercing damage, and the creature must make a successful DC 14 Constitution saving throw or be paralyzed until the end of its next turn.

ECOLOGY

Environment any land (Between)
Organization solitary, pair, or nest (3–8)

Mantis-things are exaggerated versions of insects, distorted by the horror of parasitic infestation and the misery of hopelessness. They are semi-intelligent, and communicate via a language composed of clicks from their mouthparts, and the position and trembling of their patterned forelimbs.

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Mar-eel

This creature looks like an 8-foot long eel with yellowish-brown splotches on its back.

Mar-Eel

Large beast, unaligned
Armor Class 15 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	16 (+3)	1 (-5)	12 (+1)	8 (-1)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 15
Languages ---
Challenge 3 (700 XP)

Gnaw. The eel possesses a second set of jaws in its throat that aid in swallowing—it can make another bite attack against a grappled opponent. A grappled target takes 15 (3d6 + 5) piercing damage at the start of the eel's turn.

Water Breathing. The eel can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, and the target is grappled (escape DC 15). If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. After every long rest, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Marren Grast

Marren wears an outrageous wig of black ringlets and dresses in the finest silks and latest fashions — always turquoise and pink and crimson. He is a frequent visitor to the Capitol where he seeks to further the long-term aims of the Grasts (ingratiation into Royal circles). He is a wit, a dilettante, a master poet and painter, playwright and fop. Behind his dazzling white teeth is a heart of steel and an iron will.

Marren Grast

Small male halfling shapechanger (wererat), chaotic evil
Armor Class 17 (studded leather)
Hit Points 99 (18d6 + 36
Speed 30 ft.

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

Saving Throws Dex +7, Int +6, Cha +6
Skills Acrobatics +7, Deception +6, Perception +5, Sleight of Hand +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 15
Languages Common, Halfling, River Cant, Thieves Cant
Challenge 8 (3,900 XP)

Cunning Action. On each turn, Marren may take the *Dash, Disengage*, or *Hide* action as a bonus action.

Filth Fever. A creature with filth fever becomes sick within 1d4 days of being infected. At that time, the creature gains 1 level of exhaustion. It also regains only half the usual number of hit points from spending Hit Dice and no-hit points from resting. Once symptoms appear, the infected creature must make a DC 16 Constitution saving throw

after every long rest. If it fails, the creature gains 1 level of exhaustion, but if it succeeds, the creature loses 1 level of exhaustion. The disease is cured when the creature has no levels of exhaustion left.

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

Shapechanger. Marren can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into his true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Sneak Attack (1/turn). Marren's attack deals an extra 14 (4d6) damage when he hits with a weapon attack, if he has advantage on the attack roll, or there is an ally who is not incapacitated within 5 feet of the target, and as long as Marren does not have disadvantage on the attack roll.

ACTIONS

Multiattack. Marren makes three melee attacks: one with his *assassin's dagger*, one with his rapier or hand crossbow, and one with his bite.

Assassin's Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) piercing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with wererat lycanthropy.

Hand Crossbow. *Ranged Weapon Attack*: +7 to hit, range 30/120 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage.

Unusual Equipment: Assassin's Dagger

Assassin's Dagger
Weapon (dagger), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon scores a critical hit on a roll of 18-20.

Treasure: *Assassin's dagger,* rapier, *potion of greater healing* (2), *potion of gaseous form, hat of disguise,* hand crossbow with 10 bolts (4 of which have the poison of a purple worm applied, DC 13 Constitution saving throw, 10 (3d6) poison damage), noble's outfit, signet ring, assorted jewellery worth 1,200 gp, belt pouch with 6pp, 13 gp.

Marrow

Covered in a debilitating and foul-smelling skin condition, this unfortunate man walks with the aid of a curved cane. His misshaped hood hints at some foul deformity of the head beneath. Below, his face leans as though flattened on one side, huge eyeballs protruding to a ghastly degree from the skull.

Marrow

Medium alchymic-undying† humanoid, neutral
Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	6 (-2)	10 (+0)	10 (+0)

Skills Perception +3
Condition Immunities exhaustion and unconsciousness
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 2 (450 XP)

Alchymic Regeneration. Marrow heals 1 hit point per 2 HD at the start of his turn, unless he took acid or fire damage since his last turn.

Actions

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

Chloroform. Melee Weapon Attack: +4 to hit (reach 5ft; one creature). *Hit:* Target must make a DC15 Constitution saving throw or fall unconscious for 1 hour. The attacker must take the defender unawares, by a contest of Dexterity (Stealth) and Wisdom (Perception).

Hand crossbow. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

Master Luther Gable

A member of the Renders street gang, who owns a homunculus named Lickspittle, Master Luther Gable is a human male with tightly-stretched, parchment-like skin from some sort of childhood disease. He has a long nose, and an old scar parts his greasy hair across his entire scalp.

Master Luther Gable

Medium human, Neutral
Armor Class 18 (studded leather armour)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

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

Saving Throws Dexterity +7, Intelligence +3
Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7
Senses passive Perception 18
Languages Common
Challenge 8 (3,900 XP)

Elusive. No attack on Master Luther Gable has advantage if he is not incapacitated.

Evasion. If Master Luther Gable is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/Turn). Master Luther Gable deals an extra 21 (6d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of his allies that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Stealthy. Gable has advantage on Dexterity (Stealth) checks.

Actions

Multiattack. Master Luther Gable makes three rapier attacks per turn.

Short Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 9 (1d8 + 4) piercing damage.

Treasure: Gable carries a *potion of greater healing* and a *potion of invisibility*. The scabbard of his shortsword has mother-of-pearl ornamentation and is worth 400 gp, his cloak has an obsidian clasp

depicting two hands arm wrestling, worth 50 gp, and he carries a leather purse made of elephant hide containing 22 pp.

Misery, the

The Misery is an immense greenish-black thing with intense yellow eyes. It is 30 feet long and a foot thick. The body of the thing is a worm-like mass of pulpy flesh with several gill-like apertures along its length with which it propels itself through the water. The front of the beast has a long trunk like that of an elephant. Its skin glistens as if coated with a fine sheen of oil.

The Misery

Gargantuan aberration, chaotic evil
Armor Class 20 (natural armour)
Hit Points 247 (15d20 + 90)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	6 (-2)	14 (+2)	16 (+3)

Skills Perception +6, Stealth +8 (+12 in water)
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned, prone
Senses darkvision 60 ft., passive Perception 24
Languages Aklo
Challenge 10 (5,900 XP)

Dislocated. The Misery is constantly *blurred* as in the spell.
Jack's Candle. As an action, the Misery can release an exhalation of gas in a 60-foot radius spread twice per day. If this occurs while fully submerged, this gas slowly diffuses upward and combines with any existing fog to create a smog-like cloud with suffocating effects that can linger for hours until the fog is burned (treat as normal Jack's Candle but with advantage on the saving throw). If the Jack's Candle is exhaled while above water it has the effects described below.
An interesting side effect of the Jack's Candle is that its appearance (in normal form or diffuse form) attracts creatures from the surrounding marshes that have an affinity for foggy conditions. Examples of these include hungry fogs, crimson deaths, vampiric mists, trench mist, and even animating fog, and similar creatures. Any time Jack's Candle forms, there is a 20% chance that 1 or more of the above creatures will hide in its interior and go on a slaughtering spree through the city.
If Jack's Candle occurs above water, creatures within the sphere must make a DC 18 Constitution saving throw or act as if under the *confusion* spell 1 minute. In addition, the air within the fog is not breathable by air-breathing creatures.
Uncatchable. The Misery cannot be grappled or restrained.
Water Breathing. The Misery can only breathe underwater.

Actions
Multiattack. The Misery makes one bite and one sting attack.
Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 9 (2d8 + 5) piercing damage and 16 (3d10) poison damage.
Sting. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 9 (2d8 + 5) piercing damage and 16 (3d10) poison damage.
Spit. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft.. *Hit:* 4d10 poison damage and target is poisoned until the end of its next turn.

Mite

This creature is an ugly humanoid about 2 feet tall. It has long, pointed ears, a large round nose, and grayish-brown skin.

Mite

Small fey, lawful evil
Armor Class 11
Hit Points 3 (1d6)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	11 (+0)	8 (-1)	13 (+1)	10 (+0)

Skills Stealth +3
Senses darkvision 60 ft., passive Perception 11
Languages Deep Speech
Challenge 1/8 (25 XP)

Hatred. Mites have advantage on attacks versus dwarves, gnomes and deep gnomes.
Innate Spellcasting. The mite's spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no material components:
At Will: *prestidigitation*
1/day: *fear*

ACTIONS
Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.
Dart. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.
Vermin Empathy (1/ day). The mite can summon a swarm of bats, a swarm of rats, or a swarm of insects once per day. The summoned creatures arrive 1d4 rounds, acting as allies of the mite and obeying its spoken commands. The beasts remain for 1 hour, until the mite dies, or until the mite dismisses them as a bonus action.

Mocking Gull

The mocking gull is a twisted, bloated, Between-touched undead stirge. This human-sized creature looks like a cross between a large bat and a giant mosquito. Its wings are leathery and gray and its skin is drawn tight across its bones. The creature has eight pincer-like legs and a long needle-like snout. Its eyes glow pale blue.

Mocking Gull

Medium undead, chaotic evil
Armor Class 13 (natural armor)
Hit Points 31 (7d8)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	6 (-2)	8 (-1)	6 (-2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Dislocated. Attacks against the mocking gull are made

with disadvantage unless the attacker has blindsight or truesight.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one paralyzed creature. *Hit:* 7 (1d8 + 3) piercing damage, and the mocking gull attaches to the target. While attached, the mocking gull doesn't attack. Instead, at the start of each of the mocking gull's turns, the target loses 7 (1d8 + 3) hit points due to blood loss.

The mocking gull can detach itself by spending 5 feet of its movement. It does so after it drains 14 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the mocking gull.

Mongrelman

The hideous creature approaching from the shadows looks to be pieced together from parts of other monsters as some sort of vile joke or blight on nature.

Mongrelman

Medium monstrosity, lawful neutral
Armor Class 13 (natural armour)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	10 (+0)	14 (+2)	6 (-2)

Saving Throws Dex +3, Wis +4
Skills Athletics +5, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, Mongrelman
Challenge 1/2 (100 XP)

Mimicry. The mongrelman can mimic sounds made by any creature previously encountered as long as it has heard the sound. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

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

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

Moon Angel

This thin, stretched creature has gangly, long limbs that bend in unusual ways. Its skin is pale and sickly with its face shrunken in its drooping, hairless head. Pointed ears rise high above the crown of its head, and its eyes are sunk deep beneath its brow like two bottomless pits. Its toothless mouth hangs open, jaw slack, as it incessantly licks its withered lips.

Moon Angel

Large fey, neutral evil

Armor Class 14

Hit Points 97 (13d10 + 26)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	8 (-1)	10 (+0)	16 (+3)

Saving Throws Wis +3
Skills Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, poison
Condition Immunities disease; poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10
Languages Aquan, Common, Deep Speech
Challenge 5 (1,800 XP)

Hypnotic Song. A moon angel's song has the power to entrance those that hear it. All creatures aside from other moon angels within 300 feet of a singing moon angle must make a successful DC 14 Wisdom saving throw or be charmed by all moon angels. While charmed this way, a creature's speed is 0. A creature that successfully saves is immune to the hypnotic singing of all moon angels until the following sunrise. This effect lasts for as long as the moon angel continues singing and for 1 full round after it stops. A charmed creature is willing to accept a moon angel's Drowning Kiss.

ACTIONS

Multiattack. The moon angel attacks twice with its claws.

Claw. *Melee Weapon Attack:* +7 to hit (reach 5 ft.; one creature). *Hit:* 2d6 + 4 slashing damage plus 1d8 cold damage, and the creature must make a successful DC 13 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of its turn, ending the effect with a success.

Drowning Kiss. A moon angel can flood the lungs of a willing, sleeping, helpless, or hypnotized creature by touching it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it immediately begins suffocating

from drowning. A drowning creature makes a DC 13 Constitution saving throw at the end of its turn, coughing up the water and ending the effect with a success.

ECOLOGY
Environment sea
Organization solitary or school (2-5)

Oftentimes folk who fall into the river, even in the relative shallows, are never seen again even if help was close at hand. At such times, folk who dwell near the riverside make the sign against the evil eye and blame the disappearance on hidden currents carrying the victim into the depths or the normal fauna that makes the Great Lyme a graveyard for hundreds of citizens of Castorhage every year. However, sometimes the cause of the disappearance is more sinister than either of those. Sometimes it is the work of a moon angel.

The moon angel is a rare creature that lurks in the deepest, coldest waters of the Lyme, fond of rising to the surface and quietly watching the goings-on ashore, waiting for the unfortunate soul who loses his footing or is more drunk than careful and falls into the dark waters of the river. When it locates such a victim, it quickly moves to hypnotize him and draw him deeper into the waters where it can feed at its leisure.

A creature of the coldest fathoms of the river where depth and pollution block the sun, a moon angel cannot stay long near the warm surface while it waits for prey. It becomes uncomfortable from the heat and light, and can even develop severe sunburns on its pale skin when remaining too close to the surface for long. For this reason, the depredations of the moon angels remain relatively rare. The occurrences do increase in the winter months when a thin sheet of ice often covers the river's edges, though they still love the daylight no better then than they do in summer.

Occasionally on moonless nights, a moon angel may leave the river under the cover of darkness to hunt additional victims on land. At these times, such a creature tends to clamber along the rooftops to find open windows to take meat from within, with any household survivors the next morning describing only dreams of a strange crooning song echoing through their sleep. As with those who disappear into the river when a moon angel pays a visit, the unfortunate soul that has garnered its attention is never seen again. It for these incidences that the twisted fey known as moon angels gain their name, though few if any folk have made a connection between these nighttime disappearances and those that occur more frequently in the river.

Extremely tall and awkwardly gangly, the moon angel stands eight feet in height but weighs barely 250 lbs.

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Morlock

Degenerate humans long lost from the world of light, morlocks have regressed through years of subterranean dwelling into ravenous, barely thinking beasts of the endless night. They no longer remember the civilized lives their ancestors led, although many morlock tribes still dwell in the shattered ruins of their ancient homes. Ironically, in many cases morlocks worship the statues left behind by these ancestors as their gods.

Morlocks move about on two legs at times, but often drop down to a creepy four-limbed shuffle when speed or stealth is necessary. Their wiry, often emaciated frames mask the strength of their limbs and their swift reactions.

Morlock

Medium humanoid, chaotic evil
Armor Class 16
Hit Points 21 (4d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	5 (–3)	14 (+2)	6 (–2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Common
Challenge 1 (200 XP)

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

Light Sensitivity. While in bright light, the morlock has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Pounce. If the morlock moves at least 15 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the morlock can make another bite attack against it as a bonus action.

Martial Advantage. Once per turn, the morlock can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the morlock that isn't incapacitated.

ACTIONS

Multiattack. The morlock makes two melee attacks, one bite and one club.

Bite. *Melee Weapon Attack:* +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Club. *Melee Weapon Attack:* +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

N'gathau

The n'gathau are a sadistic and cruel race of extraplanar creatures that journey the planes in search of living flesh to further their craft and trade. The n'gathau collect the flesh of their enemies, flay and destroy it, and reconstruct the tortured in blasphemous likenesses of their former selves. Additionally, they sometimes capture the essence of a slain outsider and bring it to their native plane where it remains in eternal torture.

Most horrifying of all, the n'gathau were once humanoids themselves: taken by beings known as the Twelve and transformed via disfiguring tortures. Living creatures are the n'gathau's desire, for the dead serve no purpose; the n'gathau cannot enjoy the suffering of one that cannot scream.

The average n'gathau is a walking collection of bizarre tortures, piercings, chains, flayed skin, and hooks. No two n'gathau are identical in their suffering; the pain endured by each is unique.

The Pain Trade

The n'gathau engage in a bizarre trade with other extraplanar races. In exchange for living creatures, the n'gathau offer reliquaries that contain the power that mortal pain and suffering offers. These reliquaries are most often used as spell components, used to craft constructs, or used in the creation of magic items.

When a living creature is tortured and mutilated, its screams and suffering are captured by machines of alien construction and fabricated into small reliquaries. These items are in turn traded to those who offer the n'gathau what they desire in return — flesh.

Torturers

N'gathau are monstrously sadistic, and engage in the torture of captive beings for the simple pleasure of it. Any creature subjected to torture by a n'gathau loses 1d2 points of Constitution per day. A n'gathau will not let its plaything die as a result of the torture. When the captive's Constitution drops to 1 the n'gathau grants it a reprieve from the torture until it is back to full health.

Rulers of the Plane of Agony

The n'gathau are ruled by an enigmatic sect of frighteningly powerful beings called the Twelve. Very little is known about them except for their names and appearances; their history and true origins are locked away in the minds of the Twelve themselves and the catacomb of vaults lining the

Plane of Agony. Though reclusive and secretive, it is known (supposedly by one who has seen the Plane of Agony and lived to tell about it) that the Twelve, as mighty as they are, are but servitors of a greater being called the Quorum. The n'gathau known as Agasin is pictured here.

N'gathau Pain-Trader

N'gathau are all individual and distinct, but in terms of their relative strengths, the lowest group of them can be characterized as shown for the Pain-Trader. Individual pain-traders may certainly have different characteristics from the "typical" one detailed here.

The n'gathau pain-trader's lower right arm is encased in a latticework of wires and cables leading down to razor claws that replaced its original fingers. Its chest is pierced with rows of small, upward-curving hooks, and its head has been seared, burning off the ears and hair, leaving a mass of scar tissue. Its right leg is scarified in intricate designs and patterns.

N'gathau Pain-Trader

Medium fiend, neutral evil
Armor Class 18 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	7 (–2)	10 (+0)	7 (–2)

Skills Perception +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal, Abyssal, telepathy 60 ft.
Challenge 5 (1,800 XP)

Cruelty's Bliss. N'gathau relish the suffering of others. When a n'gathau pain-trader hits an opponent with a natural 20 on the attack roll, it gains advantage on all further attacks against that opponent for the next 24 hours.

Horrifying Appearance. The sight of a n'gathau pain-trader is so disturbing that anyone seeing it must make a successful DC 15 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect with a successful roll. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the pain-trader's Horrifying Appearance for the next 24 hours.

ACTIONS

Multiattack. The n'gathau pain-trader makes two melee attacks.

Razor Fingers. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 16) and restrained until the grapple ends.

Delicious Agony. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature that is grappled by the n'gathau pain-trader. Hit: 7 (1d6 + 4) slashing damage, and the target must make a DC 15 Wisdom saving throw. If the target fails the saving throw, its hit point maximum is reduced by 5 (1d10) and the n'gathau regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The n'gathau pain-trader can maintain the grapple on the creature after subjecting it to this effect, but it can only use Delicious Agony on the same target once every 24 hours.

Exquisite Suffering (Recharge 6). When the n'gathau pain-trader makes a successful attack against a creature, the it can force its target to feel the sensation of the n'gathau's own agony, overloading the senses of the target. The target must make a successful DC 15 Wisdom saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect with a successful save and the creature is immune to the Exquisite Suffering of the pain-trader for the next 24 hours.

Naga, Blight

An exotically featured woman's head tops this snakelike creature. Its scales range in color from deep purple to black, with the creature's underside colored a lighter shade of violet. Ten arms protrude from the snake body's flanks, though they are spindly and frail in their musculature.

Blight Naga

Large aberration, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 65 (10d10 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	16 (+3)	7 (-2)	19 (+4)

Saving Throws Dex +3, Con +3, Wis +0
Skills Deception +6, Insight +2, Perception +0, Persuasion +6
Damage Immunities poison
Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10
Languages Common, Deep Speech, Meeruwahn
Challenge 2 (450 XP)

Change Shape (3/day). A Blight naga can take the form of a human as an action. Each transformation lasts 10 minutes. If the naga impersonates a specific person, it must make a Deception check when it meets people who know the person being simulated.

Innate Spellcasting. The Blight naga can use the following spell-like abilities, using Charisma as its casting ability (DC 14). The Blight naga doesn't need material components to use these abilities.

At will: *comprehend languages*, *detect magic*
3/day each: *dispel magic, identify, magic aura, suggestion*
1/day: dominate person

ACTIONS

Bite. Melee Weapon Attack: +3 to hit (reach 5 ft.; one creature). *Hit:* 1d6 + 1 piercing damage plus 5d6 poison damage, or half poison damage with a successful DC 11 Constitution saving throw.

ECOLOGY

Environment urban (the Blight)
Organization solitary, pair, or family (2–4 adults and 1–3 young)

Blight nagas are aesthetes and artists that as a race have existed in the city for as long as anyone remembers. Whether they were indigenous inhabitants, early visitors from Between, or immigrants from a distant land is argued, but they have seemingly always been there. Most Blight nagas claim ancestry from the exotic lands of Far Jaati and go so far as to learn that land's language, though this has yet to be proven and is refuted by some members of the Blight naga community who, in fact, steadfastly deny this origin. The fact that members of the race can move among the humanoid populace indistinguishably in humanoid form further lends to this confusion.

Art Collectors. Blight nagas relish the arts, including the arcane arts. They have a propensity for identifying magical items, as well as the skill and capriciousness to fabricate such items (or fake versions of them to foist upon the unwary). Likewise, many a Blight naga has coaxed or cajoled a fine piece of artwork or rare magical item out of the hands of its owner, augmenting their skills in such tasks with magic as necessary. When rolled together, this means Blight nagas are sought out for the keen ability to identify and appraise artwork and magical trinkets, yet held at arm's length once the object is identified.

Nagas with Arms. Blight nagas are frailer than their more common cousins. However, they make up for this frailty, at least in part, with an odd evolutionary feature other types of nagas lack—arms. While the arms of a Blight naga don't have much in the way of musculature, they are well suited to fine craftwork and the ability to wield magical items such as wands and staves.

In Plain Sight. Blight nagas delight in hiding in plain sight among the humanoids of the city, usually using their change shape ability to take the form of a humanoid female so as to mingle freely. Still, while using this ability they must be wary of the passage of time lest they find themselves transforming back to their natural state at an awkward moment. A typical Blight naga is 12 feet long, resting on a coil of two-thirds of its body so that it stands only around 6 feet in height, and weighs 275 pounds on average.

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Necrophidius

This creature monster has a long skeletal body topped with a fanged human skull. Its eyes glow with a hellish red light.

Necrophidius

Large construct, neutral
Armor Class 16 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	2 (-4)	11 (+0)	6 (-2)

Skills Stealth +5
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Understands the languages of its creator but cannot speak.
Challenge 2 (450 XP)

Dance of Death. As a bonus action, a necrophidius can enthrall opponents by swaying back and forth. Those within 30 feet viewing the dancing snake must succeed on a DC 12 Wisdom save or be stunned until the end of the necrophidius' next turn. If a creature makes a saving throw, it is immune to the effect for 24 hours. Unless surprised, a creature can avert its eyes to avoid the saving throw until the start of its turn. A creature averting its eyes has disadvantage on attack rolls against the necrophidius.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 +3) piercing damage. If the target is a

creature, it must succeed on a DC 12 Constitution saving or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Night Slug

The creature is roughly the size of a halfling. Its skin is a blotchy gray color with a few sporadic tufts of muddy-brown hair. The scraps of ragged clothes it wears are covered in filth, clearly not having been washed in weeks — if ever. Its arms are thin and elongated, hanging almost limp.

None are as naturally capable of the fine art of breaking and entering as the night-slug. Fortunately for society, few are also as cowardly. Night-slugs maintain their existence simply by avoiding notice. They often reside in small crawlspaces or even the hollows between the outer masonry and inner plaster and lathe of a house. Those who are not lucky enough to acquire such grand accommodations typically live in places that allow them to avoid notice — the city dump, a gable hanging over a small alleyway, and so forth.

Night-slugs are capable of maneuvering their bodies through seemingly impossible spaces. Their ligaments and tendons are exceptionally elastic, allowing a night-slug to elongate its arms and legs, and in the process pulling what muscle it has closer to its frame. In addition, night-slugs have a "collapsible" skeleton; its bones are composed primarily of cartilage, allowing the creature to squeeze into incredibly small areas.

A typical night-slug stands around 3-1/2 feet tall and weighs 40 pounds.

Night-Slug Society

Night-slugs are scavengers living on the fringes of other societies. They prefer densely populated urban areas for the increased number of hiding places and resources from which to scrounge their needs. Most night-slugs are loners because of the limited resources available to them; mated couples rarely stay together beyond the birth of a brood of whimps (as their young are called), and mothers generally abandon their young as soon as they reach maturity after 3 years.

While most humanoids despise night-slugs and find their presence loathsome, few actually fear the creatures. More than one urban goodwife has walked into a room of her house at night to find a night-slug crouched in the corner chewing on a lace table runner and staining the rug with its noxious skin secretions. While the typical reaction certainly includes a scream, rather than flight it just as often concludes with her grabbing a broom and chasing the creature until it manages to squeeze back through a crack in the baseboards to the safety of the inner walls. In some cities plagued by these creatures, there is an entire industry for exterminators hired to enter homes and buildings to clear out night-slug infestations.

Unlike their skulk cousins, who possess a more violent bent, night-slugs are inherently cowardly and rarely a threat to even those who would otherwise find themselves at their mercy. There are examples, however, of individuals who have overcome this innate fearfulness and gone on to become highly proficient thieves and even assassins, in some cases.

Night-Slug Characters

Night-slug player characters have the following racial **traits**.

Ability Score Increase. Your Dexterity score increases by 4, but your Intelligence is reduced by 2 and your Charisma is reduced by 4. No score can be raised above 20 or reduced below 3.

Age. Night-slugs are able to survive on their own by age 3. By age 5, they're considered adults, and they seldom live more than 30 years.

Alignment. Most night-slugs have no strong ethical convictions of any kind. They survive by stealing, so they tend toward Chaos and Neutrality.

Size: Night-slugs are Small creatures. Because they're so flexible and able to squeeze themselves into their surroundings, they make Stealth checks with =advantage.

Darkision: Night-slugs have darkvision (60 feet).

Sly Crawler: While prone, a night-slug has a Crawl speed of 20 feet, and crawling doesn't slow it down even in difficult terrain. A crawling night-slug doesn't trigger opportunity attacks for movement.

Slime Coat: The skin of a night-slug secretes a thin fluid resembling slimy perspiration that has a musty odor and leaves a stain on most fabrics. This coating protects the night-slug against grappling; other creatures have disadvantage when trying to grapple a night-slug, and a night-slug has advantage on its attempts to escape from grappling. It also makes night-slugs easy to track; Survival checks to follow a night-slug's trail across any type of terrain are made with advantage.

Compression: Night-slugs can move through spaces one size category smaller than themselves without squeezing, and they can squeeze through openings two size categories smaller.

Languages: Night-slugs begin play speaking Common.

Night-Slug Burglar

Small humanoid, neutral

Armor Class 14
Hit Points 11 (2d6 + 4)
Speed 25 ft., crawl 20 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	19 (+4)	14 (+2)	8 (-1)	13 (+1)	6 (-2)

Skills Sleight-of-hand +6, Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 1/2 (100 XP)

Compression. The night-slug can move through spaces one size category smaller than itself without squeezing, and it can squeeze through openings two size categories smaller.

Slime Coat. Other creatures have disadvantage when trying to grapple a night-slug, and the night-slug has advantage on attempts to escape from grapples. Survival checks to follow a night-slug's trail across any type of terrain are made with advantage.

Sly Crawler. Crawling doesn't slow down a night-slug, even in difficult terrain. A crawling night-slug doesn't trigger opportunity attacks for movement.

Sneak Atttack. A night-slug burglar's dagger attack does an extra 1d6 piercing damage if the night-slug has advantage on the attack or if another night-slug is within 5 feet

of the target and able to attack.
Thief. The night-slug burglar has proficiency with thief's tools and is never without them.

ACTIONS
Dagger. *Melee Weapon Attack:* +6 to hit (reach 5 ft.; one creature). *Hit:* 1d4 + 4 piercing damage.
Dagger. *Ranged Weapon Attack:* +6 to hit (range 20 ft./60 ft.; one creature). *Hit:* 1d4 + 4 piercing damage.

ECOLOGY
Environment urban
Organization solitary, pair, or gang (3–6)

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Nightmare Choir

See Between Peacock

Paradigm of Bondage, the

The Paradigm of Bondage is a thing weighed down by countless chains and fetters dragging along behind her. She is definitely female, but there the resemblance to anything mortal ends. Her mouth is filled with jagged teeth and broken lengths of chain.

The Paradigm of Bondage

Medium aberration (Between), lawful evil
Armor Class 17 (natural armor)
Hit Points 123 (13d8 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Con +8, Wis +5
Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities exhaustion, frightened, restrained, paralyzed, poisoned
Senses darkvision 120 ft., passive Perception 9
Languages all, telepathy 120 ft.
Challenge 9 (5,000 XP)

Between Sight. Magical darkness doesn't impede the darkvision of the Paradigm of Bondage.
Dislocated. Attacks against the Paradigm of Bondage are made with disadvantage unless the attacker has blindsight or truesight.
Innate Spellcasting. The Paradigm of Bondage's spellcasting ability is Charisma (spell save DC 16). The Paradigm can innately cast following spells, requiring only verbal components.
At will: *vicious mockery* (as an 11th level caster)
3/day each: *fear*
1/day each: *eyebite*
Magic Resistance. The Paradigm of Bondage has advantage on saving throws against spells and other magical effects.
Ooze through Bars. The Paradigm is able to move freely through iron bars within this or any other prison. Additionally, difficult terrain doesn't cost her extra movement and magic can neither reduce her speed or cause her to be paralyzed or restrained.

ACTIONS
Multiattack. The Paradigm of Bondage makes two attacks with its spike chains.
Spiked Chain. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 5) slashing damage and the target is grappled (escape DC 16) if the Paradigm isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 10 (3d6) piercing damage at the start of each of its turns.
Between Scream. (Recharge 6) The Paradigm of Bondage unleashes a cacophony of soul-shaking howls from Between in a 30-foot radius. All creatures within the area must succeed on a DC 16 Wisdom saving throw or be stunned until the end of their next turn. On a successful saving throw, the creature is immune to the Paradigm's Between Scream for 24 hours.

REACTIONS
Unnerving Mask. When a creature the Paradigm of Bondage can see starts its turn within 30 feet of the Paradigm, the Paradigm can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the Paradigm, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its turn.

Paradigm of Mockery, the

It has a great many snake-like limbs that emerge from beneath its red-and-white checked tunic, and apparently no legs. It wears a fool's cap with a burlap veil over its face upon which a clownish face with a wide, leering idiot grin has been crudely painted beneath two black beady eyes. The way that the veil undulates, though, tells you that something other than a true face lies beneath. The orange robe beneath its tunic has a repeating pattern of screaming smiles and laughing frowns stitched into it. Two great leathery wings unfold from its back as it launches itself into the air.

The Paradigm of Mockery

Medium aberration, neutral evil
Armor Class 19 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	12 (+1)	10 (+0)	17 (+3)

Skills Intimidation +7, Perception +4, Stealth +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 9 (5,000 XP)

Flyby. The Paradigm of Mockery doesn't provoke attacks of opportunity when it flies out of an enemy's reach.

ACTIONS
Multiattack. The Paradigm of Mockery makes two melee attacks with its claws.
Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) slashing damage and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained.
Writhing Snakes. The serpents of the Paradigm of Mockery's body twist and writhe around a grappled creature, biting

repeatedly. At the start of its turn, the grappled creature takes 8 (2d8) piercing damage and must make a DC 10 Constitution saving throw or be poisoned for 1 hour.

Laughter of Mockery. (Recharge 6) The Paradigm of Mockery can make its robe bellow out laughter mocking all the souls that it has consumed from Festival over the centuries. All creatures within 60 feet of the Paradigm must make a DC 15 Wisdom saving throw or fall into fits of laughter and fall prone (as the hideous laughter spell) for 1 minute. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the Wisdom saving throw if it is triggered by damage. On a successful saving throw, the spell ends and the creature is immune to the Paradigm's Laughter of Mockery for 24 hours.

Paradigm of Offal, the

Masses of carrion and debris break the inky surface of this enormous, undulating sludge.

The Paradigm of Offal

Huge ooze, unaligned
Armor Class 8 (natural armor)
Hit Points 237 (19d12 + 114)
Speed 20 ft., climb 20 ft.

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

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities acid, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft., passive Perception 9
Languages -
Challenge 9 (5,000 XP)

Amorphous. The Paradigm of Offal can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the Paradigm of Offal or hits it with a melee attack while within 5 feet of it takes 9 (2d8) acid damage. Any nonmagical weapon made of metal or wood that hits the Paradigm corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the Paradigm is destroyed after dealing damage. The Paradigm can eat through 2inch-thick, nonmagical wood or metal in 1 round.

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

ACTIONS

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage and 18 (4d8) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. If the target is Large or smaller, it is grappled (escape DC 16) and restrained until the grapple ends. A grappled creature takes an additional 14 (4d6) acid damage for each turn it remains embraced by the Paradigm. Nonmagical metal armor would also gain another -1 penalty for each turn it remains in contact with the Paradigm.

The Paradigm can grapple two creatures of Large size or smaller simultaneously. It can continue to use its slam attack while grappling two creatures.

Splatter (Recharge 5-6). *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target. *Hit:* 36 (8d8) acid damage.

Pit Pony

This shaggy pony looks exceptionally strong, and it walks confidently along the rocky ground despite the near total darkness.

Pit Pony

Medium beast, unaligned
Armor Class 13
Hit Points 17 (2d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	18 (+4)	2 (–4)	15 (+2)	7 (–2)

Skills Athletics +5, Perception +4
Senses blindsight 30 ft., passive Perception 14
Languages —
Challenge 1/4 (50 XP)

Over-sized Rider. A pit pony can carry a Medium or Small creature as a rider. However, any Medium creature taller than 5 feet finds that his feet drag the ground if he doesn't bend his knees uncomfortably in the stirrups. These riders take a –2 penalty to all Ride checks while on a pit pony.

ACTIONS

Hooves. *Melee Weapon Attack:* +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) bludgeoning damage.

Pit ponies are a breed of shaggy-haired pony that descends from the husbandry of the Durahchûk dwarves of millennia ago. The dwarves bred these sturdy ponies as animals that were surefooted, not afraid of the dark, and able to haul heavy loads over rough terrain. They were bred to be large enough for a full-armoured dwarven warrior to ride upon into battle (if the more popular dire pigs were not available), yet short enough that they could still easily traverse the rocky corridors and low tunnels of the underneath. Though barrel-chested, these ponies have legs that are unusually short for their stature. This allows Medium creatures to ride them, though any creature with longer legs than the average dwarf finds his feet dragging the ground.

Princess Alexandra, the Unseen Princess

The rumours of a grotesque abhorrence that was the Queen's first daughter refuse to go away, and tales of a locked room in the highest steeples of the Capitol containing the princess are strangely persistent. That the staff who attend it are blind and deaf is also regarded by almost all as just a rumour.

The princess is a horrid mixture of shape: half-spider, half-rat, with a human face.

Princess Alexandra

Medium monstrosity, neutral
Armor Class 15
Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5
Senses passive Perception 10
Languages any two languages
Challenge 5 (1,800 XP)

Keen Smell. Wisdom (Perception) checks that rely on smell are made at advantage.

Shapechanger. Alexandra can use her action to polymorph into a rat-humanoid hybrid or into a giant rat; into a spider-humanoid hybrid or into a giant spider; or back into her true form, which is humanoid. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Spider Climb. Alexandra is able to climb difficult surfaces and ceilings without requiring an ability check.

Innate Spellcasting. Alexandra's spellcasting ability is Intelligence, and requires no material components for the following spells (spell save DC 15):
At will: *dancing lights, poison cloud, shocking grasp;*
3/day each: *charm person, sleep;*
1/day each: *invisibility, mirror image*;

ACTIONS

Multiattack. Alexandra makes two attacks on her turn

Rapier. *Melee weapon attack*: +3 to hit, reach 5 ft., one target. *Hit*: 6 (1d8+1) piercing damage.

Bite. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful save. If the poison reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

Web (Recharge 5-6). *Ranged weapon attack:* +5 to hit, range 30/60 ft., and the target is restrained by webbing, requiring a DC 12 Strength check to escape.

REACTIONS

Parry. When wielding a melee weapon, Alexandra can add 2 to her AC as a reaction against one melee attack that would otherwise hit. She must be wielding a melee weapon and be able to see the attacker.

Princess Alicia

The terrible nine-year-old "Little Queen" is one of the newest Royals but has rapidly achieved a high station in life. The queen herself anointed Alicia as her chosen heir just a few years ago. Her mother dotes on her, but most other members of the Royal Family despise her. Spoilt, violent, and sadistic, the girl has a reputation amongst the servants for terrible callousness, her cries of "off with his head" ring through the Capitol when she is angry (which is most of the time), and her orders are carried out by guards too afraid to question her.

Princess Alicia, "The Little Queen"

Medium Between-sired tiefling, neutral evil*
* Alicia is not the only child sired by something from Between, but the long-term effects of this rare coupling are presently unknown.
Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Arcana +4, History +4
Senses darkvision 60 ft., passive Perception 10
Languages any one language (usually common)
Challenge 6 (2,300 XP)

Spellcasting. Alicia is a 1st-level spellcaster. Charisma is her spellcasting ability (spell save DC 12, +4 to hit with spell attacks). She has the prepared the following spells from the sorcerer spell list:
Cantrips (at will): *fire bolt, mending, prestidigitation*;
1st (4 slots): *burning hands, disguise self, shield*

ACTIONS

Dagger. *Melee or ranged attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 2 (1d4) piercing damage.

Princess Eleanor

The queen's "public" eldest daughter is not acknowledged as such by her sisters, who contest that she was sired by the Devil. Eleanor is icy, and her greatest — and only — desire is to rule the city-state and its empire. She weaves countless plots to achieve her aims, and worships the Devil. Eleanor despises her husband, ***Crown Prince Rorth****, but admits the union is useful for appearance.*

Princess Eleanor

Medium human, neutral evil
Armor Class 12 (15 with mage armor)
Hit Points 39 (7d8+7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 4 (1,100 XP)

Spellcasting. Eleanor is a 7th-level spellcaster. Intelligence is her spellcasting ability (spell save DC 14, +6 to hit with spell attacks). She has the prepared the following spells from the wizard spell list:
Cantrips (at will)—*chill touch, dancing lights, mage hand, mending*;
1st (4 slots)—*false life, mage armor, ray of sickness*;
2nd (3 slots)—*blindness/deafness, ray of enfeeblement, web*;
3rd (3 slots)—*animate dead, bestow curse, vampiric touch*;
4th (1 slot)—*blight*;

ACTIONS

Withering Touch. *Melee spell attack:* +7 to hit, one target. *Hit*: 5 (2d4) necrotic damage.

Princess Genève

The grotesquely fat Genève takes countless lovers and has birthed a dozen (known) heirs. Born a matter of seconds after her twin sister Eleanor, she hates her crooked sister(s) with every ounce of her being. Her second passion is poison; her first is manipulating suitors with her poisons.

Princess Genève

Medium human, neutral evil
Armor Class 15 (studded leather)
Hit Points 46 (7d8+14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11
Senses passive Perception 14
Languages Thieves' Cant plus any two languages
Challenge 4 (1,100 XP)

Assassinate. On Genève's first turn she has advantage on attack rolls, as long as the target has not taken a turn. Any hit against a surprised target is considered a critical hit.
Evasion. If Genève is required to make a Dexterity saving throw to take half damage, she takes no damage on a successful save, and half damage on a failed save.
Sneak Attack (1/turn). Genève's attack deals an extra 13 (4d6) damage when she hits with a weapon attack, if she has advantage on the attack roll, or there is an ally who is not incapacitated within 5 feet of the target, and as long as Genève does not have disadvantage on the attack roll.

ACTIONS
Multiattack. Genève makes two attacks on her turn.
Shortsword. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.
Light Crossbow. *Ranged weapon attack*: +6 to hit, range 80/230 ft., one target. *Hit*: 7 (1d8+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Princess Lenora

The youngest surviving mortal daughter of the queen, Lenora regards herself as the most stable. Her lovers are wizards and those who know secrets, and she is often found in a carriage rattling along the cobbles of BookTown on some mission.

Princess Lenora

Medium human, lawful evil
Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 6 (2,300 XP)

Spellcasting. Lenora is a 9th-level spellcaster. Intelligence is her spellcasting ability (spell save DC 14, +6 to hit with spell attacks). She has the prepared the following spells from the wizard spell list:
Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*;
1st (4 slots): *detect magic, mage armor, magic missile, shield*;
2nd (3 slots): *misty step, suggestion*;
3rd (3 slots): *counterspell, fireball, fly*;
4th (3 slots): *greater invisibility, ice storm;*
5th (1 slots): *cone of cold*;

ACTIONS
Multiattack. Lenora makes two attacks on her turn.
Dagger. *Melee or ranged attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4+5) piercing damage.

Princess Lilly

Some say she was murdered, and unfortunately, Lilly knows who did it: her sisters Eleanor and Genève, in a rare act of cooperation. They didn't expect her to come back to haunt them, but by night she wanders the Capitol, singing and slowly driving her sisters mad with fear.

Princess Lilly

Medium blight vampire, lawful evil
Armor Class 15
Hit Points 82 (11d8+33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Skills Perception +3, Stealth +6
Damage Resistances necrotic, nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 5 (1,800 XP)

Regeneration. Lilly regains 10 hp at start of turn if she is not currently in sunlight or running water, and hasn't taken radiant or holy water damage.
Spider Climb. Lilly is able to climb difficult surfaces and ceilings without requiring an ability check.
Vampire Weaknesses. Lilly has the following flaws:
Forbiddance. Lilly cannot enter a residence without receiving an invitation.
Harmed by Running Water. Lilly takes 20 acid damage if she ends her turn in running water.
Stake to the Heart. Lilly can be destroyed by taking a wooden piercing weapon to the heart.
Sunlight Hypersensitivity. Lilly takes 20 radiant damage when starting her turn in sunlight, and she has disadvantage on attacks and ability checks when in sunlight.

ACTIONS
Multiattack. Lilly makes two attacks on her turn, one with her rapier and one with her bite.
Rapier. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.
Bite. *Melee weapon attack*: +6 to hit, targeting one willing, grappled, incapacitated or restrained creature. *Hit*: 6 (1d6+3) piercing damage plus 7 (2d6) necrotic damage, and the target's hp max is reduced by an amount equal to the necrotic damage taken.

Princess Mercy

If ever a child was wrongly named, it's the violent Mercy. Mercy is no sedate Royal who takes a back seat to anyone; she is a figure of action — murderous action. Mercy courts the lords and masters of the army, whispers to them, brags to them. Mercy considers a coup to be an excellent option for her aspirations of making the city-state a military force to be reckoned with across the world. She hates her sisters, although she has taken a lover in ***Elaine of Aldwark*** *recently. Her attachment presently is purely lustful, but the succubus's charms are considerable and could draw the princess into a deeper, more malleable bond.*

Princess Mercy

Medium human, chaotic evil
Armor Class 12
Hit Points 23 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Sleight of Hand + 4, Stealth +4
Senses passive Perception 16
Languages Common
Challenge 1 (200 XP)

Cunning Action. On each turn, Mercy may take the *Dash, Disengage, or Hide* action as a bonus action.
Sneak Attack (1/turn). Mercy's attack deals an extra 7 (2d6) damage when she hits with a weapon attack, as long as she has advantage on the attack roll, or there is an ally who is not incapacitated within 5 feet of the target, and as long as Mercy does not have disadvantage on the attack roll.

ACTIONS
Multiattack. Mercy makes two attacks on her turn.
Shortsword. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.
Hand Crossbow. *Ranged weapon attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 5 (1d6+2) piercing damage.

Princess Rebecca of Mourney

The young and beautiful darling of the crowds is the public face of the Royal Family. Rebecca has a thousand would-be suitors and has turned down countless proposals of marriage. In fact, Rebecca secretly sponsors the revolutionaries, intending to bring a structured, peaceful change. Her sponsorship is, of course, a secret guarded on pain of death by her fanatical followers, who dub themselves the ***Hidden Knights of the Capitol*** *and who have each taken an oath of death and swallowed a plague scarab as proof. The scarab, should they choose to use or die, erupts within them, unleashing a score of locust swarms upon their enemies.*

Rebecca's fear is that her sister Alicia will ascend the throne, something she can't allow to happen.

Princess Rebecca of Mourney

Medium human, chaotic good
Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Sleight of Hand + 4, Stealth +4
Senses passive Perception 16
Languages Common languages
Challenge 1 (200 XP)

Cunning Action. On each turn, Rebecca may take the *Dash, Disengage, or Hide* action as a bonus action.
Sneak Attack (1/turn). Rebecca's attack deals an extra 7 (2d6) damage when she hits with a weapon attack, as long as she has advantage on the attack roll, or there is an ally who is not incapacitated within 5 feet of the target, and as long as Rebecca does not have disadvantage on the attack roll.

ACTIONS
Multiattack. Rebecca makes two attacks on her turn.
Shortsword. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.
Hand Crossbow. *Ranged weapon attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Prophet Adam, the

He is a long-haired, muscular man who stands completely naked except for the streaks of blue, green, and yellow paint mixing with crimson blood that seeps from the multitude of long lacerations on his skin, all of which is rapidly being washed away in the monsoon rains. Around his neck hangs an angelic figure made of bloody lamb bones. This prophet led his small cabal of followers here to Between to await the beginning of the new world.

The Prophet Adam

Medium humanoid (human), chaotic neutral
Armor Class 13 (mage armour)
Hit Points 60 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	14 (+2)	8 (-1)	14 (+2)

Skills Arcana +4, Deception +4
Senses passive Perception 9
Languages Common, Celestial
Challenge 3 (700 XP)

Spellcasting. Adam is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). He has the following wizard spells prepared:
Cantrips (at will): *acid splash, fire bolt, mending, true strike*
1st level (4 slots): *color spray, expeditious retreat, mage armour*, shield*
2nd level (3 slots): *acid arrow, mirror image, suggestion*
3rd level (2 slots): *bestow curse, slow*
*Mage armour is active when Adam is encountered

ACTIONS
Multiattack. Adam makes two melee attacks with his halberd.
Halberd +1. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Queen Alice

"The figure staggered into the room spastically, taking great strides with the aid of two sticks, making her look like some four-legged spider in a crooked web. Her face was veiled 'to protect us,' they had said.

Her breaths came in sharp rasps, and her voice was like breaking glass, often calling for the beheading of her subjects. But for now, she was happy just to look at us, it seemed. I could not help thinking of the spider once more: Was she watching us and waiting to strike, or was she waiting for us to walk openly into her web?"

Queen Alice, Her Royal Highness

Medium alchymic-undying† human, chaotic neutral
Armor Class 15
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5
Senses passive Perception 10
Languages any two languages
Challenge 3 (700 XP)

ACTIONS

Multiattack. Queen Alice makes two attacks with her rapier.

Rapier. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 1) piercing damage.

REACTIONS

Parry. When wielding a melee weapon, Queen Alice can add 2 to her AC as a reaction against one melee attack that would otherwise hit. She must be wielding a melee weapon and be able to see the attacker.

Rachel Birch

A leader in the Knights Occularus, Rachel Birch is a major figure in the adventure (although she is most likely quite transformed by the end). This description is for her pre-transformation state. There is steel in her eyes, she betrays it in her stance and her attire. She wears her red hair short, and she is lithe and muscular. Her movement is gracious but sparing, and she leads her men with unquestioned authority.

Rachel Birch

Medium female human, lawful neutral
Armor Class 17 (half plate)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

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

Skills History +5, Religion +5
Senses passive Perception 14
Languages Common
Challenge 7 (2,900 XP)

Divine Eminence. As a bonus action, Rachel can expend a 1st level spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If she expends a spell slot of 2nd level or higher, the extra damage increases by ld6 for each level above 1st.

Spellcasting. Rachel Birch is a 14th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She ordinarily has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *resistance*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *bless, cure wounds, healing word, shield of faith*
2nd level (3 slots): *aid*, *continual flame*, *lesser restoration*
3rd level (3 slots): *beacon of hope*, *magic circle, speak with dead*
4th level (3 slots): *death ward, freedom of movement, guardian of faith*
5th level (2 slots): *mass cure wounds, raise dead*
6th level (2 slots): *blade barrier, true seeing*
7th level (1 slot): *resurrection*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) bludgeoning damage if used with two hands.

Sallow Ashenly

A frail youth with almost alabaster skin, Sallow Ashenly is wrapped in heavy winter gear that almost completely muffles his appearance other than his unkind eyes. Below his clothes, Sallow is frail, and appears almost to be an addict or consumptive. He is wiry, and there is something obviously odd about him. Characters making a DC 18 Intelligence check can identify him as a dark stalker.

Sallow Ashenly

Medium humanoid (dark stalker), chaotic neutral
Armor Class 15
Hit Points 48 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	9 (-1)	11 (+0)	13 (+1)

Skills Sleight of Hand +5, Stealth +6
Senses darkvision 120 ft., passive Perception 10
Languages Common, Undercommon
Challenge 2 (450 XP)

Death Throes. When Sallow is slain, his body combusts in a flash of flame. All creatures within 20 feet of the explosion take 3d6 fire damage, or half damage with a successful DC 12 Dexterity save. Sallow's combustible gear is burned to ash, but other items (shortswords, vials, coins, statuette) survive the burst of fire.

Martial Advantage. Sallow's shortsword attacks do an extra 2d6 piercing damage if he has advantage on the attack, or if another dark stalker, or a dark creeper, is within 5 feet of the target.

Spell-Like Abilities. Sallow can use the following spell-like abilities, using Charisma as his casting ability (spell save DC 11). Dark stalkers such as Sallow don't need material components to use these abilities.
At will: *darkness*, *detect magic*, *fog cloud*

ACTIONS

Multiattack. Sallow attacks twice with his shortswords.

Shortsword. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). *Hit:* 1d6 + 4 piercing damage and the target

must make a successful DC 12 Constitution saving throw or suffer 1d4 poison damage and be poisoned for 1 hour. After being poisoned, the victim must make a saving throw each round until succeeding. Each failure causes an additional 1d4 points of poison damage.

Treasure: *potion of cure wounds (3rd level)* in thick green glass vial sealed with wax seal, lacquer insectum case containing 4 doses of *Blake's sanguisuga*†; two shortswords with raven-head hilt set with silver wire worth 75gp, 25 gp in pockets, small crudely made soapstone angel carving.

Scythe Tree

This twisted tree has many branches but few leaves. In the center of its trunk is a long, deep scar. Its roots are twisted and blackened as if by fire.

Scythe Tree

Huge plant, chaotic evil
Armor Class 14 (natural armour)
Hit Points 76 (8d12 + 24)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	17 (+3)	10 (+0)	13 (+1)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Vulnerabilities: fire
Damage Immunities psychic
Condition Immunities charmed, frightened, prone, stunned, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan
Challenge 5 (1,800 XP)

ACTIONS
Multiattack. A scythe tree attacks three times with its branches.
Branches. *Melee Weapon Attack:* +8 to hit (reach 10 ft.; one creature). *Hit:* 2d6 + 5 slashing damage. A scythe tree scores a critical hit if the attack roll is a natural 19 or 20.

Skin Stitcher

A skin stitcher is a malevolent and violent creature that kills for food, pleasure, and the skin of humanoids (which it keeps and collects). While it is known to eat just about anything it kills, it only keeps the skin and flesh of humanoid creatures. Other creatures are devoured, flesh and all. Skin stitchers collect the flesh and skin of any humanoid creature slain. From this, they weave intricate clothes and coverings that they wear over their entire body. At a distance, the skin stitcher can pass for a normal humanoid when wearing one of these "skin suits" A DC 18 Wisdom (Perception) check is needed to reveal its true identity). Up close, the skin stitcher's disguise becomes much less effective, making it appear as a humanoid with a heavily scarred and stitched-together body.

The skin stitcher stands about 6 feet tall and (in its true form) appears as a skinless humanoid. Its natural body appears to be bone wrapped tightly with corded muscle and covered with a dark red-purplish slime. Its eye sockets are deep and contain large bulbous eyes with blue irises. The skin stitcher's long, lanky arms end in claws as do its thick, muscled legs. It carries two large chains covered with many sharpened barbs.

Though their hands are clawed, skin stitchers prefer to attack using large chains covered with razor-sharp barbs. These not only aid in killing a foe, but also help strip the flesh from a victim. Skin stitchers often attack from ambush, attempting to gain the upper hand over their prey as quickly as possible. Slain opponents are skinned and then eaten, or carried to the skin stitcher's lair and devoured later.

Skin Stitcher

Medium aberration, chaotic evil
Armor Class 17
Hit Points 62 (7d8 + 14 +20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	6 (–2)

Damage Immunities poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 13 (with advantage in most cases)
Languages Common
Challenge 5 (1,800 XP)

Gown of Faces. The gown of faces worn by the skin stitcher gives it an additional 20 hit points. It does not have this effect for anyone other than the skin stitcher who created it. The gown "recovers" lost hit points every 24 hours.
Skin Scent. The skin stitcher can smell skin, and gains advantage on all Wisdom (Perception) checks relying on smell, provided the creature has skin rather than a carapace, chitin, or similar external surface. Armor does not negate this ability.

ACTIONS
Multiattack. The skin stitcher makes two melee attacks with its flaying-chains.
Flaying-chains. *Melee Weapon Attack:* +6 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 3) slashing damage. If the first attack is a hit, the attack with the second flaying-chain is made with advantage.

Skulk

This creature appears to be human, but entirely hairless and with slender, graceful limbs. Their skin, however, can change color like that of a chameleon.

Skulk

Medium humanoid, chaotic neutral
Armor Class 13
Hit Points 18 (4d8)
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 11
Languages Skulk; some also speak Common
Challenge 1/2 (100 XP)

Chameleonic Hide. If they shed their garments, skulks can hide when they are lightly obscured and have advantage on Stealth checks.
Sneak Attack (1/Turn). A skulk deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and doesn't have disadvantage on the attack roll.

Untrackable. Anyone trying to follow skulks through forest or underground territory has disadvantage on skill checks for trailing or tracking.

ACTIONS

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

Sling. *Ranged Weapon Attack:* +5 to hit (range 30 ft./120 ft., one target). *Hit:* 1d4 + 3 bludgeoning damage

Skum

Skum are aquatic humanoids that were created by the aboleths in some distant past (possibly a different place than this world) when entire aboleth civilizations thrived and bent a world into new and horrible shapes in accordance with the plans and dreadful aesthetics of these abhorrent, fish-like masters. Regardless of when and where the skum were created, they now have a firm foothold in the deeps of the sea and the lightless subterranean waters of the realms below the earth.

In general, the presence of skum signifies that an aboleth may be established in a lair nearby, although one might from time to time encounter a tribe that has lost its master to old age or disease. These deep ones are capable of breeding on humans; the hybrids are born human, but as they age, they take on more and more characteristics of the skum, and finally take to the deep waters of the sea.

In some forgotten places far underground, explorers may occasionally stumble upon vast, labyrinthine ruins that were once the cities of the aboleths and their skum legions. Such places may still be occupied by the vestiges of the skum armies, for these creatures do not perish of old age, although their ranks have been utterly decimated by disease, war, and famine in the deadly winnowing of the Under Realms.

Skum

Medium monstrosity, lawful evil
Armor Class 16 (natural armour)
Hit Points 27 (5d8 + 5)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 ((–1)	11 (+0)	9 (–1)

Skills Perception +3, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages Undercommon, Aboleth
Challenge 1 (200 XP)

Limited Amphibiousness. The skum can breathe air and water, but the skum needs to be submerged at least once every 4 hours to avoid suffocating.

ACTIONS

Multiattack. The skum makes 3 melee attacks with one each of trident, bite, and claws.

Trident. *Melee or Ranged Weapon Attack:* +4 to hit (reach 5 ft. or range 20/60/ft., one creature). *Hit:* 6 (1d8 + 2) piercing damage.

Bite. *Melee Weapon Attack:* +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Slithering Horror

This creature looks like an 8-foot long eel with yellowish-brown splotches on its back. Unlike an eel, it has several small legs, allowing it to move quickly on land.

Slithering Horror

Huge monstrosity, unaligned
Armor Class 15 (natural armor)
Hit Points 86 (9d12 + 27)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	16 (+3)	1 (-5)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +4
Senses darkvision 60 ft., passive Perception 15
Languages ---
Challenge 4 (1,100 XP)

Gnaw. The slithering horror possesses a second set of jaws in its throat that aid in swallowing—it can make another bite attack against a grappled opponent. A grappled target takes 18 (4d6 + 5) piercing damage at the start of the slithering horror's turn.

Water Breathing. The slithering horror can breathe in water and on land.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 5) piercing damage, and the target is grappled (escape DC 20). If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. After every long rest, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Slop-Shark

See "Lyme Angler"

Song of Sorrows and Echoes of Suffering, the

A wyvern, but strangely blurred in appearance and with strangely wrong-looking proportions.

The Song of Sorrows and Echoes of Suffering

Large dragon (Between), neutral evil
Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+2)	17 (+4)	6 (-2)	12 (+1)	15 (+3)

Saving Throws Dex +6, Con +8
Skills Perception +4

Damage Resistances cold, force, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 14
Languages --
Challenge 9 (5,000 XP)

Dislocated. Attacks against The Song of Sorrows and Echoes of Suffering are made at disadvantage unless the attack has blindsight or truesight.

Innate Spellcasting. The Song of Sorrows and Echoes of Suffering innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The Song of Sorrows and Echoes of Suffering can innately cast the following spells, requiring no material components:
1/day each: *invisibility* (self only), *spider climb*

Magic Resistance. The Song of Sorrows and Echoes of Suffering has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Song makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

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

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Gough-Eel

This massive eel, nearly 20 feet long, has pale hide almost translucent like a fish's belly that is marred by great areas of sloughing flesh that hang loose in rotten folds. It is eyeless, with a row of small black nodules extending back from its snout, and has several small vestigial fins growing sporadically along the length of its body. Its mouth however, is the most noticeable feature, occupying nearly a quarter of its length and splayed wide with a crowd of jagged fangs.

Gough-Eel

Huge beast (aquatic), unaligned

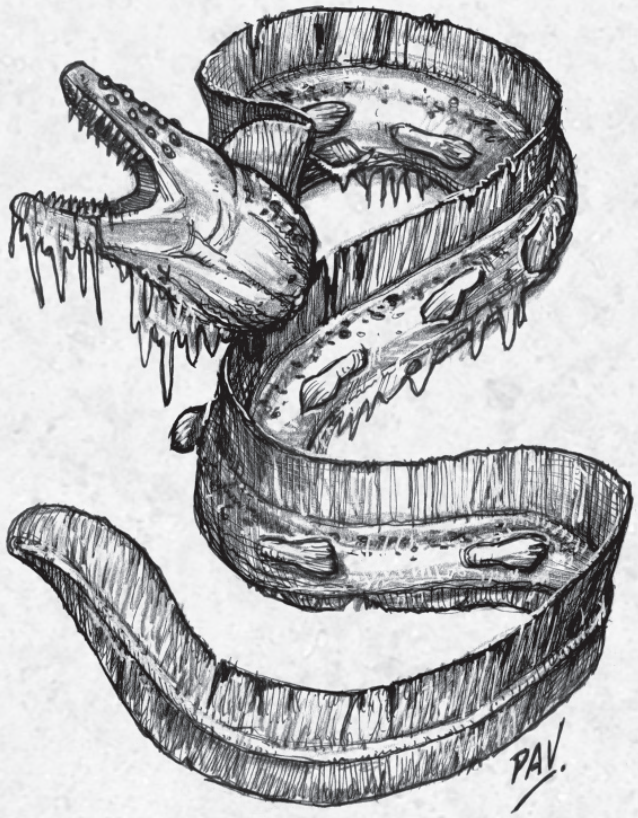
Armor Class 15 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	1 (-5)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +3
Damage Resistances piercing
Damage Immunities poison
Condition Immunities blinded, poisoned, prone
Senses blindsight 30 ft., passive Perception 13
Languages none
Challenge 5 (1,800 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit (reach 10 ft.; one creature). *Hit:* 2d10 + 6 piercing damage, and a creature must make a successful DC 15 Constitution saving throw or contract sight rot. A Medium or smaller target is also grappled (escape DC 16) and restrained. The sough-eel can't bite a different target while it has a creature grappled.



Gnaw. *Melee Weapon Attack:* +9 to hit (one creature already grappled at the start of the sough-eel's turn). Hit: 1d8 + 6 piercing damage. The sough-eel makes this attack as a bonus action at the start of its turn. A creature that's hit on 2 consecutive rounds by the sough-eel's gnaw attack may be swallowed (see below).

Swallow. The sough-eel makes its bite attack against a Medium or smaller creature it is grappling and that it's hit with 2 consecutive gnaw attacks. If the bite attack hits, the creature takes the bite damage and is swallowed. A swallowed creature is blinded and restrained, and it's unaffected by anything happening outside the sough-eel or by attacks from outside it. It takes 4d6 acid damage at the start of each of the sough-eel's turns. Up to two Medium or smaller creatures can be inside the sough-eel at one time. If the sough-eel takes 30 or more damage on a single turn from a creature inside it, the sough-eel must succeed on a DC 14 Constitution save at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the slough-eel. A swallowed creature can get out of the sough-eel by using 15 feet of movement, but only after the sough-eel is dead.

ECOLOGY
Environment sea
Organization solitary or school (4-8)

These vile predators are found exclusively in the dark, filthy waters of the Great Lyme River and Fetid Sea in the vicinity of the City-State of Castorhage. Some have speculated that they were once a temperate water variety of moray eel that was indigenous to the area until the Lyme was tainted by the noxious effluvia from the metropolis known colloquially as the Blight. Unlike most aquatic species that were unable to survive the poisoning of the waters, the sough-eel population managed to endure the deadly influx but was changed in the process. Immune to most disease and poison, the sough-eels — carriers of their own endemic pathogen — are now affected by it chronically so that their hide is in a constant state of

dying and sloughing off in large swaths and layers. This has not seemed to affect their ability to survive in their harsh environment, and every native of the Blight knows better to enter the water of the Lyme for fear of the voracious attacks of the ever-present sough-eels.

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Spider, Chymic

The body of this spiderlike creature is a mass of humanoid faces caught in drawn-out, hideous screams. Ten spindly legs rise unevenly from the bulbous mass. Between tufts of bristly hair hang needle-sharp fangs that drip with a bitter-smelling, thick red liquid.

Chymic Spider

Small aberration, neutral evil

Armor Class 15 (natural armor)
Hit Points 52 (8d6 + 16)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	15 (+2)	9 (-1)	16 (+3)	10 (+0)

Saving Throws Dex +4, Con +4, Wis +5
Skills Perception +6, Stealth +5
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 16
Languages understands Common but can't speak, telepathy 100 ft. (dreams only)
Challenge 3 (700 XP)

Arachnophobia Aura. A chymic spider exudes a fear of arachnids that seeps into the psyche of all creatures within 1 mile of the chymic spider's lair. Creatures with Intelligence 3 or higher have disadvantage on saving throws against fright in this area.

Dream Telepathy. The chymic spider's telepathy allows it to communicate only with creatures that are asleep and dreaming. Most creatures interpret these exchanges as normal dreams, but characters are free to reach their own conclusions. The chymic spider can also choose to create nightmares in the sleeper, who must make a successful DC 13 Wisdom saving throw or be paralyzed for as long as the chymic spider maintains telepathic contact (it can be lost as concentration).

Egg Implantation. A chymic spider can implant eggs in a helpless or paralyzed creature. The eggs hatch 24 hours later. Once the eggs hatch, at the start of each of the host's turns, it takes 1d6 necrotic damage and must make a successful DC 12 Constitution saving throw or be paralyzed by pain and spiderling poison until the start of its next turn. This continues until the spiderlings are destroyed or removed. Spiderlings can be removed by inflicting 4d6 slashing damage on the host (halved with a successful DC 13 Wisdom (Medicine) check by the creature doing the damage) or destroyed with a *greater restoration spell or comparable magic. If the host dies, a swarm of spiders bursts from the body.*

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). *Hit:* 1d4 + 2 piercing damage plus 2d8 poison damage, and a creature must make a successful DC 12 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of its turn, ending the effect with a success.

Chyme Spray (recharge 6). The chymic spider expels the chymic juices from its stomach in a 15-foot cone. Creatures in the cone take 6d6 acid damage, or half damage with a successful DC 11 Dexterity saving throw. The juice sticks to creatures that failed their saving throws, and they take 3d6 acid damage at the ends of their next 2 turns unless the acid is removed by using an action to make a successful DC 13 Wisdom (Medicine) check, or is neutralized with vinegar, alcohol, or a similar substance.

ECOLOGY

Environment urban (the Blight)
Organization solitary

Chymic spiders are not true spiders, but rather born from the fear that spiders instill within many intelligent humanoids and inherently linked to the fabric of fear. These cunning aberrations sneak through the city rooftops and await their prey for days on end. Anyone who wanders into the chymic spider's 1-mile radius that might be the least bit fearful of spiders is quickly identified, and the chymic spider begins methodically stalking the victim, waiting for its chance to make dream contact.

Urban Predators. These rare creatures lurk along the edges of Sister Lyme, hiding in gables, chimneys, and under eaves and seemingly found nowhere else in the world. Composed from the latent fears of arachnids somehow given life, the creature is able to project these primal fears into any living creature. It simply prefers to stalk and prey on those who fear it most. It is able to project these nightmares and can cause victims to be paralyzed while it enters their lairs, and lays its eggs within them. The baby spiders within whisper to their new host, wanting to be fed, obsessing about food, and within 24 hours they erupt to feed on their host before separating to make their own lairs. After a chymic spider successfully reproduces, it quickly withers and dies, leaving behind only a spiderlike husk that the crows and vermin of the city quickly consume. Newborn chymic spiders don't begin their own reproduction hunts for 1d3 years after birth.

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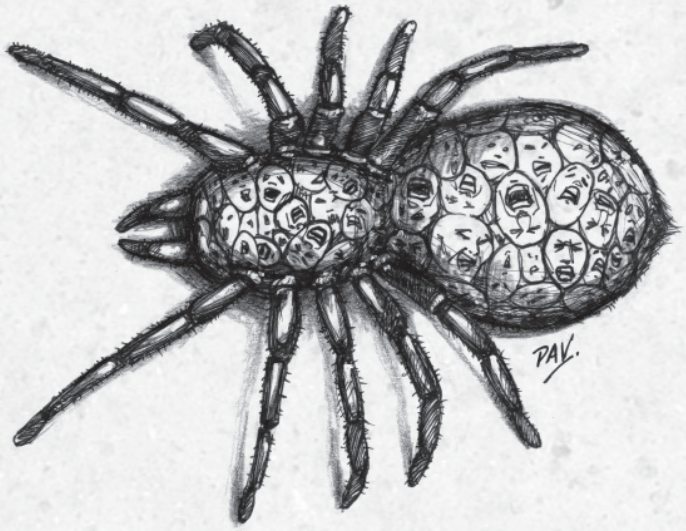


Spider, Gable

A spider the size of an alley cat scampers up the side of a tenement building. In its mandibles, it drags what appears to be a clothesline, with many of the garments still dangling limply behind.

Tiny Gable Spider

Tiny beast, unaligned

Armor Class 13
Hit Points 2 (1d4)
Speed 15 ft., climb 15 ft.

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

Skills Perception +0, Stealth +5
Damage Immunities psychic
Condition Immunities charmed
Senses darkvision 30 ft., tremorsense in web, passive Perception 10
Languages none
Challenge 1/4 (50 XP)

Web Construct. A creature that falls prone, is restrained, or is pushed into a gable spider web construct becomes restrained by the sticky material and can escape by using an action to make a successful DC 10 Strength saving throw. A web construct is no more flammable than the material it's made from, but each 5-foot-square section has AC 8 and 5 hit points. A gable spider can move across any web construct without hindrance.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit (reach 0 ft.; one creature). Hit: 2d4 poison damage, or half damage with a successful DC 10 Constitution saving throw.

Sticky Globule (recharge 4-6). *Ranged Weapon Attack:* +5 to hit (range 10 ft.; one creature). Hit: the creature must make a successful DC 10 Strength saving throw or be restrained. A restrained creature repeats the saving throw at the end of its turn, ending the effect on itself with a success.

ECOLOGY
Environment urban (the Blight)
Organization solitary, pair, or colony (3-10)

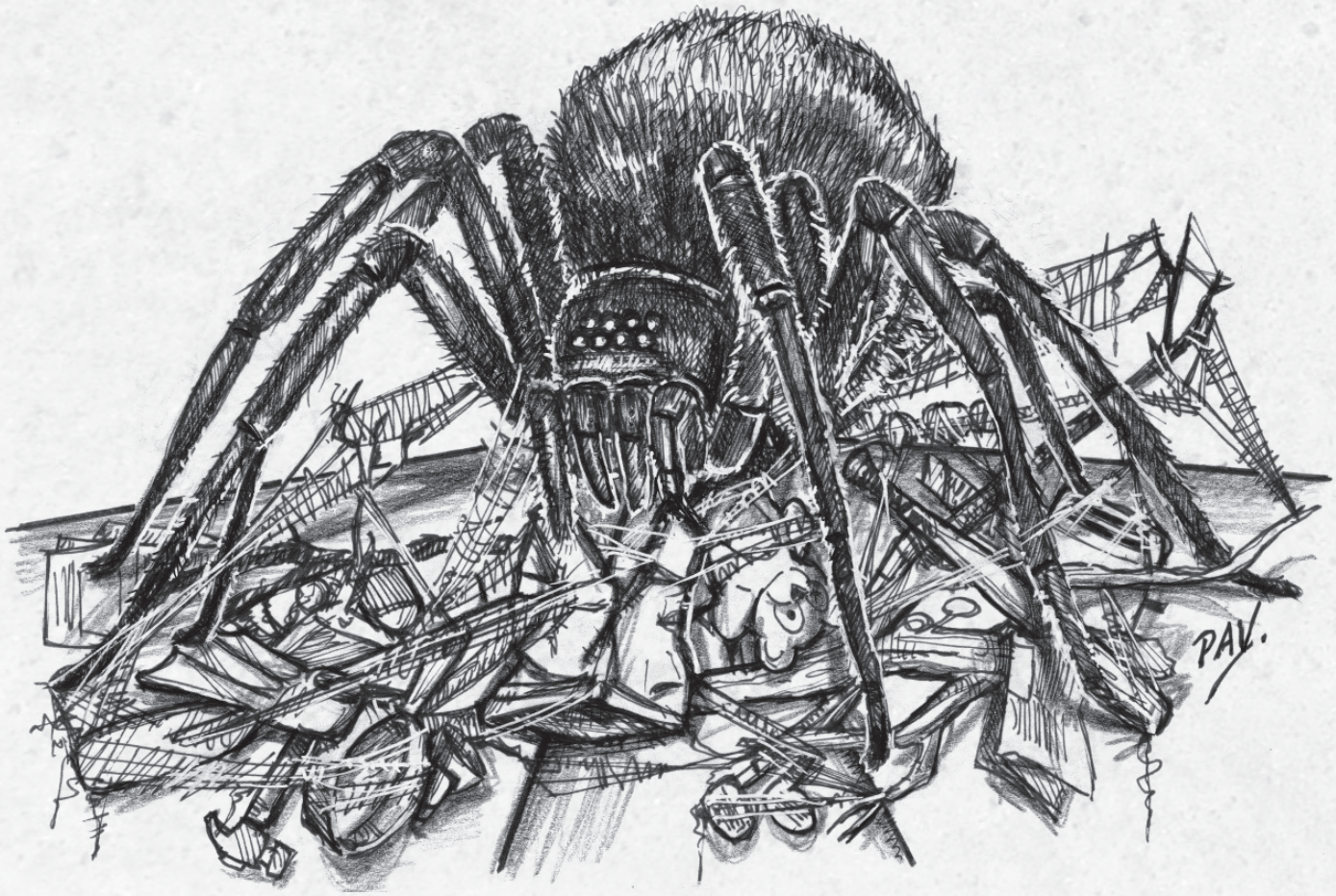
Small Gable Spider

Small beast, unaligned

Armor Class 13
Hit Points 18 (4d6 + 4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	1 (-5)	6 (-2)	2 (-4)

Skills Perception +0, Stealth +5
Damage Immunities psychic
Condition Immunities charmed
Senses darkvision 30 ft., tremorsense in web, passive



Perception 10
Languages none
Challenge 1/2 (100 XP)

Web Construct. A creature that falls prone, is restrained, or is pushed into a gable spider web construct becomes restrained by the sticky material and can escape by using an action to make a successful DC 10 Strength saving throw. A web construct is no more flammable than the material it's made from, but each 5-foot-square section has AC 8 and 5 hit points. A gable spider can move across any web construct without hindrance.

ACTIONS
Bite. *Melee Weapon Attack:* +5 to hit (reach 0 ft.; one creature). *Hit:* 1d8 + 3 piercing damage plus 2d6 poison damage, or half damage with a successful DC 11 Constitution saving throw.
Sticky Globule (recharge 4-6). *Ranged Weapon Attack:* +5 to hit (range 10 ft.; one creature). *Hit:* the creature must make a successful DC 11 Strength saving throw or be restrained. A restrained creature repeats the saving throw at the end of its turn, ending the effect on itself with a success.

ECOLOGY
Environment urban (the Blight)
Organization solitary, pair, or colony (3-10)

Medium Gable Spider

Medium beast, unaligned

Armor Class 13
Hit Points 52 (8d8 + 16)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	2 (-4)

Skills Perception +2, Stealth +5
Damage Immunities psychic
Condition Immunities charmed
Senses darkvision 30 ft., tremorsense in web, passive Perception 12
Languages none
Challenge 2 (450 XP)

Web Construct. A creature that falls prone, is restrained, or is pushed into a gable spider web construct becomes restrained by the sticky material and can escape by using an action to make a successful DC 10 Strength saving throw. A web construct is no more flammable than the material it's made from, but each 5-foot-square section has AC 8 and 5 hit points. A gable spider can move across any web construct without hindrance.

ACTIONS
Bite. *Melee Weapon Attack:* +5 to hit (reach 0 ft.; one creature). *Hit:* 1d10 + 3 piercing damage plus 4d8 poison damage, or half damage with a successful DC 12 Constitution saving throw.
Sticky Globule (recharge 4-6). *Ranged Weapon Attack:* +5 to hit (range 10 ft.; one creature). *Hit:* the creature must make a successful DC 12 Strength saving throw or be restrained. A restrained creature repeats the saving throw at the end of its turn, ending the effect on itself with a success.

ECOLOGY
Environment urban (the Blight)
Organization solitary, pair, or colony (3-10)

Large Gable Spider

Large beast, unaligned

Armor Class 14
Hit Points 102 (12d10 + 36)
Speed 40 ft., climb 40 ft.

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

Skills Perception +2, Stealth +6
Damage Immunities psychic
Condition Immunities charmed
Senses darkvision 30 ft., tremorsense in web, passive Perception 12
Languages none
Challenge 4 (1,100 XP)

Web Construct. A creature that falls prone, is restrained, or is pushed into a gable spider web construct becomes restrained by the sticky material and can escape by using an action to make a successful DC 10 Strength saving throw. A web construct is no more flammable than the material it's made from, but each 5-foot-square section has AC 8 and 5 hit points. A gable spider can move across any web construct without hindrance.

ACTIONS
Bite. *Melee Weapon Attack:* +6 to hit (reach 0 ft.; one creature). *Hit:* 1d10 + 4 piercing damage plus 4d12 poison damage, or half damage with a successful DC 13 Constitution saving throw.
Sticky Globule (recharge 4-6). *Ranged Weapon Attack:* +5 to hit (range 10 ft.; one creature). *Hit:* the creature must make a successful DC 13 Strength saving throw or be restrained. A restrained creature repeats the saving throw at the end of its turn, ending the effect on itself with a success.

ECOLOGY
Environment urban (the Blight)
Organization solitary, pair, or colony (3-10)

Gable spiders are different from other varieties of giant spiders, and it is for this reason that the whole of the city isn't shrouded in endless sheets of webbing. Gable spiders are not web spinners. Although they don't spin webs, gable spiders do have glands that produce a sticky fluid. This natural glue is used to string together the detritus they find in the city's dumps and alleys—frayed ropes, sail cordage, clothesline, twisted rags, curtains, discarded cloth, and more—into weblike structures. Even lengths of chain and broken lumber can be found in the weblike contrivances the gable spiders build. They combine this myriad material in twisting, knotted mazes of suspended lines that rival the largest spider webs for complexity. They knot and anchor these mismatched lines among the rooftops, between sagging buildings, and with each other to create swaying but stable webs of junk. Anything foolish enough to enter one of their gluey web constructions is unlikely ever to leave.

Salvaged Webs. The spiders also coat lengths of rope, cloth, sawdust, straw, or any other soft material with their fluid, wad it into a ball, and fling it at prey or at creautures they're fighting. The sticky mass can glue a creature in place, making it easy prey for the gable spider's poison.

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Spite-Waif

The figure is childlike, but any sense of innocence is immediately overshadowed by the aura of malevolence that exudes almost palpably from it. Its flesh is gray and pasty, seemingly too loose for its body. Its head is hairless with a wide mouth and distended jaw full of needle-sharp teeth, and, though humanoid in shape, when it moves it scuttles about on all fours like some kind of insect with too many joints.

Spite-Waif

Small aberration (larval Between), neutral evil

Armor Class 13
Hit Points 36 (8d6 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	13 (+1)

Skills Deception +5, Insight +2
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

Mirror Portal (1/day). A spite-waif can turn a normal mirror into a portal between the Material Plane and Between. The spite-waif must touch the mirror to be transformed. The portal forms behind the mirror, which must be pushed aside to get at the portal. The portal can be used by any creature that fits through it; the portal is the same size as the mirror. It remains open indefinitely or until the spite-waif creates a different mirror portal or the mirror is broken.

Create Mirror-Portal (1/day). A spite-waif can turn a normal mirror into a portal between the Material Plane and Between. To use this ability a mirror must be obtained from the Material Plane and taken to Between where the spite-waif must conduct a 1-hour ritual to attune the mirror and turn it into a device for scrying. It is then able to scry through any Material Plane mirror for a suitable location to use as a portal. Once a location has been determined, the *mirror-portal* is created and fixed between the two mirrors, and the spite-waif's mirror cannot be attuned to any other mirror. Once the mirrors have been attuned, the portal can be opened from either end by simply sliding the mirror aside as a part of movement and revealing the extradimensional portal behind it. Anyone can pass through the *mirror-portal* as long as they can fit through the dimensions of the mirror's pane. Once created, a *mirror-portal* remains open indefinitely until closed. If closed, it can no longer be opened except by the spite-waif that created it. If either mirror is destroyed, the *mirror-portal* is closed permanently.

Innate Spellcasting. The spite-waif can use the following spell-like abilities, using Charisma as its casting ability (DC 11). The spite-waif doesn't need material components to use these abilities.

At will: *alter self*
1/day: *sleep*

Perfect Copy. When a spite-waif uses *alter self*, it can assume the appearance of a specific individual. Unlike a doppelganger, when a spite-waif is killed it remains in its assumed form unless a *dispel magic* is cast on the corpse.

ACTIONS

Multiattack. The spite-waif bites once and claws once.

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

Claw. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). *Hit:* 2d4 + 3 slashing damage.

ECOLOGY

Environment any land (Between)
Organization solitary or gang (3–6)

These creatures are insidious changelings and infiltrators from Between. Spite-waifs are an immature stage in the development of a doppelganger that are native to that bizarre realm. While they have the doppelganger's ability to change shape, they lack its physical power and ability to read minds. As a result, they are used primarily as changelings to replace children of the Material Plane, and then grow up within that child's household and live its life. The reasons for these switches are manifold, but they are universally of malign intent. This is especially evident in the fact that unlike hags, who swap changelings out for real children and then raise the true child as its own, the spite-waif usually devours the child at the time of the switch.

Formless Children. Superficially, spite-waifs physically resemble a small humanoid child but with a doppelganger's characteristic gray and formless skin and features. Its jaw is able to distend to allow it to swallow creatures up to Medium size, and a mouthful of needle-sharp teeth help it grip its prey. Internally, the spite-waif's abdomen is an extra-dimensional space that can hold any amount of prey. Horrifically, the parents of switched children are frequently concerned about a possible stomach ailment afflicting their "child" when they change its bedclothes, not aware of the true source of its exceptionally soiled and sometimes bloody diapers.

Stolen Lives. A spite-waif can maintain its charade for years, altering its regularly as it "grows," and usually does so for the entire childhood and adolescence of the replaced child. In many ways, they become that child, assuming all of its roles and eventual responsibilities, though it always maintains some form of contact with its own kind — even if only a quick meeting once every few years — to stay current on the planned reasons for the switch. The reasons and plans for a changeling switch are always extremely far-reaching, taking decades to develop, and frequently involve replacing a child from a prominent family in order to attain a powerful position in government later in adulthood. While a spite-waif remains in Between, it doesn't mature physically or in Between Age. A spite-waif that dwells on the Material Plane grows at a rate comparable to the species it mimics. When a Material Plane-dwelling spite-waif reaches physical maturity (usually within 10–12 years), it attains Medium size and completes its transformation into a full non-Between doppelganger, becoming in all ways at this point a normal doppelganger, though likely maintaining any prior contacts with its Between compatriots.

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Sprat

An anaemic, stick-thin man who seems almost to bend in the wind, he is dressed in the latest fashions and has a magnificent top hat and cane. Sprat is a wererat ghoul, unusual in that he retained his shapechanging ability after his transformation into an undead creature.

Sprat

Medium undead (humanoid shapechanger), neutral evil
Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+1)	10 (+2)	17 (+0)	6 (–2)	10 (+0)	10 (–2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 2 (450 XP)

Shapechanger. Sprat can use his action to polymorph between a rat and his true humanoid form.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit (reach 5 ft.; one creature). *Hit:* 2d6 + 2 piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit (reach 5 ft.; one creature). *Hit:* 2d4 + 2 slashing damage plus DC 10 Constitution save or be paralyzed for 1 minute.

Blowgun. *Ranged Weapon Attack:* +4 to hit, range 25/100, 1 target. Hit: 1 piercing damage and the target must succeed at a DC 10 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the victim is also unconscious while poisoned.

Stricken Child, the

Lying prostrate upon a bed of rust-coloured spines and blooms cradled in slowly enveloping iron growths, is a sickly pale man. He is naked, and his revolting affliction is clear for all to see. The miserable man's head is swollen obscenely, a degenerate bloated thing that looks ready to burst at the lightest of touches. His eyes bulge painfully and his jaw hangs slack, a trail of spittle dripping from it. On closer examination, you can see that the thing has only vestigial hands and feet as well as a second head — a grotesque and elongated thing that looks to have been squashed at some time — lolls behind the swollen cranium.

The Stricken Child

Medium monstrosity, chaotic neutral
Armor Class 20 (metal thorns)
Hit Points 48 (12d8)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	8 (–1)	11 (+0)	19 (+4)	17 (+3)	15 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 1 (200 XP)

Horrific Appearance. The Stricken Child has such a distressing shape that all creatures within 30 feet with an Intelligence of 3 or higher who gaze upon it must succeed on a DC 15 Constitution save or become sickened for 1d4+1 rounds. In addition to affecting creatures passively, the Stricken Child can use its horrific appearance actively by presenting itself as a standard action. A creature that succeeds at its saving throw becomes immune to the Stricken Child's horrific appearance for 24 hours.

Howl. The Stricken Child can issue a sickening howl (recharge 5–6). All creatures within 30 foot that hear the howl must succeed on a DC 17 Constitution save or be frightened for 1d4+1 rounds. A creature that succeeds at its saving throw becomes immune to the Stricken Child's howl for 24 hours.

Preternatural Knowledge. The Stricken Child can see and hear things beyond this world and knows what should not be known. The gift is erratic and imprecise.

ACTIONS

Cloud of Misery (2/day). As a combat action, the Stricken Child can vomit forth a **swarm of insects.** The swarms begin adjacent to the Stricken Child, but if no living creatures are within its area, they move away from the Stricken Child in a random direction at their normal speed. The insects melt into pools of brown phlegm after 10 rounds.

Thing in the Cellar, the

This creature is an anathema to natural law. It is a thing of memories, of hatreds and of chaos. It changes physically in some ways, but there the link to anything mortally understood ends.

The Thing in the Cellar

Large aberration (Between), neutral
Armor Class 17 (natural armor)
Hit Points 125 (10d10 + 70)
Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	25 (+7)	11 (+0)	10 (+0)	14 (+2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 16
Languages Aklo
Challenge 6 (XP 2,300)

Distorted. The Thing in the Cellar has no recognizable internal anatomy, giving it a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

Preternatural Horror. Those who see the Thing realise its very existence is contrary to every law of nature. Animals will not go within 30 feet of the creature, and when first sighted by a creature with an Intelligence of 6 or higher, the viewer must make a DC 15 Wisdom save or gain a malady (see Blight Maladies in the introductory chapter to The Levee adventure).

ACTIONS

Multiattack. The thing in the cellar makes three attacks: one with its bite and two with its claws. It can forego one claw attack to use its leach attack.

Bites. *Melee Weapon Attack:* +8 to hit, reach ft., one target. *Hit:* 15 (2d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft.; one target. *Hit:* 13 (2d6 + 5) slashing damage.

Leech. *Melee Spell Attack*: +7 to hit, reach 5 ft.; one tar-

get. *Hit*: 7 (2d6) necrotic damage. The target must make a DC 15 Dexterity saving throw. If the save fails, the target takes 7 (2d6) necrotic damage and the thing in the cellar gains an equal number of hit points. Any hit points gained over the thing's maximum hit points become temporary hit points. If the save succeeds, no damage is done and the target is immune to leech for 24 hours.

Thing That Was Once Rachel Birch, the

It has a face — or rather, two faces — both of which you somehow know. One face is rigid, hard, determined, while the other is frightened like a child, her eyes darting in fear and staring behind her always. The eyes draw you; they are steely. Indeed, they seem to be metallic, and then you realise where you have seen the gaze before — Rachel Birch, the Paladin-Occularis who has been chasing you for months for some transgression you can't even guess — a member of the order that burned your village at the order of Thornrage. What has become of her? She is filleted and stretched so that her human form sways and is distended, oddly lacking in any kind of bone and she is able to stand purely though muscle. As she staggers, she moves like a tumbling thing blown in the wind, propping herself upon long distended knuckles. Her skin runs with livid scars that cover her entire skin, threatening to peel away before your eyes.

The Thing That Was Once Rachel Birch

Medium undead, neutral
Armor Class 18 (natural armour)
Hit Points 117 (18d8 + 36)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	7 (-2)	18 (+4)	11 (+0)

Savings Throws Con +5, Wis +8
Skills Athletics +8, Perception +8, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 18
Languages the languages known in life
Challenge 9 (5,000 XP)

Sunlight Sensitivity. While in sunlight, The Thing That Was Once Rachel Birch, has disadvantage on attack rolls, as well as on Wisdom (Perception) rolls that rely on sight.

ACTIONS

Multiattack. The Thing That Was Once Rachel Birch makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage and it must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum by 0. A humanoid slain by this attack rises 24 hours later as a zombie under The Thing That Was Once Rachel Birch's control, unless the humanoid is restored to life or its body is destroyed. The Thing That Was Once Rachel Birch can have no more than twelve zombies under its control at one time.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Thorny

This creature resembles a hunting dog constructed of tangled briars, vines, leaves, and sticks. Its entire body is covered with small, sharp thorns.

Thorny

Medium plant, neutral
Armor Class 14
Hit Points 27 (5d8+5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	6 (–2)

Skills Perception +5, Stealth +6
Senses passive Perception 15
Languages N/A
Challenge 1 (200 XP)

Thorns. A thorny's body is covered by sharp wooden thorns. Any creature attacking a thorny takes 2 (1d4) damage from the sharp thorns. A creature that grapples the thorny takes this same damage every round the grapple is maintained

ACTIONS

Bite. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit*: 8 (2d6 + 1) piercing damage.

Threnody

The vampiress is a sight to behold now that she is not moving so fast that she can't even be seen. Those that caught a glimpse of her in L7: My Benefactor **recognize her immediately, though it is obvious that she is no longer pregnant. She is old, far older than seems physically possible. Her skin is a wrinkled, hairless, expanse of ashen grey pallor, and seems to sag from her frame as if the skeleton inside was somehow retracting. The flesh of her abdomen hangs in a pendulous mass nearly to her knees, having already disgorged the brood of young it carried. Her wrinkled head is eyeless, with only a small nose and a wide fanged mouth to break its cracked and wrinkled surface. Membranous wings of ragged flesh rise from her shoulders, and most horrifyingly of all as she raises clawed hands toward you, you can see that in the centre of each palm is a glaring, jaundiced eye.**

Threnody

Medium undead (Between), neutral evil
Armor Class 16
Hit Points 119 (14d8+68)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +8, Wis +6, Cha +8
Skills Perception +6, Stealth +8
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 16
Languages Common, Deep Speech
Challenge 12 (8,400 XP)

Birth Brood. Between vampires do not have the ability to create spawn, but Threnody is one of the rare examples of her kind that can create a new generation of Between vampires. Every century or so, she becomes obsessed with reproduction. No act of procreation is required for such an event to occur and conclude. When it occurs, she grows to Large size as she bloats with a host of young, and her hunger to feed becomes almost a madness. She requires living hosts into which her young are birthed and prefers them to be sentient creatures of the mundane world. When birthed, the young occupy a large cyst in their host's body where they feed for 1d3 days until they grow rudimentary wings 1d3 days later. At that point, they finish feeding upon the host and burrow out to make their escape, maturing to become full-grown Between vampires in a matter of weeks. When they first emerge from the host they are virtually helpless (AC 10, hit points 2, fly 10 ft.), but after that they begin to grow and transform into a fully-grown Blight vampire at within 2d12 days and develop the natural abilities of their kind during this time.

Cunning Action. On each turn, Threnody may take the *Dash*, *Disengage*, or *Hide* action as a bonus action.

Dislocated. Attacks against Threnody are made with disadvantage unless the attacker has blindsight or truesight.

Shadowy Escape. When she drops to 0 hit points outside Between, Threnody transforms into a shadow (as in the Shapechanger trait) instead of falling unconscious, provided that she isn't in sunlight. If she can't transform, she is destroyed.

While she has 0 hit points in shadow form, Threnody can't revert to her Between vampire form, and she must reach Between or a *mirror-portal* and successfully possess it within 2 hours or be destroyed. Once in Between, she reverts to her Between vampire form. She is then paralyzed until regaining at least 1 hit point. After spending 1 hour in Between with 0 hit points, she regains 1 hit point. The same is true of a mirror-portal, except she does not revert to her Between vampire form.

Possess Mirror. Threnody can use her action to possess a *mirror-portal* connected to Between. Similar to when a creature is possessed, the mirror-portal must succeed on a DC 17 Charisma saving throw or be possessed by Threnody; Threnody then disappears. Threnody's presence in the mirror can be determined by divination spells such as *detect evil and good*, but she cannot be targeted by any attack, spell, or other effect, except ones that turn undead.

Threnody can remain in a mirror indefinitely, but will be ejected from the mirror if it is destroyed or she is turned.

Regeneration. Threnody regains 5 hit points at the start of her turn if it has at least 1 hit point and isn't in sunlight or running water. If she takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

ACTIONS

Multiattack. Threnody makes three attacks, only one of which can be a bone drink attack.

Tongue. *Melee weapon attack:* +8 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) piercing damage.

Claws. *Melee weapon attack:* +8 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage. Instead of dealing damage, Threnody can grapple the target (escape DC 17).

Bone Drink. *Melee weapon attack:* +3 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Threnody, incapacitated, or restrained. *Hit*: 7 (1d6 + 4) piercing plus 10 (3d6) necrotic damage as their bones liquefy and Threnody begins drinking the slurry through the creature's flesh. The target's hit points are reduced by an amount equal to the necrotic damage taken, and Threnody regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Dominate. Threnody targets one humanoid she can see within 30 feet of her. If the target can see Threnody, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by her. The charmed target regards Threnody as a trusted friend to be heeded and protected. Although the target isn't under her control, it takes Threnody's requests or actions in the most favorable way it can, and it is a willing target for Threnody's bone drink attack.

Each time Threnody or her companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Threnody is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Burst of Speed (Recharge 6). Threnody can move twice her base speed.

Vargouille

Hideous, disgusting, and vile, vargouilles stream out of the Abyssal plane. Little more than a severed head with bat wings, these fiends carry a potent disease that perpetuates their abominable kind.

Vargouille

Tiny fiend, chaotic evil
Armor Class 12 (natural armour)
Hit Points 13 (3d4 + 6)
Speed 5 ft., 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (+0)	14 (+2)	14 (+2)	4 (-3)	7 (-2)	2 (-4)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Abyssal and Infernal, and any languages it new before becoming a fiend, but is unable to speak
Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 10 (3d6) poison damage.

Demon's Kiss. If an incapacitated target is within 5 feet of the vargouille, the vargouille can kiss that creature, which must succeed on a DC 12 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma at the end of each hour, as its facial features take on a fiendish aspect. The curse held at bay by direct sunlight or the *daylight* spell. Once the cursed target's Charisma drops to 2, it suffers an excruciating, violent death from its head tearing from its body to become a new vargouille. The curse can only be ended by a *remove curse* or *greater restoration* spell. The physical changes are undone when the curse ends through these means.

Stunning Shriek. The vargouille unleashes a piercing shriek. Creatures within 30 feet of the vargouille that hears the shriek must succeed on a DC 12 Wisdom saving throw or be frightened and stunned until the end of the vargouille's

next turn. While frightened in this way, a target is stunned. If the creature's saving throw is successful, then it is immune to the vargouille shrieks for the next 1 hour.

Wallow Whale

Something stirs in the sludge beneath, swimming through the arsenic poison that passes for water. It is vast, a seething globe of flesh, a mountain of rotting skin that hangs like a bridal train behind its back. It has at least a dozen eyes oddly spaced on its foul body, and a vast maw capable of swallowing a ship.

Wallow-Whale

Gargantuan aberration, neutral

Armor Class 17 (natural armor)
Hit Points 201 (13d20 + 65)
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	4 (–3)	21 (+5)	4 (–3)	10 (+0)	5 (–3)

Skills Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities thunder
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 14
Languages none
Challenge 12 (8,400 XP)

Swallow. A swallowed creature is blinded and restrained. It takes 1d10 + 6 bludgeoning damage plus 1d8 acid damage automatically at the start of each of the wallow-whale's turns. Any number of creatures can be inside the wallow-whale at one time. A swallowed creature is unaffected by anything happening outside the wallow-whale or by attacks from outside it. A swallowed creature can get out of the wallow-whale by using 5 feet of movement, but only after the wallow-whale is dead. When a creature gets out of the wallow-whale, it must make a successful DC 17 Constitution saving throw or contract filth fever.

Filth Fever. A creature with filth fever becomes sick 1d4 days after being infected. At that time, the creature gains 1 level of exhaustion. It also regains only half the usual number of hit points from spending Hit Dice and no hit points from resting. Once symptoms appear, the infected creature must make a DC 11 Constitution saving throw after every long rest. If it fails, the creature gains 1 level of exhaustion; if it succeeds, the creature loses 1 level of exhaustion. The disease is cured when the creature has no exhaustion.

ACTIONS

Multiattack. The wallow-whale bites once and makes one tail slap attack.

Bite. *Melee Weapon Attack:* +10 to hit (reach 5 ft.; one creature). *Hit:* 4d10 + 6 piercing damage plus 3d6 acid damage, and the creature must make a successful DC 17 Strength saving throw or be swallowed (see above).

Tail Slap. *Melee Weapon Attack:* +10 to hit (reach 15 ft.; one creature). *Hit:* 4d8 + 6 bludgeoning damage and the target is knocked prone.

Melee Atttack—Ram (recharge 6). automatic hit (one ship). *Hit:* the vessel makes a hull saving throw using the most appropriate DC from the table below, based on the ship's type. The vessel sinks when it has failed the indicated number of saving throws. The proficiency bonus of the ship's captain can be added to the saving throw.

Ship Type	Hull DC	Sinks after
Rowboat	20	1 failed save
Barge	19	1 failed save
Oared Galley, small	18	2 failed saves
Oared Galley, large	16	2 failed saves
Sailing Merchant, small	17	2 failed saves
Sailing Merchant, large	15	3 failed saves
Sailing Warship	13	3 failed saves

ECOLOGY
Environment sea (Between)
Organization solitary or mated pair

Originally found only in the Unsea of Between before some of these great cetaceans somehow escaped and began reproducing in the mundane world's oceans, wallow-whales are now the terror of the Fetid Sea and one of the primary threats for which the Castorhage Navy diligently patrols those waters. Wallow-whales are offal, carrion, husks, leavings, and scum given life. Stirges are frequently seen circling them when they surface to launch a spume of oily brine, purulence, and clotted fluids from their blowholes, and oozes capable of surviving in the acidic environment can sometimes be found infesting their cathedral-like stomachs. Wallow-whales aren't afraid to venture close to the city to feed upon the excrement, rot, and flotsam that seethes like a gyre around its foundations. Yet despite their foul body habitus, the ambergris of a wallow-whale is a thing both rare and highly valuable, selling for as much as 100 gp/pound. Daring or foolhardy whalers armed with cold-iron harpoons hunt these beasts upon the oceans, and in some cases upon the Unsea, with typical Gargantuan specimens

typically yielding 1d6 x 10 pounds of the substance, and a Colossal beast yielding 3d6 x 10 pounds.

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Author Alistair Rigg, based on material by Richard Pett.

Watch Commander Kevel Durmast

Kevel is the current commander of the City Watch, Kevel is also a member of the Veil. Duke Malice believes Durmast to be solely his creature but knows neither the Watch Commander's true nature nor his true loyalty to Braken and only Braken.

Watch Commander Kevel Durmast

Medium doppelganger, lawful evil
Armor Class 15 (studded leather)
Hit Points 90 (12d8+36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +7, Int +5
Skills Acrobatics +8, Deception +6, Perception +5, Stealth +11
Senses darkvision 60 ft., passive Perception 15
Languages any one language (usually common)
Challenge 5 (1,800 XP)

Ambusher/ Surprise Attack. In the first round of combat, Kevel has advantage on attack rolls against a creature he has surprised, and deals an extra 14 (4d6) damage on a successful hit. Any hit against a surprised creature is a critical.
Evasion. If Kevel is required to make a Dexterity saving throw to take half damage, he takes no damage on a successful save, and half damage on a failed save.
Read Thoughts. While concentrating, Kevel can read thoughts within a 60-foot radius. He has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, Persuasion) checks vs his target while reading its thoughts.
Shapechanger. Kevel can use his action to polymorph into a Small or Medium humanoid he has seen, or back into his true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

ACTIONS
Multiattack. Kevel makes two attacks on his turn.
Rapier. *Melee weapon attack:* +8 to hit, reach 5 ft., one target. *Hit*: 8 (1d8+4) piercing damage.
Light Crossbow. *Ranged weapon attack*: +8 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6+4) piercing damage. The target must make a DC 15 Constitution save, taking 24 (7d6) damage on a failure, or half as much on a success.

Watchful Child, the

Most certainly some type of a gargoyle, this creature appears to be badly made. Its face is almost child-like but broad and stretched, while behind its grey body hang two angelic wings. From its skeletal frame erupt metal plates and nodules that grow upon it like tumours. Four arms extend from its torso, but a stunted and shriveled fifth arm hangs from the thing's neck.

The Watchful Child

Medium monstrosity, chaotic evil
Armor Class 20 (natural armor)
Hit Points 60 (10d8 + 20)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (–2)	11 (+0)	7 (–2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons or not made of adamantine
Damage Immunities poison
Condition Immunities poisoned, exhaustion, petrifaction
Senses darkvision 60 ft., passive Perception 12
Languages Terran
Challenge 5 (1,800 XP)

False Appearance. While the watchful child remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS
Multiattack: The watchful child makes four attacks: one with its bite, two with its claws, and one with its horn.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 3) piercing damage.
Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 3) slashing damage.
Horn. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 3) piercing damage.

Wererat Leader

Wererat leaders are the elite of the city's wererat population, more powerful and much sneakier than the ordinary sort. Most of the city's wererats are halflings in their true form, and this is also true of the elites.

Wererat Leader

Medium humanoid (any race, shapechanger), lawful evil
Armor Class 12
Hit Points 42 (6d8+18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	17 (+3)	11 (+0)	10 (+0)	8 (–1)

Skills Perception +2, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing from non-silvered weapons
Senses darkvision 60 ft. (in any form), passive Perception 12
Languages Common (cannot speak in rat form)
Challenge 4 (1,100 XP)

Cunning Action. On each turn, the wererat leader may take the *Dash, Disengage*, or *Hide* action as a bonus action.
Keen Smell. Wisdom (Perception) checks that rely on smell are made at advantage.

Shapechanger. A wererat leader can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Sneak Attack (1/turn). The wererat leader's attack deals an extra 10 (3d6) damage when it hits with a weapon attack, if it has advantage on the attack roll, or there is an ally who is not incapacitated within 5 feet of the target, and as long as the wererat leader does not have disadvantage on the attack roll.

ACTIONS

Multiattack (humanoid or hybrid form only). A wererat leader makes two attacks (only one of which may be a bite).

Bite (Hybrid or Rat Form Only). *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee weapon attack:* +4 to hit, range 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Whale, Between

Massive whales that swim the unfathomed deeps of the seas of Between.

Whale, Between

Gargantuan beast, unaligned
Armor Class 14
Hit Points 228 (13d20+ 91)
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	25 (+7)	12 (+1)	18 (+4)	10 (+0)

Skills Perception +4
Saving Throws Str +13, Con +13, Wis +8
Senses blindsight 120 ft., darkvision 60 ft. passive Perception 18
Languages --
Challenge 12 (8,400 XP)

Echolocation. The Between whale cannot use its blindsight if deafened.

Freedom of Movement. The Between whale ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Hold Breath. The Between whale can hold its breath for 30 minutes.

Keen Scent. This Between whale can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at a range of up to a mile.

Siege Monster. The Between whale deals double damage to objects and structures

ACTIONS

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 42 (6d10 + 9) slashing damage. If the hit is a critical hit or exceeds the number needed by 5 or more, the target is also swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the Between whale, and it takes 21 (6d6) acid damage at the start of each of the Between whale's turns.

If the Between whale takes 30 damage or more on a single turn from a creature inside it, the Between whale must make a DC 17 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 Between whale. If the Between whale dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Ram. *Melee Weapon Attack*, +13 to hit, reach 5 ft., one object. *Hit*: 36 (5d10 + 9) bludgeoning damage.

Tail Slap. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit*: 31 (4d10 + 9) bludgeoning damage and the target must succeed on a DC 17 Constitution saving throw or be stunned until the end of the Between whale's next turn.

Capsize. If the Between whale moves at least 30 feet straight toward a watercraft (boat, ship, ferry, etc.) and then hits it with a ram attack on the same turn, there is a chance that it will capsize. All occupants of the watercraft must make Dexterity saving throw when the craft is rammed (see below). To determine if the watercraft capsizes, consult the following:

Size	Outcome
Small **(e.g. rowboat)**	The craft is destroyed, all on board must make a successful DC 19 Dexterity saving throw to avoid being stunned. Regardless of the outcome of the save, passengers each take 36 (5d10 + 9) damage and are thrown from the wreckage.
Medium **(e.g. keelboat)**	The craft must make a generic DC 17 saving throw to avoid being destroyed. If successful, the craft takes half of the 10d10 + 10 damage. All on board must make a save DC 19 Dexterity saving throw to avoid being knocked prone. If the craft fails the saving throw, it takes full damage and begins taking on water. It will sink in 1d4 rounds.
Large **(e.g. sailing ship)**	The craft must make a generic DC 15 saving throw to avoid being capsized. If it fails the save by 5 or more, the ship capsizes. All on board must make a DC 13 Dexterity saving throw to avoid being pulled under with the ship. If the save is successful, the ship takes 10d10 + 10 damage and those on board make a DC 12 Dexterity saving throw to avoid being knocked prone (or overboard if they are near the ship's edge).
Huge **(e.g. longship)**	The craft must make a generic DC 13 saving throw to avoid being capsized. If it fails the save by 5 or more, the ship capsizes. All on board must make a DC 12 Dexterity saving to avoid being pulled under with the ship. If the save is successful, the ship takes 10d10 + 10 damage and those on board make a DC 11 Dexterity saving throw to avoid being knocked prone (or overboard if they are near the ship's edge).

Size	Outcome
***Gargantuan* (e.g. warship, galley)**	The craft must make a generic DC 12 saving throw with advantage to avoid being capsized. If it fails the save by 5 or more, the ship capsizes. All on board must make a DC 11 Dexterity saving to avoid being pulled under with the ship. If the save is successful, the ship takes 10d10 + 10 damage and those on board make a DC 10 Dexterity saving throw to avoid being knocked prone (or overboard if they are near the ship's edge).

Wolf, Ghoul

This creature resembles a wolf with matted dark fur torn away in places. Its flesh is sickly gray where its fur is torn away. Its eyes are stark white.

Ghoul Wolf

Large undead, chaotic evil
Armor Class 13 (natural armour)
Hit Points 50 (8d10 + 6)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses passive Perception 14
Languages --
Challenge 2 (450 XP)

Keen Hearing and Smell. The ghoul wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.
Pack Tactics. The ghoul wolf has advantage on attack rolls against a creature if at least one of the ghoul wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS
Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.
Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Woerm

This wormlike monster's eyeless head has a hooked jaw and large, pointed ears. Its scaly hide is dull gray with a crest on its head and along its back to its tail, along which its shrunken, vestigial legs hang limply. Its long, multi-jointed arms are like slimy spider legs tipped with elongated, clawed hands.

Woerm

Medium aberration, chaotic evil

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 40 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	10 (+0)	12 (+1)	8 (-1)

Skills Acrobatics +3, Athletics +5, Stealth +3
Senses blindsense 30 ft. (blind beyond 30 ft.), passive Perception 11
Languages Undercommon
Challenge 1 (200 XP)

Blind. Woerms rely entirely on blindsight. They are immune to gaze attacks, visual effects, illusions, and other effects that interact with normal sight.
Filth Fever. A creature with filth fever becomes sick 1d4 days after being infected. At that time, the creature gains 1 level of exhaustion. It also regains only half the usual number of hit points from spending Hit Dice and no hit points from resting. Once symptoms appear, the infected creature must make a DC 11 Constitution saving throw after every long rest. If it fails, the creature gains 1 level of exhaustion; if it succeeds, the creature loses 1 level of exhaustion. The disease is cured when the creature has no exhaustion.
Pack Attack. A woerm has advantage on its attack roll if the target is within 5 feet of another woerm that's able to attack.
Regeneration. A woerm heals 5 hit points at the start of each of its turns. This ability doesn't function if it took acid or fire damage, or was exposed to sunlight, since its previous turn.
Stench. A creature (other than a woerm or troglodyte) that starts its turn within 5 feet of a woerm must make a

successful DC 11 Constitution saving throw or be poisoned until the start of its next turn. A creature that saves successfully is immune to woem Stench for 24 hours.

ACTIONS

Multiattack. The woerm bites once and claws once.

Bite. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). *Hit:* 1d4 + 3 piercing damage, and the creature must make a successful DC 11 Constitution saving throw or be infected with filth fever (see above).

Claws. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). *Hit:* 2d6 + 3 slashing damage.

Disorientating Scream. Woerms communicate with their own kind via high-pitched screams. Creatures other than woerms within 15 feet of a screaming woerm must succeed at a DC 11 Wisdom saving throw or be incapacitated for 1 round. A character who makes this saving throw successfully is immune to woerms' Disorientating Screams for 24 hours.

ECOLOGY

Environment underground

Organization solitary, pair, gang (3–12), or cult (13+)

Woerms are an aggressive, insular race who constantly hunger for flesh and who have become adept at survival in the crippling and stifling confines of the Underneath. Originally spawned of cursed unions between morlocks and troglodytes, they are rarely encountered and never above ground, as sunlight repels them.

Careful Hunters. Woerms are cautious when hunting, striking prey as they rush forth from hidden holes and disappear into others. This tactic has led to an impression that they enjoy playing with their prey — earning them the name "Welcomers Below" — but woerms delight only in eating.

Social Horrors. Woerms are surprisingly sophisticated and intelligent — or at least, more sophisticated and intelligent than they look — and have complex and powerful clans and groups; two opposing groups of woerms never work together, but occasionally a great leader forges a larger kingdom of the creatures. These clans can last for decades or even centuries, and the feasting halls that rarely have been discovered have shown their appetites and successes. Occasionally, the insular woerms form an alliance with, or more often enslave, a race of subterranean dwellers, typically their morlock or troglodyte forebears.

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Zombie Horse

Zombie horses are a staple of Castorhage's necromantic industry. They are so unintelligent that they are only used as workhorses: commanding a zombie horse to attack requires a DC 10 Intelligence check on the part of the horse to understand and obey (with a –5 on the roll due to its Intelligence modifier). Otherwise, the zombie horse looks on placidly without taking any actions at all.

Zombie Horse

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

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

Saving Throws Wisdom +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands trained words
Challenge 1/4 (50 XP)

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

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) bludgeoning damage.

Common NPCs

Agent of Good

These individuals may be vampire-hunters, witch-hunters, or serve as contacts for good-aligned organizations such as religious orders or orders of knighthood.

Agent of Good

Medium humanoid (any race), any good alignment
Armor Class 13 (leather armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 2 (450 XP)

Holy Devotion. The agent of good has advantage on saving throws against being charmed or frightened.

Spellcasting. The agent is a 4th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). Agents of good usually have the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, cure wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. An agent of good makes two melee attacks, one with the rapier and one with the dagger.

Silvered Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

Silvered Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 4 (1d8 + 2) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack*: +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage. The bolts are silvered.

Apprentice Mage

Medium humanoid (any), any alignment
Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Arcana +4, History +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The apprentice mage is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:
Cantrips (at will): *fire bolt, mending, prestidigitation*
1st level (2 slots): *burning hands, mage armour, shield*

ACTIONS
Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Arcane Assassin

Medium humanoid (any), any alignment
Armor Class 15 (18 with *mage armour*)
Hit Points 81 (6d6 + 6d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	15 (+2)	14 (+2)	11 (+0)

Skills Acrobatics +9, Perception +6, Sleight of Hand +9, Stealth +13
Senses passive Perception 16
Languages Any four languages
Challenge 7 (2,900 XP)

Spellcasting. The arcane assassin is a 6th-level spell caster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The arcane assassin has the following wizard spells prepared:
Cantrips (at will): *chill touch, minor illusion*, *poison spray, true strike*
1st level (4 slots): *charm person*, *feather fall, mage armour, magic missile*
2nd level (3 slots): *cloud of daggers, darkness*, *invisibility*
3rd level (3 slots): *blink, clairvoyance, vampiric touch*
Assassinate. During its first turn, the arcane assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the arcane assassin scores against a surprised creature is a critical hit.
Evasion. If the arcane assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the arcane assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.
Sneak Attack (1/Turn). The arcane assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS
Multiattack. The arcane assassin makes two shortsword attacks per turn.
Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.
Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 9 (1d8 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Ascetic

Medium humanoid (any), any alignment
Armor Class 16
Hit Points 60 (11d8 + 11)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 3 (700 XP)

Unarmoured Defence. If wearing no armour or shield, the ascetic's AC includes its Wisdom modifier.

ACTIONS
Multiattack. The ascetic makes 3 unarmed strike attacks or three dart attacks.
Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage. If the target is a creature, the ascetic can choose one of the following additional effects:
- The target must make a successful DC 13 Strength saving throw or the creature drops one item (ascetic's choice);
- The target must make a successful DC 13 Dexterity saving throw be knocked prone;
- The target must make a successful DC 13 Constitution saving throw or stunned until the end of ascetic's next turn.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS
Deflect missile. As a reaction, the ascetic deflects one missile and any damage is reduced by 1d10 + 3. If damage is reduced to 0, the ascetic catches the missile if it small enough to hold in one hand and the ascetic has at least one hand free.

Burglar

Medium humanoid (any), any alignment
Armor Class 16 (leather armour)
Hit Points 52 (8d8+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +7, Int +4
Skills Acrobatics +7, Athletics +4, Perception +5, Sleight of Hand +7, Stealth +7

Senses passive Perception 15
Languages Thieves' cant plus any two languages
Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the burglar can use a bonus action to take the Dash, Disengage, or Hide action.
Evasion. When the burglar is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the it instead takes no damage if the save is successful, and only half damage if the roll is a failure.
Sneak Attack. Once per turn, the burglar can deal an extra 14 (4d6) damage to one creature it hits with an attack if it has advantage on the attack roll. The attack must use a finesse or a ranged weapon. The burglar doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and the burglar doesn't have disadvantage on the attack roll.

ACTIONS
Multiattack. The burglar can make two attacks with either its shortsword or its light crossbow per turn.
Shortsword. *Melee Weapon Attack:* +7 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) slashing damage.
Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Captain

Medium humanoid (any), any alignment
Armor Class 18 (plate)
Hit Points 75 (10d8+20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Str +6, Con +6
Skills Perception +5, Persuasion +7, Intimidation +7
Senses passive Perception 13
Languages Any two languages
Challenge 3 (700 XP)

Brave. The captain has advantage on all saving throws against fear.
Leadership (1/day, 1 minute). Allies within 30ft who can hear and understand the Captain add 1d4 to their attack rolls and saving throws.

ACTIONS
Greatsword. *Melee Weapon Attack:* +6 to hit (reach 5 ft.; one creature). *Hit:* 10 (2d6 + 3) slashing damage.

Deathmage

Medium humanoid (any), any alignment
Armor Class 12 (15 with *mage armour*)
Hit Points 66 (12d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Senses passive Perception 11
Languages Any four languages
Challenge 9 (5,000 XP)

Grim Harvest (1/turn). When the deathmage kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the deathmage regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.
Spellcasting. The deathmage is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:
Cantrips (at will): *chill touch, dancing lights, mage hand, mending*
1st level (4 slots): *false life*, mage armour, ray of sickness**
2nd level (3 slots): *blindness/deafness*, ray of enfeeblement*, web*
3rd level (3 slots): *animate dead*, bestow curse*, vampiric touch**
4th level (3 slots): *blight*, dimension door, stoneskin*
5th level (2 slots): *contagion, cloudkill;*
6th level (1 slots): *circle of death**
*Necromancy Spell of 1st level or higher.

ACTIONS
Grim Harvest. When deathmage kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the mage regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.
Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

Duellist

Medium humanoid (any), any alignment
Armor Class 17 (leather armour)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +9, Athletics +5, Persuasion +6
Senses passive Perception 10
Languages Any two languages
Challenge 3 (700)

Light-footed. The duellist can take the Dash or Disengage action as a bonus action on each of its turns.
Suave Défense. While the duellist is wearing light or no armour and wielding no shield, its AC includes its Charisma modifier.

ACTIONS
Multiattack. The duellist makes three attacks: one with a dagger and two with a rapier.
Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (ld4 + 4) piercing damage.
Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (ld8 + 4) piercing damage.

Elder Witch

Medium humanoid (any), any alignment
Armor Class 12 (15 with *mage armour*)
Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7
Skills Arcana +4, History +4
Senses passive Perception 11
Languages Any two languages, telepathy 30 ft.
Challenge 6 (2,300)

Innate Spellcasting. The elder witch's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:
At will: *detect magic, jump, levitate, mage armour* (self only), *speak with dead*
l /day each: *arcane gate, true seeing*

Spellcasting. The elder witch is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following witch spells:
Cantrips (at will): *chill touch, eldritch blast, guidance, mage hand, minor illusion, prestidigitation, shocking grasp*
1st-5th level (3 5th-level slots): *crown of madness, clairvoyance, contact other plane, detect thoughts, dimension door, dissonant whispers, dominate beast, hellish rebuke, protection from good and evil, telekinesis, vampiric touch*

Whispering Aura. At the start of each of the elder witch's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the witch isn't incapacitated.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (ld4 + 2) piercing damage.

Foulguard

Medium humanoid (any), any non-good alignment
Armor Class 18 (plate armour)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5
Skills Athletics +7, Deception +5, Intimidation +5;
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 8 (3,900 XP)

Spellcasting. The foulguard is a 10th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They have the following paladin spells prepared:
Cantrips: *chill touch, shocking grasp*
1st level (4 slots): *command, false life, protection from evil and good, shield*
2nd level (3 slots): *aid, branding smite, find steed*
3rd level (2 slots): *dispel magic, hellish rebuke, inflict wounds*

ACTIONS

Multiattack. The foulguard makes three attacks with its glaive or shortbow.
Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.
Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
Aura of Dread (Recharges after short or long rest). The foulguard exudes magical menace. Each enemy within 30 feet of the foulguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the foulguard, the target can repeat the saving throw, ending the effect on itself with a success.

Foulguards are likely to have a special steed.

Frenzied Berserker

Medium humanoid (any), any alignment
Armor Class 14 (chain shirt)
Hit Points 105 (10d12+30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	9 (–1)	16 (+3)	10 (+0)

Saving Throws Str +9, Con +7
Skills Acrobatics +5, Athletics +9, Performance +4, Survival +7
Senses passive Perception 13
Languages Any one language
Challenge 5 (1,800 XP)

Brutal Critical. The frenzied berserker can roll one additional weapon damage when determining the extra damage for a critical hit with a melee attack.
Reckless. At the start of its turn, the frenzied berserker can gain advantage on all melee weapon attack rolls that turn but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. A frenzied berserker makes two greataxe attacks per turn.
Greataxe. *Melee Weapon Attack:* +9 to hit (reach 5 ft.; one creature). *Hit:* 11 (1d12 + 5) slashing damage.

Grandmaster Spy

Medium humanoid (any), any alignment
Armor Class 18 (studded leather armour)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

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

Saving Throws Dexterity +10, Intelligence +8, Wisdom +8
Skills Acrobatics +10, Perception +8, Sleight of Hand +10, Stealth +14
Senses passive Perception 18
Languages Any four languages
Challenge 8 (3,900 XP)

Elusive. No attack on the grandmaster spy has advantage if the grandmaster spy is not incapacitated.

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

Sneak Attack (1/Turn). The grandmaster spy deals an extra 31 (9d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the grandmaster spy that isn't incapacitated and the grandmaster spy doesn't have disadvantage on the attack roll.

Stealthy. The grandmaster spy has advantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The grandmaster spy makes three rapier attacks per turn.

Short Sword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. Hit: 9 (1d8 + 4) piercing damage.

Hierophant

Medium humanoid (any), any alignment
Armor Class 16 (hide armour, shield)
Hit Points 132 (24d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+4)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9
Skills Medicine +9, Nature +5, Perception +9
Senses passive Perception 19
Languages Druidic plus any two languages
Challenge 12 (8,400 XP)

Spellcasting. The hierophant is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, poison spray, produce flame*
1st level (4 slots): *cure wounds, entangle. faerie fire, speak with animals*
2nd level (3 slots): *animal messenger, beast sense, hold person*
3rd level (3 slots): *conjure animals, meld into stone, water breathing*
4th level (3 slots): *dominate beast, locate creature, stoneskin, wall of fire*
5th level (3 slots): *commune with nature, mass cure wounds, tree stride*
6th level (1 slot): *heal, heroes' feast, sunbeam*
7th level (1 slot): *fire storm*
8th level (1 slot): *animal shapes*

ACTIONS

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (ld6 + 2) slasping damage.

Change Shape (2/Day). The hierophant magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The hierophant can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The hierophant reverts to its true form if it dies or falls unconscious. The hierophant can revert to its true form using a bonus action on its turn. While in a new form, the hierophant retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form. The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

High Priest

Medium humanoid (any), any alignment
Armor Class 17 (half plate)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

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

Skills History +5, Religion +5
Senses passive Perception 14
Languages Any four languages
Challenge 7 (2,900 XP)

Divine Eminence. As a bonus action, the high priest can expend a 1st level spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the high priest expends a spell slot of 2nd level or higher, the extra damage increases by ld6 for each level above 1st.

Spellcasting. The high priest is a 14th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The high priest has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *resistance*, *sacred flame, thaumaturgy*
1st level (4 slots): *bless, cure wounds, healing word, shield of faith*
2nd level (3 slots): *aid*, *continual flame*, *lesser restoration*
3rd level (3 slots): *beacon of hope*, *magic circle, speak with dead*
4th level (3 slots): *death ward, freedom of movement, guardian of faith*
5th level (2 slots): *mass cure wounds, raise dead*
6th level (2 slots): *blade barrier, true seeing*
7th level (1 slot): *resurrection*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) bludgeoning damage if used with two hands.

Initiate Witch

Medium humanoid (any), any alignment
Armor Class 11 (14 with *mage armour*)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5
Skills Arcana +2, Deception +5, Nature +2, Persuasion +5

Senses passive Perception 11
Languages Any two languages
Challenge 2 (450)

Innate Spellcasting. The initiate witch's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 14), requiring no material components:
At will: *disguise self, mage armour* (self only), *silent image, speak with animals*
l /day: *conjure fey*

Spellcasting. The initiate witch is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:
Cantrips (at will): *eldritch blast, mage hand, minor illusion*
1st-3rd level (2 3rd-level slots): *blink, charm person, faerie fire, hold person, phantasmal force, sleep*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

Inquisitor

These individuals are chosen agents of their faith, charged with enforcing their gods' dictates and rooting out the unfaithful. Even those of good alignment are fanatical in their devotion to their faith.

Inquisitor

Medium humanoid (any race), any alignment
Armor Class 13 (leather armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 2 (450 XP)

Holy Devotion. The inquisitor has advantage on saving throws against being charmed or frightened.

Spellcasting. The inquisitor is a 4th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). Inquisitors usually have the following cleric spells prepared:
Cantrips (at will): *light, resistance, sacred flame*
1st level (4 slots): *command, protection from evil and good, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. An inquisitor makes two melee attacks, one with the longsword and one with the dagger. The inquisitor makes only one attack if it holds the longsword in both hands.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 4 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage if held in both hands.

Heavy Crossbow. *Ranged Weapon Attack*: +4 to hit, range 100/400 ft., one target. *Hit*: 6 (1d10 + 1) piercing damage. The bolts are silvered.

Inspector of the Watch

Medium humanoid (any), any alignment (usually lawful)
Armor Class 17
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	17 (+3)	12 (+1)	16 (+3)

Skills Deception +6, Insight +6, Intimidation +6, Investigation +8, Perception +4, Perform +6, Persuasion +8, Stealth +5
Senses passive Perception 14
Languages Common, Gnome, River Cant, Xaon
Challenge 4 (1,100 XP)

Cunning Action. As a bonus action on his turn, the inspector can Disengage, Dash or Hide.

Jack of All Trades. Inspectors of the watch receive a +1 bonus on all skills not listed above.

Sneak Attack. An inspector of the watch can make a sneak attack as a rogue for 1d6 points of damage on a target upon which he has advantage.

Spellcasting. These high-ranking officials are 4th level spellcasters. Charisma is their spellcasting ability (spell save DC 14, +6 to hit with spell attacks). They have the following spells from the bard spell list:
Spells (slots):
Cantrips (at will)—*friends, light, mage hand*;
1st (4 slots)—*charm person, comprehend languages, detect magic, disguise self;*
2nd (3 slots)— *detect thoughts, locate object, zone of truth*;

ACTIONS

Flail. *Melee Weapon Attack:* +6 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) bludgeoning damage.

Knight of Renown

Medium humanoid (any), any alignment
Armor Class 18 (plate)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6
Skills Athletics +9, Intimidation +5, Perception +6
Senses passive Perception 16
Languages Any two languages
Challenge 9 (5,000 XP)

Indomitable (2/Day). The knight of renown rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the knight of renown can regain 20 hit points.

ACTIONS

Multiattack. The knight of renown makes three attacks with its greatsword or crossbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + **5)** slashing damage, plus 7 (2d6)

slashing damage if the knight of renown has more than half of its total hit points remaining.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 6 (ld8 + 2) piercing damage, plus 7 (2d6) piercing damage if the knight of renown has more than half of its total hit points remaining**.**

Master Assassin

Medium humanoid (any), any alignment
Armor Class 18 (studded leather armour)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	16 (+3)	15 (+2)	11 (+0)

Saving Throws Dexterity +11, Intelligence +9, Wisdom +8
Skills Acrobatics +11, Perception +8, Sleight of Hand +11, Stealth +15
Senses passive Perception 18
Languages Thieves' cant plus any two languages
Challenge 8 (3,900 XP)

Assassinate. During its first turn, the master assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Elusive. No attack on the master assassin has advantage if the master assassin is not incapacitated.

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

Sneak Attack (1/Turn). The master assassin deals an extra 31 (9d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the master assassin that isn't incapacitated and the master assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The master assassin makes three rapier attacks per turn.

Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 5) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. Hit: 9 (1d8 + 5) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Master Spy

Medium human, neutral
Armor Class 16 (studded leather)
Hit Points 84 (13d8+26)
Speed 30 ft.

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

Saving Throws Dex +7, Int +5
Skills Insight +4, Investigation +5, Perception +4, Stealth +7
Senses passive Perception 14
Languages Common
Challenge 8 (3,900 XP)

Cunning Action. On each of its turns, the master spy can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. When the master spy is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the it instead takes no damage if the save is successful, and only half damage if the roll is a failure.

Martial Advantage. Once per turn, the master spy can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the master spy that isn't incapacitated.

ACTIONS

Multiattack. The master spy can make three attacks with either its rapier or its hand crossbow per turn.

Rapier. *Melee Weapon Attack:* +7 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Parry. The master spy adds 3 to its AC against one melee attack that would hit it. To do so, the master spy must see the attacker and be wielding a melee weapon.

Minstrel

Medium humanoid (any), any alignment
Armor Class 15
Hit Points 44 (8d8 + 8)
Speed 30 ft.

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

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +5, Performance +6
Senses passive Perception 15
Languages any two languages
Challenge 2 (450 XP)

Spellcasting. The minstrel is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:
Cantrips (at will): *friends, mage hand, vicious mockey*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*
2nd level (3 slots): *invisibility, shatter*

Song of Rest. The minstrel can perform a song while taking a short rest. Any ally, or the minstrel itself, who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest.

Taunt (2/day). The minstrel can use a bonus action on its turn to target one creature within 30 ft. If the target can hear the minstrel, the target must succeed DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the minstrel's next turn.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Phantasmagist

Medium humanoid (any), any alignment
Armor Class 12 (15 with mage armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (+1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int. +5, History +5
Skills Arcana +5, History +5
Senses passive Perception 10
Languages any four languages
Challenge 3 (700 XP)

Spellcasting. The phantasmagist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:
Cantrips (at will): *dancing lights, mage hand, minor illusion, poison spray*
1st level (4 slots): *color spray*, disguise self*, mage armour, magic missile*
2nd level (3 slots): *invisibility*, mirror image*, phantasmal force**
3rd level (3 slots): *major image*, phantom steed**
4th level (1 slots): *phantasmal killer**
*Illusion spells of 1st level or higher

Displacement (recharges after the Phantasmagist casts an Illusion Spell of 1st Level or Higher). As a bonus action, the phantasmagist projects an illusion that makes it appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls. The effect ends if the phantasmagist takes damage, it is incapacitated or its speed becomes 0.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

Seer

Medium humanoid (any), any alignment
Armor Class 12 (15 with *mage armour*)
Hit Points 67 (15d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Senses passive Perception 11
Languages Any four languages
Challenge 8 (3,900 XP)

Spellcasting. The seer is a 15th-level spell caster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The seer has the following wizard spells prepared:
Cantrips (at will): *fire bolt, light, mage hand, message, true strike*
1st level (4 slots): *detect magic,* feather fall, mage armour*
2nd level (3 slots): *detect thoughts,* locate object,* scorching ray*
3rd level (3 slots): *clairvoyance ,* fly, fireball*
4th level (3 slots): *arcane eye,* ice storm, stoneskin*
5th level (2 slots): *Telepathic bond,* scrying**
6th level (1 slot): *mass suggestion, true seeing**
7th level (1 slot): *delayed blast fireball, teleport*
8th level (1 slot): *maze*
*Divination spell of 1st level or higher

Portent (Recharges after the Seer Casts a Divination Spell of 1st Level or Higher). When the seer or a creature it can see makes an attack roll, a saving throw, or an ability check, the seer can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

Sneakthief

Medium humanoid (any), any alignment
Armor Class 13
Hit Points 8 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+3)	11 (+0)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5, Int +2
Skills Acrobatics +5, Athletics +3, Deception +2, Perception +6, Sleight of Hand +5, Stealth +7
Senses passive Perception 16
Languages Thieves' cant plus any one language
Challenge 1/2 (100 XP)

Sneak Attack. Once per turn, the sneakthief can deal an extra 1d6 damage to one creature it hits with an attack if it has advantage on the attack roll. The attack must use a finesse or a ranged weapon. The sneakthief doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and the sneakthief doesn't have disadvantage on the attack roll.

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) piercing damage.
Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Summoner

Medium humanoid (any), any alignment
Armor Class 12 (15 with *mage armour*)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages Any four languages
Challenge 6 (2,300 XP)

Benign Transportation (Recharges after the Summoner Casts a Conjuration Spell of 1st Level or Higher). As a bonus action, the summoner teleports up to 30 ft. to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

Spellcasting. The summoner is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash*, mage hand*, poison spray*, prestidigitation*
1st level (4 slots): *mage armour, magic missile, unseen servant**
2nd level (3 slots): *cloud of daggers*, misty step*, web**
3rd level (3 slots): *fireball, stinking cloud**
4th level (1 slots): *Evd's black tentacles*, stoneskin*
5th level (2 slots): *cloudkill*, conjure elemental**
*conjuration spells of 1st level or higher

ACTIONS

Dagger. *Melee or ranged attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4+2) piercing damage.

Talimancer

Medium humanoid (any), any alignment
Armor Class 12 (15 with *mage armour*)
Hit Points 66 (12d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Senses passive Perception 11
Languages Any four languages
Challenge 9 (5,000 XP)

Sculpt Spells. When the talimancer casts an evocation spell that forces other creatures it can see, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

Spellcasting. The talimancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, light*, prestidigitation, ray of frost**
1st level (4 slots): *burning hands*, mage armour, magic missile**
2nd level (3 slots): *mirror image, misty step, shatter**
3rd level (3 slots): *counterspell, fireball*, lightning bolt**
4th level (3 slots): *ice storm*, stoneskin*
5th level (2 slots): *wall of force*, cone of cold*;*
6th level (1 slots): *chain lightning*, wall of ice**
*Evocation spell

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (ld4 + 2) piercing damage.

Transmogrifier

Medium humanoid (any), any alignment
Armor Class 12 (15 with *mage armour*)
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	10 (+0)	16 (+2)	12 (+1)	11 (+0)

Saving Throws Int +4, Wis +3
Skills Arcana +4, History +4
Senses passive Perception 11
Languages Any four languages
Challenge 2 (450 XP)

Spellcasting. The transmogrifier is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *light, mending, prestidigitation, ray of frost*
1st level (4 slots): *chromatic orb, expeditious retreat, mage armour*
2nd level (3 slots): *alter self, hold person, knock*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (ld4 + 2) piercing damage.

Vicar

Medium humanoid (any), any alignment
Armor Class 14 (chain shirt)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

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

Skills History +5, Religion +5
Senses passive Perception 13
Languages Any four languages
Challenge 6 (2,300 XP)

Divine Eminence. As a bonus action, the vicar can expend a 1st level spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the vicar expends a spell slot of 2nd level or higher, the extra damage increases by ld6 for each level above 1st.

Spellcasting. The vicar is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The vicar has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bless, cure wounds, healing word, shield of faith*
2nd level (3 slots): *aid, continual flame, lesser restoration*
3rd level (3 slots): *beacon of hope, magic circle, speak with dead*
4th level (3 slots): *death ward, freedom of movement, guardian of faith*
5th level (2 slots): *mass cure wounds, raise dead*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) bludgeoning damage if used with two hands.

Warden

Medium humanoid (any), any alignment
Armor Class 17 (studded leather armour)
Hit Points 100 (12d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	14 (+2)	16 (+3)	12 (+1)

Saving Throws Str +6, Dex +9
Skills Nature +6, Perception +7, Stealth +9, Survival +7
Senses passive Perception 17
Languages Any two languages
Challenge 6 (2,300 XP)

Favored Enemy. The warden has two groups of favored enemies. It gains advantage on Wisdom (Survival) checks to track its favored enemies as well as on Intelligence checks to recall information about them.

Keen Hearing and Sight. The warden has advantage on Wisdom (Perception) checks related to hearing or sight.

ACTIONS

Multiattack. The warden can make two attacks each round with either longbow or longsword.

Longsword. *Melee Weapon Attack:* +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Witch

Medium humanoid (any), any alignment
Armor Class 11 (14 with *mage armour*)
Hit Points 49 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6
Skills Arcana +2, Deception +6, Nature +2, Persuasion +6
Senses passive Perception 11
Languages Any two languages
Challenge 4 (1,100)

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

At will: *disguise self, mage armour* (self only), *silent image, speak with animals*

l /day: *conjure fey*

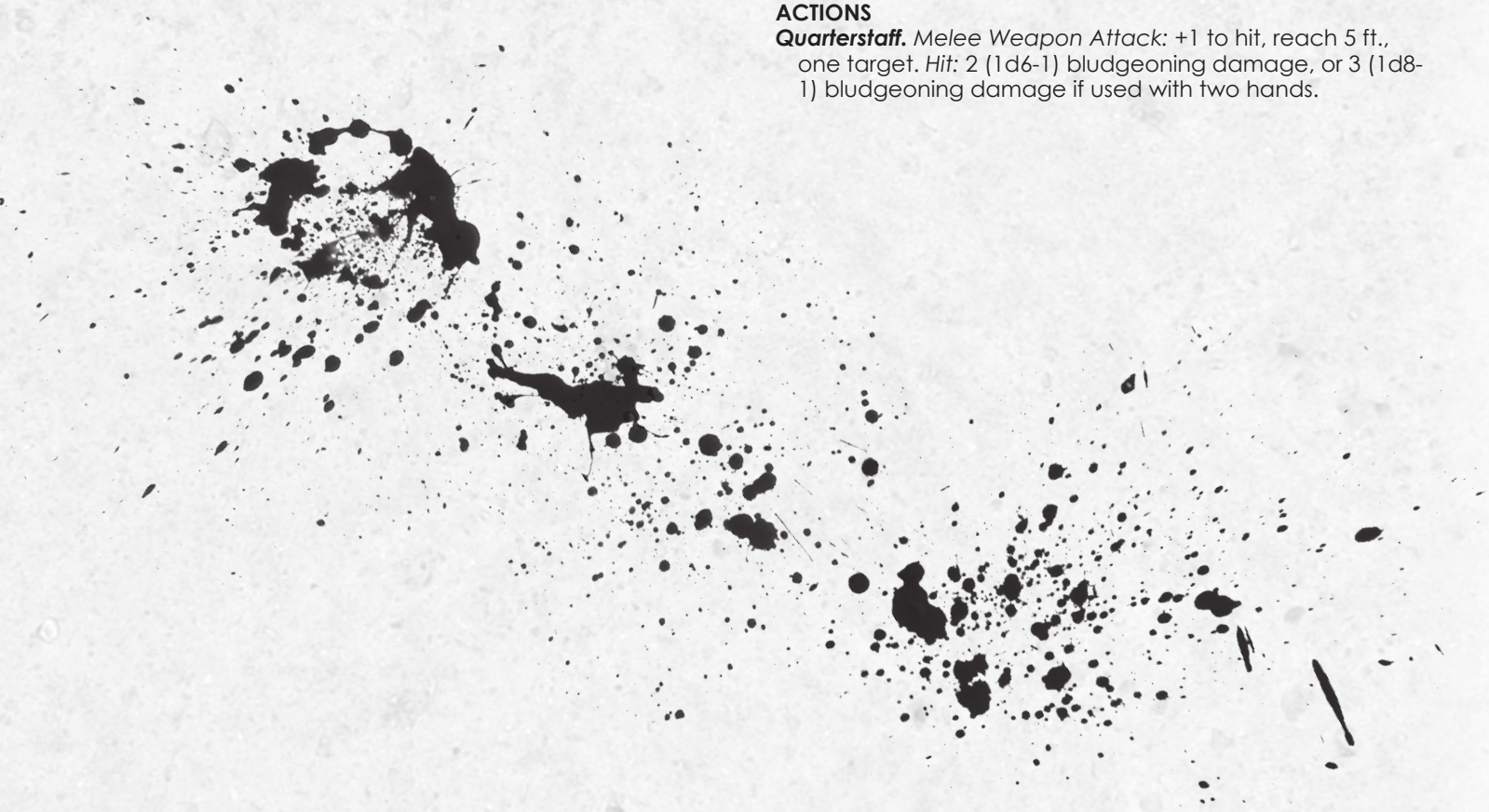
Spellcasting. The witch is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights, eldritch blast, friends, mage hand, minor illusion, prestidigitation, vicious mockery*

1st-5th level (3 5th-level slots): *blink, charm person, dimension door, dominate beast, faerie fire, fear, hold*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.



Appendices

Appendix A: Useful Lists

Lists can be useful in a number of ways. They can add dressing to a scene, give a taste of the mood of a place, or they can be used as inspiration for adventures.

Below you will find lists that detail:

- 100 Sights on the Street
- 100 Echoes of Between
- 100 Freakshows
- 100 Strange Shops and Markets
- 100 Street Traders
- 20 Locals

These will allow you to use easily add a sense of depth to your campaign with minimal effort on your part. In and of themselves they provide only a barebones description or idea, but you can flesh them out as you see fit into a full-fledged encounter, event, or character. They can even be used to provide hooks to other adventures.

100 Sights on the Street

With streets that never sleep, an astonishing array of people pass by in any given day. Most are mundane encounters — people on their way to work, goodwives on their way to market, or traders plying their wares. This list is designed to give you an idea of the types of encounters that may be had in the twisted streets of the Blight, as well as to add colour into your adventures as encounters, informants or even enemies.

1. A man wearing a top hat is having a furious argument with himself.
2. A passing dog's back is dancing with lice.
3. The man in the sedan chair has a wig on that is so big that it flows out of the windows.
4. A line of mourners passes by, laughing hysterically.
5. "The End is Near!" exclaims the corner prophet.
6. The crawling nuns are sobbing as they toss flowers to the ground around them.
7. The two men hustle past carrying a harpsichord between them.
8. A trio of monkeys runs past, one after the other, each wearing a fez.
9. The priests are wearing black gowns that cover their whole bodies as they march past chanting solemnly.
10. Three harlots pass by singing loudly and off key.
11. The sweating, red-faced dwarf is stripped down to his kilt, and blows furiously into his bagpipes that make no sound whatsoever.
12. The sadhu sits cross-legged on a straw mat and smiles as he prays; his hair must be 12 feet long and coils in huge lengths about him.
13. He wears a pirate's coat and a stirge perches on his shoulder.
14. He struggles by carrying a bundle of a dozen pikes in his arms.
15. She wears a mask designed to look like a swan and makes a strange cooing sound as she walks.
16. Three dark clowns tumble by, each dressed as a raven. Behind them stalks a tengu in greasepaint.
17. A man on stilts walks past juggling cheerfully yapping puppies.
18. An old lady is knitting as she rides by in a coarse cab.
19. Four small children sit on a camel's back as a turbaned merchant leads them through the streets.
20. He has six sheep on leather leads; a mangy sheepdog slinks behind in disgrace.
21. The colourfully dressed woman has a glove-puppet crocodile on one hand, and a glove-puppet black pudding on the other.
22. The man in black screams out words of a tortured poem about death and pacifism.
23. A small troupe of actors is performing a morality play about saintly goats.
24. An empty hearse passes by, her undertakers smiling and joking at the empty wagon bed.
25. A horse has collapsed and is dying on the street; a crowd of people has gathered and they stare curiously.
26. A butcher guts a pig, splashing blood on some passers-by who take no notice.
27. A man sells kittens out of an old great helm.
28. A gnome in a jester's outfit cries hysterically.
29. The dwarf sits grumbling and swearing loudly to himself.
30. A huge crowd gathers around a bull-baiting.
31. A cat dashes by in the alleyway, chased by something with too many legs to see clearly.
32. An old man in a pillory snores away obliviously while a blindingcrow pecks at his ear.
33. A lion in a cage paces warily, watching everyone. There is no sign of its keeper.
34. A dancing bear performs to a crowd of children screaming in glee.
35. A vicar atop an apple crate screams that you are sinners.
36. A squealing pig dashes down a side street, an article of underclothing caught on its ear.
37. A gnome covered in white grease paint and wearing all-white clothes screams that the angels are coming to punish the city.
38. Somewhere high above, a scrimshaw gargoyle call echoes.
39. A child walks past clutching a repulsive reptilian doll without eyes.
40. A pile of coffins lies by an open door. A night-slug picks at the broken end of one.
41. The smell of burning fat comes from a nearby alley.
42. The footpath ahead has a deep hole filled with collected sewage.
43. A Crackling and Salt puppet show begins on a nearby corner.
44. A dog runs by growling, an unidentifiable bone of great size held in its mouth.
45. A man dressed as a vampire urges you eagerly to visit the Theatres Grotesque tonight.
46. A crimson skull-faced clown eats fire for crowd of onlookers.
47. A trader with a cart sells leather animal masks.
48. A woman chalks magnificent pictures of angels on the pavement.
49. Piles of rubbish lie at the side of the road where rats wander about in broad daylight.
50. "Everyone who lives in this city is a wererat!" screams a hysterical washerwoman.
51. Temple bells across the city begin to call people to prayer.
52. A completely naked sadhu strides past you purposefully.
53. A fight starts nearby between three men; one transforms into a doppelganger and runs.
54. Two carts block the road, each owner refusing to back up.
55. The house nearby has four fresh heads mounted on iron spikes above its gables.
56. A harried-looking dwarf rushes past pushing a handcart filled with breastplates still smoking from the forge.
57. The smell of burnt hair and peppermint wafts in your nostrils.
58. Drying laundry hangs from the windows above, blocking out the sunlight in this alley.
59. A trio of thick-shouldered workmen leaning on their shovels sits around a smouldering brazier.
60. A burnt-out shell of a building stands nearby. Somebody has scribbled "that's wot u git" on it with a piece of charcoal.
61. A sobbing man stares into the sky.
62. An old sewer tunnel has collapsed here, narrowing the street to less than a yard.
63. A church clock clangs its cracked bell pathetically nearby.
64. The caustic odour of alchemy and decomposition nips at the back of your throat.
65. A dirty-feathered albatross sits on a windowsill swallowing a most peculiar-looking fish. Was that a hand?
66. Shouting traders and their carts pack the streets today.
67. A girl walks past selling sweet-smelling roses. Both of her eyes are nothing more than old burn scars.
68. A man's wooden false teeth have fallen into an open sewer nearby.
69. A long line of sombre pilgrims clad in burlap robes walks by singing hymns.
70. Six drunken sailors stumble along singing obscene sea-chanties.

71. A hideous corner-doxy propositions you with a wink and a leer.
72. A group of children walks by marching in step. They are following a rotund little boy beating a drum.
73. The stench of rotting vegetation is getting worse by the minute.
74. Three hanged men twist slowly in the breeze from an impromptu gallows.
75. A gibbet containing a rotting corpse swings beneath a tall pole bearing the seal of the Crown Justices.
76. A sad-looking night soil collector pushes his cart along the street. He has forgotten his shovel.
77. A street crier walks by ringing his bell and announcing the daily news.
78. A man is baiting a chained owlbear with a trio of pit-mastiffs. A crowd places wagers on the outcome.
79. Old men smoke long pipes and complain about the street noise as they yell at each other to be heard.
80. A woman wearing the black veil of a mourning widow announces she's going to the river.
81. A group of pallbearers is taking a rest while sitting on the coffin.
82. Nuns dressed in the grey habits of some obscure order walk past blessing passers-by.
83. A group of sweating dwarf sprawlmasons walk by lugging buckets of stones.
84. From scaffolding high above, someone shouts abuse at you about something you can't quite make out.
85. Slops hit the street not far from you from an overhead window.
86. A rooftop chase clatters by far above you. Someone is shouting, "Halt!"
87. A pox-ridden beggar throws himself at your feet and pleads for alms.
88. The wind is coming from the river today, unfortunately.
89. Two Shortstone gnomes walk past grinning broadly. They carry a stuffed crocodile between them.
90. A camel train slowly plods past on its way to market; a mysterious robed man in turban and veil guides them.
91. A sign has broken loose from its mounting above and fallen on a passer-by, killing him. The crowd is stepping around his still-twitching corpse as they continue on their way.
92. A man leads an elephant with a large hooked goad. He nods his head sagely at everyone he passes.
93. An armoured knight rides a huge Shire horse through the streets.
94. The odour of rotting fish sitting too long in the sun suddenly envelops you.
95. Two drunken brothers argue over a woman who smiles at another man nearby.
96. A wedding party walk past smiling and laughing. The groom is hollow-eyed with fright.
97. A renderer walks down the street beneath a cloud of flies. His apron and work leathers are slick with blood and smeared fat.
98. An old woman kneels and loudly prays in the middle of the street. The crowds and carts maneuver around her without a glance.
99. A street vendor rushes by with a handcart full of delicious-smelling pies.
100. The street ahead is being prepared for a witch burning.

100 Echoes of Between

With the city on so dangerous a frontier, the horrific Between occasionally bleeds into the more mundane city. Effects listed below are trivial and may last little more than the blinking of an eye, or could be a precursor to a longer and more dangerous encounter. Not everything is as it seems, however, and some of these encounters are more flesh and blood than the stuff of Between. *Do not use such effects too often. If you do they become expected and might become mundane. Use them instead to spice up the occasional boring rest day, to remind characters dashing through the city that all is not quite right, or to be a genuine precursor to an adventure in Between.*

1. A shadow falls the wrong way in an alley.
2. A puddle at your feet reflects a grinning face with tusks.
3. A starling on a gable stares at you disturbingly before flying away.
4. You're sure the cat that leapt over the fence said something.
5. Somewhere in the city, a clock strikes fifteen.
6. Your shadow is momentarily monstrous but then returns to normal
7. Your hands begin to shake uncontrollable and feel intensely cold; then you suddenly return to normal.
8. A horrific face forms in the clouds high above and then drifts away.
9. You keep seeing something out of the corner of your eye, some sort of insect scuttling about the gables, but every time you look, it's gone.
10. The smell of burning sugar is strong here.
11. You're sure someone called out your name, but there's no one around.
12. You're apparently the only one that hears the terrible scream.
13. Your reflection in the shop window is of something terrible; then when you glance again, it's back to normal.
14. You keep hearing the same word in your ear all day: "Soon."
15. The same man in a top hat keeps waving to you from the distant rooftops
16. An enormous cobweb entirely covers a doorway
17. What is that strange flute music from the sewer grate?
18. You pass the third window in a row and see the same sobbing woman inside.
19. The buzzing continues in your head — sometimes louder, sometimes softer, but always menacing.
20. The ground beneath your feet suddenly jolts, but no one else seems to notice.
21. The man that just walked past you just had no face.
22. Suddenly, the street performer's song goes eerily off key and picks up an unearthly cadence, but only you seem to notice.
23. You feel something trickle down the back of your throat and then crawl downward and disappear.
24. For no reason, in broad daylight in the middle of the street, the hairs on the back of your neck raise as if you'd just seen a ghost.
25. An overwhelming feeling of déjà vu washes over you, followed immediately by a dreadful anticipation.
26. Your nose suddenly starts dripping blood.
27. The crying baby behind the curtained window stops abruptly … almost unnaturally.
28. Just behind the susurrus of everyday street noises, you can hear soft whispers.
29. Why does all of the laughter in the street seemed aimed at you?
30. You just saw flies come out of that man's mouth.
31. The distant noise sounds like nails being scraped over a blackboard.
32. Momentarily, none of the street signs have any meaning.
33. When you glanced in the mirror, something tall and dark stood behind you, but when you turned around, it wasn't there.
34. It's as though everyone keeps staring at you and looking quickly away.
35. There it is again, the feeling that this is all a dream.
36. The steps up the side of the house vanish back on themselves somehow
37. The same hooded raven keeps following you.
38. You see a speeding carriage hit a baby's crib in the street, and then both are gone
39. The fruit on the stall is momentarily rotten and alive with flies and maggots.
40. The line of mourners are all smiling as they follow the casket.
41. In amongst the cart full of pigs being taken to slaughter you can hear

a baby crying.
42. You get the feeling something bad is about to happen.
43. A babe in swaddling clothes falls from a high window, but as it drops, it becomes falling leaves that drift away on the breeze.
44. In a window, moths are being burnt alive by the lantern flame.
45. From the corner of your eye, you see a long-dead dog chasing a cat.
46. The front of the building swells pregnantly.
47. The smoke from a stove drifts down in a gust and momentarily you think you hear something screaming on the fire.
48. The colour of the ivy on the wall is wrong somehow.
49. A gravestone lies in the cobbled street claiming this is the spot where Ferris Harm the Awakened Cow died.
50. Something big runs up behind you, but when you turn, nothing is there.
51. The shutters on one window nearby bang in the still air.
52. Through the closed shop window, you swear you see something with huge, gossamer wings vanish up the chimney.
53. The smell of brimstone pervades this part of town.
54. The beggar looks just like your father.
55. A thick smog suddenly settles over the street.
56. A window in a nearby shop suddenly shatters from no apparent source.
57. The mouse clearly screams "help" as the cat devours it.
58. The lobster thrashes in the pot for much too long as it's boiled alive.
59. The snakes are skinned alive before they are roasted by the street vendor.
60. The woman in the pillory is long dead, but no one seems to care.
61. On the gables above, you see a heron being eaten by a great spider.
62. The man is so fat it takes twelve men to bear him along in his sedan chair.
63. The scars on the mangy cat's back resemble a necromantic rune.
64. Fungus grows abundantly down the alleyway.
65. The smell of perfume is overpowering.
66. Something monstrous howls from below the streets.
67. Someone kisses you, but there is no one in sight.
68. A man runs down the street claiming everyone is a demon in human skin.
69. The blood runs from the abattoir into the gutter, the sound of laughter and distraught animals causing you to retch.
70. Water drips skyward from a puddle but stops the second you stare at it.
71. A deep, fuming hole has opened up in the street. People stare down into its depths nervously.
72. A whole block of buildings has collapsed.
73. The sound of following birds continues but every time you glance over your shoulder, there is nothing.
74. In a basket, a chick hatches that looks like a grotesque human child before the hen settles back down on its brood.
75. A dust devil tears down a wynd.
76. The passing woman stares at you, and she momentarily has eight eyes.
77. In the distance, a priest sets fire to himself.
78. She scratches at herself madly, claiming the Between spiders are eating her alive.
79. The silhouette in the window resembles a clawed man wielding a meat cleaver.
80. The eyes of the portraits in the window display stare at you knowingly.
81. There wasn't an alley there yesterday.
82. That door wasn't there yesterday.
83. That shop wasn't there yesterday.
84. That distant church spire wasn't there yesterday.
85. Whatever is in the sealec crate, it's angry and not human.
86. Beneath those heavy robes, it's a walking skeleton.
87. The tribal masks in the souk stall momentarily chant at you in an unknown language.
88. You can smell the fear of the dying animals as the butcher sells his meat.
89. Someone died in that wynd. You don't know how you know, but you know.
90. The door is covered in gouges from being repeatedly stabbed with a sharp instrument.
91. The shutters on every house on this street are thick and set with iron spikes facing outward.
92. The puppet show features grotesque characters with inhuman faces and animal claws. They seem somehow familiar to you.
93. The children eat rotten fruit and look at you gleefully.
94. The man has fallen from the roof directly onto the spiked railings of the balcony below. His body twitches a few times as people pass by below.
95. The graffiti claims that a "Thing" stalks the night in this ward.
96. The graffiti says the Queen is a ghoul.
97. The graffiti says that everyone in the city is a wererat.
98. The old statue in the square is gone, and a ring of bloody palm prints is all that remains in its place.
99. From the clock face above, a gable hate-owl emerges, beats a drum, and stares at you as if waiting for something … or someone.
100. The rooftops here are lined with pumpkin-faced scarecrows, but all have their heads put on upside down.

100 Freakshow Exhibits

It seems that every street corner in the Blight has its resident freakshow. Sometimes these shows are run by cruel owners who treat their exhibits abominably; some are run by the exhibits themselves. Often, groups of special people get together to form travelling troupes, special shows, or they may settle in a particular location and work from there. The **Strangers' Fayre** runs the 1st week of every spring. This special show is a gathering of all the unusual people of the city and takes place in Festival.

Some exhibits at these shows are so famous that people come to their homes and meet them; such special persons can make good livings at their trade and become the darlings of the aristocracy. Unscrupulous types stop at nothing to attain the services of the physically unusual and whole adventuring companies devote themselves to pursuing and capturing interesting specimens for the shows.

Provided below is a list of 100 of these special persons. Bear in mind that each person or creature below has a story. Some of them are fakes, some are not. It is up to you to decide who is or who isn't, but generally a DC 15 Wisdom (Perception) check is required to unmask them, and such exhibits will try not to allow themselves to come under such close scrutiny.

1. Meet the Revolting Starling-Boy and Listen to him Lament his Dead Mother
2. Join the Incredible Salmon-Nun in Prayer
3. Zond, Crown Prince of the Hirsute, Awaits
4. Rose and Elizabeth — the Twins of One Body
5. Crarv the Ape King of Libynos
6. Meet the Astonishing Snake-Child
7. Ephinar — the Elf with Two Heads
8. Misfortune's Mistress
9. Fear the Festering Basilisk Dwarf
10. Meet Tom, the World's Smallest Sailor, who Sailed a Hat around the World
11. Corpulent Caress, the Princess of Girth, who Weighs a Tonne
12. The Queen of Three Faces
13. Turbot Thorran the Living Merman
14. The Amazing and Revolting Lord Otyugh, Crown Prince of Flotsam
15. The Incredible Headless Gnome Thadius Shortstone
16. The Terrible Two-Headed Amphisbaena Boy
17. Faceless Quade
18. Edran Mand, the Bat Gnome of the Malagro Jungle
19. Missela the Weeping Mermaid
20. Hagun and Grorft, the Half-Orc Conjoined Twins: One is Orc; One is Man
21. The Howling Worg-Boy
22. Tobus the Obscene Colossus
23. Murg the Dwarf with a Giant's Head
24. The Dreadful Kraken Baby
25. The Boil Boy
26. See the Remarkable Half Dwarf-Half Tree
27. The Ettin Wife
28. Behold! The Three-Headed Wolf
29. The Goblin Scholar
30. Mercy, the Princess of the Seelie Court

31. Joshua Cole the World's Tallest Man
32. The Slug Wife
33. Uriah Mabe, the Man with Two Mouths
34. Maxwell, the Incredible Flat Man
35. Torris the Rhino-Child
36. Garrett the Cloaker Man
37. The Impossible Head
38. The Lord of Seven Hands
39. The Astonishing Pig-Gnome
40. Karg the Singing Bear
41. The Quill Man
42. The Blood-Drinking Savage of the Razor Coast
43. The Albino Ostrich
44. The Lonely Centaur
45. Jacob Quane's Singing Stirges
46. The Green Man
47. Marius, the Man who has One Giant Leg
48. Genevieve the Mongrel Mistress
49. The Poetic Lizard Man
50. The Appalling Zar
51. The Performing Kobold Twins Mang and Mant
52. Chimera Girl
53. The Hydra Boy
54. The Angel of the Slums
55. The Black Harpy
56. Lady Two-Skins
57. The Choir of Deformed Puppies
58. Grache: Half Orc-Half Goblin
59. The Troll's Daughter
60. Jephtha the Incredible Boneless Man
61. Sad Eudora
62. The Spider Queen
63. Jebbington the Rat Boy
64. Laura the Frog's Daughter
65. Bessie Vast-Flesh
66. The Rotting Man
67. Dare you visit the Cockatrice Spinster?
68. Karl the Man-ticore
69. Long Widow Charlotte, the Tallest Woman in the Blight
70. Horace Habe the Mouse Man
71. The Crocodile Man
72. Three-Legged Enoch
73. Murmond the Halfling Goat-Boy
74. Madrigal the Dismaying
75. Burg the Bald Bugbear
76. The Terror of the North
77. Gooseflesh Gideon
78. The Mock Man
79. Marlwell the Moth Man
80. Bloody Bones
81. The Broken Satyr
82. The Doppelganger
83. The Screaming Ogre
84. Mother Pig-Wife
85. Sister Morlock
86. The Gargoyle Baby
87. Octavia the Leech Girl
88. Minitar the Mite-Child
89. The Three-Faced Hag
90. The Ugly Mermaid
91. Dare you meet the Howling Dog-Boy?
92. Lydia the Octopus Mother
93. The Eight-Legged Spider Piglet
94. The River's Daughter
95. The Coiling Worm Whore
96. Pagg the Kobold Man
97. The Double-Cockerel
98. Scaly Jabe
99. The Five Sisters of Misery
100. Slithering Habb the Lamprey Man

100 Strange Shops and Markets

They say that everything has a price in the Blight, and conversely, everything seems to have a seller: from the child selling bootlaces to the renowned antiquarians of BookTown. Here is a list of 100 such entrepreneurs to add into your adventures to provide a little background or to include as a location for further adventure. Some may be collections of shops where competition will literally be fierce; some are little more than junk shops peddling rubbish.

1. Kennington Smythe's Snuffery
2. Tarquin Splain's Hatpin Emporium
3. Aled's Taxidermy — The Bigger the Better!
4. All Things Russet
5. Cloaks of Monstrous Furs
6. P. Quibble Luxury Coach Fitters
7. The Boneyard
8. Jessabel's Hooks
9. The Butterfly Collector
10. Drums of Strange Flesh
11. Lugg's — The Gentleman's Tailors
12. Mancom's Minute Flea Market
13. Rooftop Bridges
14. The World's Rarest Seeds
15. Jacob's Chain Ferries
16. Door Guardians
17. Paintings of Between by Thrade
18. The Luxury Helm Padding Mart
19. L. Pudd, Travelling Set Makers by Royal Appointment
20. Tremer's Grotesquery and Strange Statues
21. The Ink and Paint Quarter
22. Marcus Foll Canvas Stretcher
23. The Scrimshaw Quarter
24. The Unwanted Auctionroom
25. Great Candles
26. The Gentleman's Syringe Shop
27. Exotic Perfumes and Unguents
28. The Coriander Shop
29. T. Webb Land Agent and Property Purchaser
30. Only Black Cats
31. Rhino Horn, Tiger Eye and Salmon Bladder
32. The Rookery Copper Coin Mart
33. H. G. Rutred Mandolin Makers by Royal Appointment
34. J. Reds Tobacconists
35. Pavilions and Tents
36. The Halfling Pie Shop
37. Hobb Quiffwell — Luxury Feather Bed Makers by Royal Appointment
38. Harper, Torb, and Stiff: Plaguemask Makers to the Aristocracy
39. Unusual Skins
40. The Scorpion Market
41. Oils of Pleasure
42. Potion Bottles of All Sizes — Leaded Glass Guaranteed Unbreakable
43. The Rare Dog Market
44. Hair Oils and Wigs
45. The Codpiece Mart
46. Buckles and Dog's Paws
47. Trendtam's Ship Hire Company
48. The Cabb'e Courtyards
49. The People Breakers — Torture Implement Makers by Royal Appointment
50. The Junk Yard
51. The Clockery
52. The Crockery
53. J. Poultryman Organ Maker by Royal Appointment
54. Marl Feather — Luxury Narrowboat Fitters
55. The Chitin Museum and Workshop
56. Ambergris
57. Spectacles, Monocles and Tinted Eyeware
58. Rufftall's Familiaral Suppliers
59. The Absinthe Quarter
60. The Rarest Bibliophiles

61. The Clothing Flea Market Quarter
62. Golden Eggs
63. The Harpsichord Warehouse
64. Strange Leather
65. The Renders
66. Elizabeth Pegg — Tapestry Weaver
67. Silk Underthings
68. The Secret Scroll Case Workshop
69. Bubble Pipes and Hookahs
70. Astronomical Spyglasses
71. J. Harris Towd's Leechery and Physikers
72. Y. Collic's Barbers and Surgeons
73. The Thrall Obedience Shop
74. Carved Doors and Portals
75. The Lych Gate Maker
76. Screens and Lacquer Panels
77. Gargoyle Chandeliers
78. Strange Woodwinds
79. The Handcart Market
80. Hutt's Armour Enamelers
81. The Alchymic Supply District
82. Materials and Other Magik Components
83. The Down-at-Heel Sword Mart
84. Kaptwell Wine Importers
85. The Leaded Window Workshop
86. Sebb's Writing Boxes by Royal Appointment
87. Jobb's Alchymic Snuff
88. Gerin's Talking Mynah Birds
89. Rooftop Scarecrows
90. Urched's Masterwork Crossbow Craftsmen
91. J. Chard — Peacock and Rare Poultry Importers
92. G. Rubb — Goblin Pet Trainers
93. N. Pearsly Undertakers and Stone Monument Makers
94. Antiquities
95. Strong Nome Grog
96. The Toby Jug Quarter
97. The Old Shop Auctionhouse
98. Quadd and Ruptuk — Masterwork Topiarists
99. Gnome Thrones and Luxury Chairs
100. The Lightning Rod Highrooms

100 Street Traders

As well as those lucky enough to have shops, windows to sell goods at or alleyways to work from, there are a countless host of traders who work out of carts, carry their wares in wheelbarrows, or lay them out on cloth mats on the streets. These people are variously referred to as costermongers, hawkers, or, more rudely, screechers because their ceaseless cries to tout their goods. Several streets echo to the sound of running battles between traders — who is loudest, who has the sweetest singing voice, who is the funniest — and often-successful traders can gather huge crowds.

Often, traders are more concerned with their Perform checks than their professional skills.

By far the most successful of street traders are those who sell food; people in the city are always hungry, and having food close at hand makes that hunger more during the day. All the objects on this list are intended to be available to the general populace. They should almost all cost a copper piece or thereabouts. Foods generally are cooked in big pots on site.

1. Boiled beef and cabbage
2. A crow seller
3. Pickled cabbages and meat pie
4. Fish and fry
5. An armour polisher
6. Toffee apples
7. Hot chestnuts
8. A faith healer
9. Rice balls
10. A young lad selling saddle soap
11. A hawker selling goat meat
12. A man selling lucky horseshoes
13. A kettle seller
14. A man selling large wooden badgers
15. A woman selling lucky rabbit's feet
16. Dried apples
17. A charcoal seller
18. Pork pies
19. A basket weaver
20. Apple fritters
21. A beautiful woman selling perfumed oils
22. Eel pies
23. A foreign sock seller
24. Plum pudding
25. A rope splicer
26. Spiced ale
27. A very fat man sells pickled lemons
28. A betel nut seller has his wares on a carpet at his feet
29. Fresh turnips
30. A goodwife selling feather pillows and quilts
31. A bucket maker
32. A fortune teller and her tarot cards
33. A fishwife sells fish from a basket
34. A dwarf sells ropes of onions
35. Jellied eels
36. A young woman sells hot codlings (baked apples)
37. Mulled small beer
38. A fishmonger
39. An old woman sells elderberry hair dye
40. Two children sell cotton bootlaces
41. A woman with a cow sells fresh milk
42. A young chimney sweep looking for work
43. A dwarf sells coal from a barrow
44. A tikka seller, his colourful wares spread out in jars before him
45. Charcoal cooked corn
46. Candied Fruit
47. A man cooks noodles in a giant wok
48. A trio of goodwives take in laundry
49. Fried chaap (potato) with onions and beet slices
50. An old woman sells garlic
51. A line of seamstresses repair clothing
52. Baskets of wool are sold by goodwives
53. Wurst sausage and sauerkraut
54. Garlic snails
55. A gnomish chandler (wax, soap and candle goods)
56. Spiced scrumpy
57. A young girl selling mint, parsley and other herbs
58. A failed apothecary
59. A snuff seller
60. A barber
61. Cockles and mussels
62. A salt seller
63. Incense trader
64. Goosefat seller
65. Horse meat for sale
66. Clay pipes
67. Tool repairs
68. Hare soup
69. Quill seller
70. Hot cross buns
71. Corkscrew maker
72. Neatsfoot oil
73. A knife sharpener
74. A man selling puppies
75. A cobbler repairs shoes
76. Cold mutton
77. Spice cakes
78. Lark pie
79. Wreaths and garlands
80. A thimble seller
81. A man sells calvados

82. Hot crabs
83. A man selling his pig
84. Tallow candles
85. A silk seller
86. Shinbone dice
87. Fresh vegetables
88. Rollmop herrings
89. Salted fish
90. The muffin man
91. Tripe and onions
92. A tea merchant fallen on hard times
93. A trio of very old women sell pickled oysters
94. Dodo stew
95. Pork sausages and onions
96. Lavender seller
97. A canary seller
98. A woodcutter selling logs
99. A bootblack
100. Lard seller

20 Blight Locals

These NPCs have a little more flesh on their bones so to speak. They are given better descriptions, some character traits, and motivations to enable you to use them in your adventures on short notice. When using NPCs, try to give them a little backstory and motivation to explain the reasons for their actions. A small effort can create memorable friends and villains from the most unlikely sources. The author recalls in particular Petal the pit-bull, pet of one character, who had a pathological hatred of one of the other characters. This caused all kinds of issues as the characters were pirates on the same ship.

1. Jack Slack: The Street Spiv

Jack Slack (CN male human **burglar**†) wears a black longcoat and has high leather boots of good quality. He has tinted spectacles and an overly long nose. His walk is hurried and furtive, and he speaks in the same way with a slight nasal quality to his voice from a frequently broken nose. Jack prides himself that he can get hold of anything given enough time. He once arranged for the purchase of a singular set of ashes — those of a sphinx — for a rich client of necromantic abilities and questionable motives. Given 1d6 days, Jack can usually arrange for the delivery (often from a theft) of items up to a value of 1,250 gp. For this service, he charges a 20% commission.

You could use Jack as a way to get characters rare and unusual components, as a link to adventures, or as a fence for more dubious items they wish to sell.

2. Habb: The Street Crier

The dwarf Habb (LN male *street dwarf* **minstrel**†) carries an enormous megaphone with him at all times. He is dressed in the livery of a city official, and his hair and beard are neatly trimmed and oiled. Sadly, his voice is irritatingly high, but the city officials think it is — on the face of things — distinctive enough to draw the requisite attention from the crowds (and secretly they find its grating effects on all who hear as highly amusing). Habb has a morose disposition and seems genuinely gladdened by bad news. He is a good source of local gossip, and all Charisma checks to gather information from him are made with advantage, though he requires a small consideration of 5 gp for this information.

Habb makes a great way to introduce characters to an adventure, or he could be a secondary source of useful information if a trail in another adventure goes cold.

3. Lucy: The Lavender Lady

Growing old but still beautiful, Lucy (NE female human **wererat**) carries her baskets of lavender into the inns and shops and businesses of the city. She takes great pride in her appearance and always wears expensive perfume made from her wares. She's also one of a great many wererats in the city who were cast out by their families. She has the air of a down-at-the-heels noble, which is essentially what she is. Her line of illicit work is as a confidence (wo)man. She reels in victims and then ruins them, or ruins them and then kills them, or just kills them and eats them. Lucy keeps her wererat ancestry secret and works covertly for the Anarchists within the city.

A great wolf-in-sheep's-clothing, Lucy could be a deadly enemy, a sinister friend, or a surprising accomplice.

4. Tupper: The Honest Cabbie

Tupper (N male gnome **commoner**) is a scruffy cabbie who drives a small open-topped carriage about town, dragged by a horse one step from the knackers-yard. He wears a top hat and fine, but well-worn clothes. He never shuts up from morning to night and beyond, and has an opinion about everything and everyone in the city. Tupper is truly a coward and is being used by various groups as a spy. He's easily bullied and soon complies with any reasonable suggestion, providing it doesn't cause him pain.

Tupper could be a useful (though unreliable) informant or spy for the characters, or perhaps someone who is spying on them (who could likely be turned with suitable incentive).

5. Unnamed: The Invisible Tramp

Something wheezes beneath a tramp's clothes as it leans upon a heavy staff. It has a mangy **terrier** at its side and a begging bowl in its hand. This is Unnamed (N female **mongrelman**†), a beggar of the Invisibles caste. If unmasked, she is revealed to have a scaled, lizard-like head with a tuft of fur on the right side and tusks on the right side of her mouth. She says nothing, for fear her garbled voice would give her away, and she has no wish to be back in the freakshows from which she so recently escaped. She has no name, but she knows the shows and pleasure piers of the city from bitter personal experience. Her dog is well trained and exceedingly loyal to her.

The unnamed tramp mongrelman is a good friend to be eyes and ears among the lower castes or perhaps as an insight into the worst side of the city as she is set upon by a band of young roughs for no reason other than her race.

6. Bassibelius Joppi Shortstone IV: The Would-Be Merchant

Joppi Shortstone (CG male gnome **commoner**) is ugly, but you cannot truly hold that against him. He wears ridiculously flamboyant attire, which is probably easier to hold against him, especially the hat, which is nearly 4 feet tall and has all the colours of the rainbow in an eye-searing pattern. Trade and commerce, commerce and trade, one day Joppi knows he'll be rich — one day. He has a different trade each week; this week it's tortoises — the buying, selling and cooking thereof. Next week it could be scarves or mittens, or maritime insurance, and so on. One of life's eternal optimists, Joppi is annoyingly cheerful but has great contacts in trade. He also has an unrivalled knowledge of the local markets, and one day he'll cotton to the fact that guiding is much more profitable than selling. Until then, he'll undoubtedly be a fixture in the various markets and souks of the city.

With such a fantastic knowledge of the city, Joppi would be useful as a guide, leading the characters to places they never knew existed below or above them.

7. Maid Muggwood: The Insane Elf

The Maid Muggwood (CN female high elf **berserker** armed with a longsword and shortsword instead of greataxe, uses the two-weapon fighting style, and has indefinite madness) is a sad case. This elven lady has gone to seed. She looks as though she's slept rough forever, and her hefty blanket is wrapped about her shoulders, covering her painfully thin clothing and body. Maid Muggwood has seen something that unhinged her - she talks in strange rhymes, and sobs uncontrollably at the sight of a bird eating a worm or a character staring at her. She has lucid moments, and occasional bouts of incredible violence. She is often taken for an easy victim, something many an attacker soon regrets.

What has she seen that has unhinged her so? Maid Muggwood could be one of many elves who lose their way in the city that have been exposed to something terrible or is stalked by something impossible. Has she been affected by Between and may happen to know a way to reach that strange land?

8. Bok: The Bouncer

Bok (N male half-orc **frenzied berserker**† with proficiency musical instruments (mandolin)) is one of the most massive half-orcs the PCs have ever set eyes on. He favours his human side, and it's only his claw-like nails that give him away — that and his eyebrows which meet on his prominent forehead. He seemingly has more tattoos than skin. Bok has little to say, but when he does say something, it's best to listen. Bok is surprisingly gentle, unless pushed, in which case he's downright sadistic. He's been in too many fights, however, to enjoy them, and just gets on with his job, acting as a bouncer or security guard at various city events. Bok prefers to talk music these days, and is a first-rate mandolin player.

Bok could make a useful friend, assuming characters don't judge him by his cover as everyone else does. Once he is befriended, he is unlikely to give up on the friendship.

9. Rodwell: Officer of the Watch and Smuggler

Constable Rodwell (NE **doppelganger** with the additional traits of an **inspector of the watch**†) has one of those forgettable faces, ordinary in every way. Even his voice is so ordinary that it's boring to listen to, and he has so little to say.

Rodwell, however, is a consummate villain, operating as he does within the law as a low-ranking city constable as well as a smuggler. He has contacts along both banks of the river and countless henchmen. The doppelganger is obsessive, however, and once he makes an enemy, he never forgets.

To the GM, Rodwell is one of those recurring villains that could be encountered many times in many different forms, always lurks just out of sight, never risking open assault but stirring up enemies seemingly from nowhere. You could use him as an unusual addition to a campaign where, having thwarted one of Rodwell's smuggling operations in their first adventure, the characters spend the rest of the campaign being occasionally harassed by the obsessive doppelganger.

10. Tammin the Shopkeep

Tammin (NE female gnome **commoner**) is very petite and quiet. She dresses plainly and tries not to attract attention. Her shop sells all manner of interesting bric-a-brac, and occasionally something rare or of great value appears inexplicable among her wares. Tammin doesn't seem to know the value of her goods, and her slight frame and easy nature make her a prime target for villains.

Tammin has something in her cellar, something that needs feeding regularly. She acts the innocent feeble woman, but in truth, she is nothing of the sort. She uses her innocent nature to lure lone visitors into her cellar to "see something new that's just come in." Down in the cellar is her lover, a **drider** named Sakkarriss. He makes sure to clean up any scraps left over from the victim.

You could use Tammin as an adventure seed. Perhaps the characters learn that several people have gone missing near her shop and the finger of guilt points at her. Maybe Sakkarriss grows hungrier - his corpulent frame needs endlessly feeding, and his hunger could become unbearable from the infrequent scraps he's fed. Tammin cannot bring enough food to him, and he starts to stalk the city at night to look for prey — likely inadvertently leaving a trail of clues back to his abode beneath the shop.

11. Vros Harbstorl: The Gablemaester

Vros Harbstorl (NG male human **master thief**†) has a scythe on his back and dresses in a heavy waxed coat. Under this coat are an array of magic knives and daggers. Vros is grim, a man of few words — unfriendly, some would say — but he has a heart of gold, just no words to match. Few professions are more dangerous than gablemaester, the people that take to the gables above the city to keep them free from gable spiders and worse.

Vros could lead the characters into many adventures, as a guide across rooftop paths and ropeways, a henchman to help root out evil, or as a hunter of the scrimshaw gargoyles and beasts that haunt the upper spires of the city.

12. Saluk: The Foreigner

She dresses strangely, with veils and silks and furs, gold drips from her fingers and bells ring from her toes. Hidden beneath her veil, Saluk (CN female human Ashurian† **summoner**†) has no lower jaw, and she has come to the city to try to find a magical cure for this hideous injury obtained during a fight with a demon she accidentally summoned. Saluk cannot talk but is a master at pantomime, and uses her foreign looks to her advantage in communication. Some of the more bigoted locals often hurl abuse at her out of either anger or fear.

Perhaps Saluk hires the characters to help her, or maybe the demon that injured her torments her still.

13. Honest Jobe: The Sprawlmason in the Know

Honest Jobe (LE male hill dwarf **veteran**) is lithe and muscular, his head clean-shaven. This dwarf squints in the sunlight and spits far too frequently. He has a hoarse voice (caused by shouting up endless scaffolding), and loves money more than anything. He whistles all day, and has a pet parrot he refers to as Mother. Jobe knows the city well, and has an excellent working knowledge of both the below and aboveground portions. His knowledge of Underneath, however, is truly superior, and he's been hired on many occasions to draw maps for adventurers. However, he charges a premium: his Intelligence (History) check result x 5 gp.

Jobe could be used to bring the characters into an adventure below ground. Perhaps someone has been taken by ghouls, and the characters are hired to go into the Underneath immediately and need to get information fast.

14. Mother Witchram: The Landlady

Bedridden Mother Witchram (CE female human *alchymic-undying*† **commoner**) is a tyrant who runs her lodgings with an iron fist. She is vast and hasn't left her bed in 17 years, preferring to feast on sweetmeats and cakes and just-cooked meat. Her tongue is the foulest in this area of the city, and her temper is legendary. Her screaming insults can often be heard from several streets away. There seems to be no end to the number of brutish sons she has at her disposal nor the various cousins and family at their call. Crossing Witchram is dangerous indeed.

Perhaps the characters rent rooms or a building from her and accidentally earn her ire with her confusing and endlessly increasing prices, or maybe they kill one of her tenants or damage her property in an unrelated fight. She can become a good foil for the characters, who may be deterred from physically attacking her due to her disabilities or the threat of endless sons and friends in high places.

15. Slender Somwell: The Tragic Innkeeper

He looks dead, he does. His name is Caspice Somwell, or Slender (N male halfling **berserker** with an Intelligence of 3) to any friends he still has. His eyes are hollow and rheumy, his mouth slack. He stares at nothing, simply stares. Somwell ventured into Between 7 years ago to find a friend's daughter who had vanished and came back changed. His wife, Patty Somwell (NG female halfling **commoner**), who loves him dearly, runs the tavern they own, The Distressed Lamb, and helps him as much as she can. Left feebleminded by the experience, Somwell is beyond mortal cures. Occasionally, however, he fixates upon customers, sitting with them and attempting to play cards (which he frankly can't manage).

Use Somwell as a warning of the dangers of Between and as an unusual and slightly sinister NPC presence.

16. Capid Munsange: The Treacherous Street Juggler

Dressed in peculiarly bright clothing, this jester-juggler is seen at many street corners. He says little but smiles often. Capid Munsange is a **quasit** with the following changes:

- Capid Munsange is size Medium.
- It has a Constitution of 15 and 52 (8d8+16) hit points
- It has an enhanced shapechanger ability that allows it to assume humanoid forms
- It is disguised as a male human **minstrel**†

Munsange is employed by a balor demon as a spy within the city. Covertly, he passes his information (often the locations of targets) to a small cult called the Brotherhood of the Impossible Angel, a group of demon-worshipping kidnappers and extortionists.

For GMs, Munsange could be used either as the focus for a whole adventure or an agent as part of a wider plot. He particularly enjoys using an alluring shape to trick a witless pervert into the clutches of him and his sisters who dwell in a twisted abyssal corner of Between that hangs on the edges of the city itself.

17. Fenis: The Corner-Doxy with a Secret

What a beauty! With cascading blonde curls and a voluptuous figure, Fenis (NE female human **wererat** with the traits and abilities of a **warden**† and Charisma 19) smiles knowingly as she walks the streets. Her voice may be coarse, but she says pretty things, and her attire is revealing and pleasing to look upon. She knows she's beautiful and uses it to her advantage. As an agent of the Family, Fenis is a corner-doxy of the highest calibre, a honey trap that has caught hundreds of willing victims over the years. She's married to the Family, but her appallingly huge husband Tam (CN male half-orc **wererat** with the abilities and traits of a **berserker**) is never far away.

Fenis gives you several options for adventure. If the characters work with the Family, she makes a useful and colourful ally; as an enemy, she makes a beautiful and dangerous foe.

18. Ollman: The Jaded Fisherman

Looking older than the sea, Ollman (LG male briny† **warden**†) hauls at his nets, his hands calloused to leather. His face is unmistakably and disturbingly fish-like, his wide eyes seemingly lidless. Ollman has plenty to say - he's a source of the best fishermen's tales and stories of beasts on the high seas. Ollman is a good man, although half-skum have a hard time in many parts of the city and tend to keep to their own. He's an expert on the seas hereabouts, and knows what lies above and below the seas within a month's journey from the city.

Ollman could serve a potential ferryman or as an expert on the river. He is distrustful, however, and getting information out of him won't be easy. He lives and eats and drinks in the briny taverns and markets by the Lyme, places where being anything other than half-skum can make life difficult.

19. Rudd Ruddwell: The Master Smith

The sweat glistens on Rudd Ruddwell's (CG female hill dwarf **veteran**) brow and drips down her goatee. She wears very little beyond sturdy shoes and a leather smith's apron, and her cinder-scarred musculature is absolutely frightening. Rudd is a colourful character - she can swear, spit, and belch with the best. When she drinks, she doesn't stop until she falls over. Full of tall tales, most of which are embellished, Rudd remembers when adventuring was proper adventuring, when owlbears were 20 feet tall, and girallons hunted in packs of 40 minimum.

Rudd could make a useful ally, as a henchman or as a masterwork weaponsmith. She may drink in the same tavern as the characterss, where her loud jokes and belches bring her to everyone's attention.

20. Number Six: The Dead Messenger

No matter how much padding the hefty coat has, it's still obviously a skeleton underneath. Number Six (N female human **skeleton**) obviously has nothing to say and merely acts as a messenger, operating between two points in the city. Her owner, the Merchant Gernwell (LE male human **noble**), uses animated skeletons, as many aristocrats do, to fetch and carry and deliver. Some strangers find this use of the undead abhorrent and destroy them — something that carries a fine for destruction of property in Castorhage. In general, sensitive owners send out their undead servitors by night or heavily disguised.

Are the characters approached by a skeleton bearing a message to begin an adventure? Do skeletons operate in other more mundane jobs or does the destruction of one undead cause problems for the characters? All are ways that Number Six can figure into a Blight campaign.

Appendix B: A Blight Lexicon

Many terms and phrases are commonly used in the Blight that may be less well known beyond its crowded streets. A sampling of some of these terms is provided below that you can use to sprinkle throughout your game to add a measure of local flavour to the NPCs.

Æ – abbreviation of ævum, meaning "Age at Time of Death" (High Boros)

Ancients, The — giant and monstrous creatures of prehistory sometimes found in fossilised remains in the vicinity of Castorhage; more proper term is "Leviathans"

Astromancer — magical practitioner who combines astrology with the physical laws of astronomy (common term outside of Castorhage as well)

Bibliomerchant — BookTown bookseller

Blight, The — city of Castorhage, usually disparaging

Blighter — resident of Castorhage, always disparaging

Boater — water-gypsy boatman, usually Viroeni or halfling

Burke — to smother

Canker, The — thick fogs that arise off the river and envelop parts of the city that have a reputation for choking the life from the sleeping, the weak and the helpless

Coolie — a servant/labourer (usually indentured)

Corner-Doxy — a street prostitute, a harlot (usually cheap)

Costermonger — also hawker or screecher; a street vendor

Deadbook, The — death, usually by murder or other violence; to be "put in the Deadbook" is to be killed

Esquire — common title of gentry, barristers, and the well-to-do; often shortened to Squire

Fetch, The — secret undead inhabitants of the city serving the vampire-god Beltane

Fireman — a labourer employed to stoke the furnaces of manufactories or seagoing vessels with steam-driven paddle wheels

Flagonfist — a tavern server (common term outside of Castorhage as well)

Gablemaester — folk employed to patrols the rooftops of the city and keep the worst of the vermin and riffraff under control

Ghat — river temple composed of stone steps, of Jaata origin

Gill – a quarter pint

Gong — night soil wastes thrown into the gutter

Gong Farmer — a night soil collector who pushes a cart along the street each morning

Great Dark — unexplored subterranean realms below the Underneath

Hege – adjectival demonym for something of Xi'en manufacture or tradition, short for Xi'en Hegemony (usually used in Castorhage for items of Gtsang origin as well)

Insectum – addictive insect-based drugs used by many in Castorhage

Jack's Candle – a rumoured part of the Canker thought to be intelligent and responsible for burking many of its victims

Knackers-Yard — also knackery; a slaughterhouse for horses and other animals that have been retired due to age or infirmity and are intended for rendering rather than consumption

Knight of the City (K.C.) — a minor and relatively obscure noble title occasionally bestowed by the Queen or Crown Justices

Legalese – also turnees; the minor legal clerks employed by the courts and barristers for the endless paperwork and procedure of the Courts and particularly BookTown

Little Sis – also sis; a gold shekel (1 gp)

Lowfolk — primary commoner caste of the city

Lych Field — cemetery

Made, The — commonly encountered forms of lesser undead and constructs cheaply made and used for mindless labour

Milliner — a maker of women's boots

Mortimata – also mortomata; simple automata made of flesh and bone and muscle preserved and animated by alchemy and/or necromancy

Navvy — a labourer employed in construction of a road or canal

Old Ones — semi-mythical ancient peoples thought responsible for leaving stone circles and cave paintings behind, often conflated with Ancient Ones/Andøvan culture

Physiker — a physician, a doctor; a professor employed as a private tutor (common term outside of Castorhage as well)

Pil – a silver pilaster (1 sp)

Prahu-Punter — also punter; narrowboat pilots of the Lyme and the Sinks hired to ferry passengers and renowned for their singing ability

Punkahwallah — a servant employed to manually operate a punkah ceiling fan; a practice originally imported from Far Jaati

Punter — also prahu-punter (see above); a patron of prostitutes (derogatory)

Queen's Men — officers of the City Watch

Sadhu — a holy man, likely of Jaata origin

Savant — high-ranking university professor position

Steeplejack — a worker specialised in constructing or repairing steeples and other precarious roof features

Tanner – a copper common (1 cp)

Triad – a Xi'en criminal organization or thieves' guild

Tongawallah – driver of rickshaws and handcarts

Tout – a street seller who pesters and cajoles passers-by

UnderMaester — local ward political position appointed by parish watch commanders

Urger — a person who sells horseracing tips on the street

Waggoner — a book of nautical charts and notes

Wynds — winding, often steep alleys of the city

Yīshī — honorary Xaon title for the mistress of an apothecary

Appendix C: Sample Encounters in the Blight

The types of encounters that can occur in a city such as Castorhage — sitting as it does on the edge of Between — are virtually limitless. However, some are more unique to the city than others. Below are provided a bare-bones sampling of some of the types of encounters to be had in the Blight so they can be lifted whole cloth or simply to serve as the basis for other encounters of your own devising.

Note: The sample encounters include those that appear in the ***Blight Maladies Card Deck*** as **13 Unwanted Attentions and Deviancies.** We included them here for those who did not purchase that supplement, but also because we had more than 13 such encounters that we wanted to provide for GMs to use in bringing their Blight campaigns to life.

Magic Fingers

Lucinda Farenthol, an attractive masseuse with nimble fingers, strong hands, and an aura of sensuality, offers invigorating massages for weary travellers and uptight adventurers. She insinuates that she can offer more than her healing hands and attentive ear for the right price. If someone takes her up on offer, Lucinda leads that person to her private quarters for an intimate session. She barters almost anything, most notably information from previous clients. When she gains her mark's trust, she drops all pretences and assumes her true form as a **green hag**, using her magical touch to sap her quarry's strength.

The Ripper

A blood-curdling scream from an adjacent alleyway momentarily drowns out the cacophony of voices in the claustrophobic streets. A quick peek into the dank alley confirms the worst suspicions. Torrents of blood pour from a young woman's throat torn asunder. A gentleman with a black wool overcoat, ebony cane, black shoes, and vicious, unnatural claws stained wetly crimson hurriedly races from the scene and then inexplicably vanishes into thin air. Dissatisfied by the unwelcome intrusion, the serial killer known as **The Bogeyman** (NE **night hag** with the **Adult Between** template applied; capable of shapeshifting into any gendered humanoid form) stalking Castorhage's streets resumes his search for another victim.

The Wailing Willow

An unnatural weeping willow tree growing in this dungy cul-de-sac takes its name to extremes. It bleeds whenever somebody cuts a branch or twig. Even more disconcerting, it wails in agony, sobbing for hours after the damage. Children goad one another to cut branches from the tree to prove their bravery. Recently, Erza Manni (N female young half-elf **warden**†**)** has taken it upon herself to defend the tree and has made her home under the tree's drooping branches. Erza has quickly assumed the role of a stern, militant guardian. She currently holds a younger boy (N male human **commoner**) prisoner, claiming he has committed crimes against Nature. Erza plans to hang him at dawn.

Market Mayhem

The market bustles with activity as vendors look to sell all manner of items — clothing, baskets, fruit of questionable quality, and more — and shoppers look for the best deals. A clamour of voices, each person shouting over the next, makes normal conversation all but impossible. In one of those bizarre moments where everybody seems to stop speaking at once, a pain-filled scream rises. A crudely made iron sword protrudes outward from the side of a large covered basket and pierces the thigh of a burly man next to it. Almost immediately, 28 **goblins** erupt seemingly from everywhere, grabbing merchandise, stabbing vendors and customers alike, and smashing anything they can't carry with them.

We Three Things

The party notices a group of three men dressed in soot-stained overcoats, each bearing two dark valises. Hideous, Murk, and Snurg (CE male human **thugs**) are small-time thugs and couriers for some of Castorhage's seedier groups. The brutes could not appear more different: Hideous is tall and lean with sallow eyes and a vapid expression; Murk is of medium height and build but appears almost insubstantial; and Snurg is short and squat, nearly as wide as he is tall, with a vicious look about him. What the men carry in their satchels is up to the GM. It can be anything from sensitive stolen trade agreements to body parts heading for disposal or delivery as warnings.

Jack's Candle

A fog bank of the Canker roils down the street. Wispy tendrils seem to snatch and grab at buildings as it moves quickly down the lane at a speed of 40 feet. Anyone enveloped by the cloud finds all sound muffled as if under a *silence* spell. In addition, the fog gives concealment to anything within 5 feet and total concealment beyond 5 feet. Shapes seem to move within the fog and reveal themselves to be 1d3 **spectres** (with the **Naiadic Between**† template applied). These spectres never leave the greater cloudbank but attack anything that comes within its vaporous confines. The cloud passes on after 1d6 rounds, taking the spectres with it.

The Cat

A mangy tabby sits in the middle of the alleyway ahead. It does not appear afraid or intimidated in any way by the party. If the cat is treated kindly, it meanders its way through the entire party, rubbing against legs and walking between feet and generally making a nuisance of itself. This creature is actually a **Between-cat**†. Any PCs treating it well or feeding it

gains a luck point. Within the next 24 hours, you can apply this luck point to a single attack, saving throw, or ability check and add 1d6 to that roll. You must declare you are using it prior to the roll. Should any character mistreat or attempt to frighten the cat away, it hisses loudly, turns its head and walks around a corner, completely vanishing if searched for. Any such character who frightens or attacks the cat has disadvantage to all Charisma-related checks for 24 hours.

Child's Play

In an adjacent alley, a child's cries can be heard along with the shuffling of feet and rustling of trash. If investigated, the party discovers a man dressed in dirty clothes who smells like rancid wine trying to strangle a small child. Assuming they intervene, they are in for a nasty surprise. The man is a vagrant who has been dominated by the vampire (CE male human **vampire**) into his current actions. While the characters deal with the vagrant (N male human **commoner**), the vampire tries to dominate the strongest-looking character, turning to gaseous form once its ruse is discovered. It orders any dominated character to attack the rest of the group.

Down the Rabbit Hole

A large white rabbit appears from under a hedge and scampers off into an open manhole in the street. The hole drops 10 feet down into the sewers. The rabbit seems to have disappeared, but a black top hat sits on the walkway adjacent to the sewer flow channel. Inside the hat are a wand (non-magical), a carefully folded, 20-foot-long chain of knotted coloured scarves, a deck of trick cards that always reveal an ace of spades, and 3 *magic carrots*. The carrots each summon a large white rabbit, which uses the **giant rat** statistics, for 10 rounds if broken in half and placed in the hat.

Cold Case

A heavy rainstorm has eroded the soil from the weed-choked yard of a small house. In the yard is a small, overgrown vegetable garden. Within the garden, an exposed skeletal human hand pokes through where the soil has washed away. Examination reveals a full, buried skeleton dressed in the rotting remains of a once-fine dress. The skeleton still wears a small silver ring (2 gp) and a set of garnet earrings are caught in the folds of its collar (200 gp). A despicable nobleman buried this woman here after murdering her more than a year ago. The house owner is entirely innocent of any crime but may have witnessed something. Specifics are left to the GM.

Drunken Sailor

In a dockside tavern, a drunken mariner, Urthgar (CN male human [Heldring] **berserker**), challenges the largest character to a fight for some imagined slight. He offers the option of fighting with fists or (nonmagical) clubs. If he is refused, he attacks with his club anyway. Urthgar has the poisoned condition due to his intoxication. If Urthgar is defeated but survives, he offers to serve as a henchman to the character for 1 month. If victorious, he passes out shortly thereafter.

Riddle Me This

A large sedan chair comes to a stop next to the party, and the curtain is pulled back by one of its 8 burly chairmen (LN male human thugs) to reveal an **androsphinx** reclining inside. The sphinx informs that party that a sidereal oracle has determined that they must pass a test of wisdom. She asks them, "What makes the crooked right?" If they answer "90 degrees," she commends them and provides them with some valuable clue to an adventure or a monetary reward of 1,000 gp. If they fail to answer correctly, she orders her guards to attack and beat them into unconsciousness for their lack of perspicacious.

Seafood Special

A weathered old man wearing the waxed overcoat of a fisherman lurches unsteadily down the street singing a sea chanty between swigs from a bottle. Upon sighting the characters, he stops and proclaims that they have the smell of the sea about them before transforming into a **weretiger** and attacking. If he is killed, inside his coat can be found the jawbones of 7 fishermen he has killed and collected trophies from. Among these are a total of 15 teeth with gold crowns worth 5 gp each.

A Tangled Weave

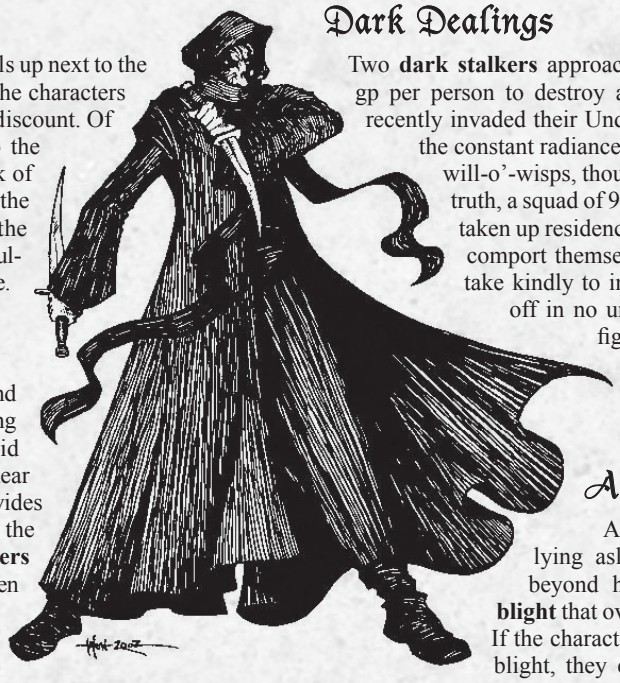
An alleyway between two sagging tenements has been completely curtained off like a grand stage. A barker (NE male halfling **sneakthief**[†]) stands outside and calls for passers-by to step right up and see the Beautiful Esmel perform her exotic dances for only the discriminating eye for the low, low admission price of only 2 sp. The barker takes the admission and allows entrants (no more than two at a time) to step behind the curtain to see the spectacle and tells them to exit out the back when they're done. Behind the curtain, the alleyway is filled with the web constructs of 2 **Large gable spiders** and an **ettercap** who is in league with the barker. They attempt to quickly silence and subdue spectators before the next are allowed in.

Pub Crawlers

A barroom brawl spills out into an alley and knocks over a large stack of barrels. As the barrels tumble into the street, night-slugs spring out of them and scatter in all directions looking for cover with 4 night-slugs (N male *night-slug*[†] **spies**) armed with clubs and rusty daggers charging straight for the party. The characters happen to be standing directly in front of a sewer grate that the creatures are heading for, and they are willing to fight their way through in their desperation to escape. If the characters think to step out of the way, the night-slugs charge harmlessly past and disappear into the sewer. Otherwise, they fight viciously in their attempt to escape.

Hellish Hack

A coarse cab being drawn by a **hyme**† pulls up next to the party. The driver, a **bearded devil**, offers the characters a ride to anywhere they want — at a steep discount. Of course, anyone foolish enough to get into the cab is soon beset by the devil and the pack of 6 **hell hounds** that lurk in hiding nearby. If the devil is defeated but the hyme survives, the characters can take possession of the foul-tempered beast and its cab for their own use.



On the Rooftops

A gablemaester falls from above and lands, dead, at the characters' feet. Looking up, they catch a glimpse of the arachnoid forms he was apparently fighting and can hear screams of terror. A nearby scaffold provides access to the rooftop 70 feet above where the characters find a **drider** and 2 **phase spiders** that have captured a pair of gnome children in their webs. The characters have just enough time to step in to save them from a horrible fate. If searched, the gablemaester's corpse has a gablemaester's kit† that the characters can claim if they like.

Fire in the Hole

As the last rays of the sun touch the city's rooftops, a group of city workers picks through the smouldering remains of a building that has recently burned down. One of them causes a pile of rubble to shift and exposes a formerly hidden subbasement. Pouring from the exposed cellar are the Tunnel People who had set the fire from below the previous night. These 7 **morlocks**† attack for 3 rounds and try to drag as many people as possible with them back into the uncovered tunnel.

Lovers' Lane

A well-to-do couple sits together on an ornate iron bench overlooking the river below as the moon reflects off its dark surface. However, even a cursory inspection reveals that they are entirely unmoving — they don't even breathe. Examination reveals that they appear to have recently drowned, though their clothes and hair are completely dry. A **moon angel** lurks at the edge of the river not far away and recently killed this couple. It uses its hypnotic song to try to entrance the characters as well.

Gamecocks

The characters arrive at a tavern where cockfights are being held. They have the opportunity to wager on these fights if they want. Eventually, someone accidentally overturns a table lamp and starts a small fire. In the panicked confusion that follows, the characters find themselves facing 3 **Blight cockerels** still wearing their fighting spurs that have escaped from their handlers. If the characters kill the cockerels, they must still contend with **Mot Porkchop** (CN male half-orc **berserker**), the owner of the establishment and the birds. He demands 200 gp for each cockerel slain or injured and attacks with his 2 bouncers (CN male human **veterans**) if his demands aren't met.

Dark Dealings

Two **dark stalkers** approach the party and try to hire them for 100 gp per person to destroy a pack of floating balls of light that has recently invaded their Underneath domicile and hurt their eyes with the constant radiance. Their description sounds a great deal like will-o'-wisps, though they don't know what they're called. In truth, a squad of 9 **sprites** masquerading as will-o'-wisps has taken up residence in the dark stalkers' home and arrogantly comport themselves as if they own the place. They don't take kindly to intrusive characters and tell them to shove off in no uncertain terms. If the characters refuse to fight the sprites, they have to contend with the stalkers and 11 **dark creepers** angry at their betrayal. The sprites will not assist the characters.

A Growing Blight

As night falls, the characters spot a drunk lying asleep in a darkened alley. Barely visible beyond him is a growing expanse of spreading **blight** that overtakes the insensate wino at any moment. If the characters attempt to save the man or destroy the blight, they come under attack from 6 **violet fungus** allied with the spreading fungal growth. If saved, the drunk (N male human **noble**) proves to be connected to one of the noble houses of the city and can provide the characters with valuable contacts and adventure hooks.

Between Standoff

The party comes upon a standoff between 5 constables (N male human **guards**) and 9 **Between-cats**. The constables seem to be intent on rounding up the cats and placing them in a number of small cages they have piled nearby, and the Between-cats seem equally determined to avoid being captured. Both sides are intent on standing their ground, and neither retreats. Unless the characters depart immediately, they can choose to side with one group or the other but will be drawn into the combat that starts immediately. If the characters linger but do not join a side, each side attacks them, assuming that they are in league with the other.

Agent Provocateur

A shopkeeper or some other local NPC the party knows approaches and tells them that he just saw a monster transform into a man in a nearby alley and start spying on the nearby market. He points out a nearby Xi'en man who does look rather suspicious. If approached, the man proves to be a Triad collector (CN male human Xi'en **burglar**†) out collecting protection money from local merchants and immediately attacks the characters, assuming they are from a rival gang. He is joined by 3 Triad **thugs** who join him from the nearby crowds. The shopkeeper who sent the characters is actually a **doppelganger** of the Veil who wanted to send a warning to the local Triad.

The Walrus and the Carpenter

Behind a pile of lumber at a construction site near the river, the party stumbles upon a **Lyme walrus**† devouring the corpse of a construction worker he just killed. It immediately tries to spin a tale to explain itself and uses its fascinating story ability. If successful, it attempts to lead one or more character into the river where it can slay them at its leisure. If it is unable to subdue the characters in this way, it whistles and alerts the 3 cutpurses (CE male human characters) it has been working with. They arrive to help in 1d3 rounds.

Appendix D: New Magic of the Blight

Following are some of the magic and alchymical items that are found in the Blight.

ALCHEMIST'S DART
Weapon (dart), uncommon

You have a bonus of +1 to attack and damage rolls made with this magical dart. A creature struck by it must make a successful DC 12 Dexterity saving throw or be entangled as if it were hit with an alchemist's bag†.

ASSASSIN'S DAGGER
Weapon (dagger), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon scores a critical hit on a roll of 18-20.

BETWEEN RING
Ring, rare

This plain, unadorned ring is typically made of iron or some other common metal and bears signs of tarnish, rust, or some flaw that cannot be polished away or repaired. It also includes something of the tainted essence of Between in its composition, giving it a slightly greasy feel to the touch.

A wearer of a *Between ring* gains a +2 bonus to AC against any creature with the Between subtype or Between Creature template. In addition, the wearer can make an unarmed attack against such a creature with the hand that is wearing the ring as if he had the Stunning Strike ability (DC 12 Constitution saving throw) three times per day. If the wearer already has the Stunning Strike ability (e.g. the character is a monk), then they gain a +2 bonus to the attack and damage rolls and the Stunning Strike uses the Ki save DC for that character.

Curse. When a *Between ring* is worn, the wearer must make a DC 12 Wisdom saving throw or be unable to voluntarily remove it. It never fits well: sometimes it feels too loose (though it never falls off), and sometimes it squeezes much too tightly, causing pain and a discolouration in the finger. Each day there is a 1-in-20 chance that it tightens, causing 1 point of damage from the constriction. If a *Between ring* ever constricts for 5 days in a row without the wearer receiving any magical healing, the finger it is worn on dies and becomes necrotic, eventually falling off in 1d4+4 days. The loss of this finger deals 2d4 points of damage but is one way for a wearer who has failed his Wisdom saving throw to remove the ring. A ***remove curse*** spell or similar magic will also allow the wearer to remove the ring.

PLAGUE SCARAB
Wondrous item, uncommon

Used primarily to prevent information being tortured out of them by a clandestine group calling themselves the Hidden Knights of the Capitol, this small item appears much like a typical, if tiny, scarab medallion or brooch. However, when swallowed, it lodges in the individual's stomach and remains in place. Thereafter, the swallower can activate the scarab with a thought. Once activated, the *plague scarab* burrows from its resting place to the swallower's heart (takes 1 round to reach), killing him instantly. However, in the following round it then bursts through into the oesophagus and unleashes swarm of insects (or other setting-appropriate swarm) that pours forth from the victim's mouth and attacks anyone present.

If a swallower chooses, he can discard the plague scarab before it activates by regurgitating it. Once a plague scarab has been activated, it is destroyed and cannot be used again.

POTION OF BARKSKIN
Potion, uncommon

You drink this potion, your skin has a rough, bark-like appearance, and your AC can't be less than 16, regardless of what kind of armor you are wearing. The effects of the potion lasts 1 hour.

POTION OF BLUR
Potion, rare

When you drink this potion your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to the effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

POTION OF ENHANCE ABILITY
Potion, rare

When you drink this potion, you are bestowed with a magical enhancement. Each potion is brewed to provide enhancement to a specific ability and lasts one hour. The following potion types are available:

Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.

Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor. The target has advantage on Charisma checks.

Fox's Cunning. The target has advantage on Intelligence checks.

Owl's Wisdom. The target has advantage on Wisdom checks.

These potions function as if cast using a 2nd level spell slot. The price for these varies, but are usually in excess of 1,000 gp.

POTION OF SPEAK WITH DEAD
Potion, very rare

When you drink this potion and then touch a corpse of your choice within range, you grant that corpse the semblance of life and intelligence, allowing it to answer questions you pose. The corpse must still have a mouth and can't be undead. This cannot be used on a corpse that was the target of a *speak with dead* spell or potion within the last 10 days. The potion effects last for 10 minutes.

Until the effect of the potion ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This effect doesn't return the creature's soul to its body, only its animating spirit.

Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

REAVER
Weapon (any sword), legendary (requires attunement by a creature of evil alignment)

Reaver is Demoriel's finely crafted unholy longsword. Those that wield it gain a +2 bonus to attack and damage rolls made with this weapon, which deals psychic damage instead of slashing damage. When a celestial creature takes damage from Reaver, it suffers an extra 1d8 psychic damage. The sword emits a dim purple light in a 15-foot radius.

Demoriel was once a powerful angel that made her home in the heavens among the other angels. In the Celestial Hierarchy, she was a member of the Cherubim and served alongside Gabriel, Raphael, and Ophaniel. During the Unholy Schism, she sided with Lucifer and aided him by seducing another Cherub wherein Lucifer caught the angel unaware and murdered him on the spot.

When Lucifer was thrown down from the good-aligned planes, Demoriel was beside him; cast out for the sin of slaying another angel and spilling the blood of an angel in the outer planes. When Lucifer envisioned Hell, Demoriel envisioned herself on the throne next to him, serving as Hell's Queen. Unfortunately for her, she became one of his many concubines but never his bride, for the Great Uprising occurred in Hell and the other arch-devils moved to destroy Lucifer and his court. When Lucifer was removed from Hell's Throne and took up residence in a pocket plane called Infernus, Demoriel followed. Once again, she was denied her place on the throne next to Lucifer as he took a devil named Shabiri as his consort. Though Demoriel remains ever loyal to Lucifer, she does not trust nor like Shabiri. For now, she waits until her time comes when she can discredit or destroy Shabiri and replace her as Lucifer's consort.

Though Lucifer no longer rules Hell, Demoriel still serves him unswervingly. She follows no other, though she is more than willing to lead other creatures to their demise by feigning loyalty to them. She has a particularly vile hatred for celestials (more than other devils do it seems) and enjoys corrupting and destroying them.

Demoriel attacks with her spell-like abilities, attempting to charm the strongest opponents she faces. If forced into melee, she attacks with her spell-like abilities and longsword, Reaver, or summons other devils to fight for her while she maintains a position away from the immediate fight.

SCYTHE OF SPEED
Weapon (scythe), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, you can use a bonus action to make one attack with it as a bonus action on each of your turns.

SHATTERSPIKE
Weapon (any sword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you successfully hit with this weapon, the target must make a DC 12 Constitution saving throw or begin to bleed profusely. The target loses 5 (1d10) hit points from bleeding at the start of each of its turns for 1 minute, unless a DC 12 Wisdom (Medicine) check is made to staunch the bleeding or until the target receives magical healing.

SPYING PANE
Wonderous Item, very rare

This polished mithral mirror with an ornate copper frame is 4 feet long and 2 feet wide. It can be hung or placed on a surface and then activated or deactivated by speaking a command word. The *spying pane* forms a link with any mirror or framed art object such as a painting that it touches while activated, up to a maximum of 20 such objects. Each such link permits the user to look through the linked object's frame as though it was a window. Touching the object to the *spying pane* a second time cancels the link, and if the maximum number of links has been reached, linking a new object to the speculum breaks the oldest existing link. A link is also broken if the distance between the *spying pane* and the object exceeds 600 feet. When activated, the surface of the *spying pane* displays a grid of the currently linked views; touching one of the views enlarges the window to its actual size or the size of the mirror, whichever is the smallest. Touching it again restores the grid. A *spying pane* can be used for as long as 10 minutes a day, in increments of 1 minute. These increments do not need to be consecutive.

VOICE MASK
Wondrous item, very rare (requires attunement)

This mask has 4 charges. While wearing this apparently normal black facemask, you can use an action and expend 1 charge to alter your voice. The wearer can decide what their voice sounds like (similar to the *alter self* spell). The effect lasts for 1 hour or until the user removes the mask, ends the effect with a bonus action, or uses another charge. The mask regains 1d4 expended charges daily at dawn.

WAND OF COLOR SPRAY
Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it you can expend 1 charge as an action to cast the ***color spray*** spell from it.

The wand regains 1d6+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand erupts in a pile of glitter and is destroyed.

WAND OF DAYLIGHT
Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the ***daylight*** spell (save DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF ENLARGE AND REDUCE
Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the ***enlarge/reduce*** spell (save DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

THE WEATHER VANE MORTOMATA
Wondrous item, uncommon

Popular in the city, mortomata are a combination of animated object and animated dead. The *weather vane* is a

sphere with a circular opening, and within there is a series of depictions of weather types in a circle, from fair to foul. The undead, featherless crow that sits inside the mortomata points at the type of weather it expects. The *weather vane* is 75% accurate but vague. The only weather increments are "fair," "changeable," "stormy," and "dry."

The Staff of Life (a.k.a. The Elixir)

"More a curse than a blessing…"

For some, life must go on no matter what the cost. The dabblings of arcane physicians into the stuff of life was always going to be dangerous. *Elixir of life* — "The Elixir" or "Staff of Life" as is it sometimes known among the whispers of the Lowfolk — comes from feeding a particular species of Between worm with flesh and blood of the mundane world — living flesh and blood, and the healthier and fresher the blood used, the better the quality of elixir. Worms are then either injected (in many cases) or held in an artificially made womb known as the Cuckoo Womb into which the subject is immersed.

The Cuckoo Womb is used in general to create new forms or hybrid creatures from the parts of others harvested using a particularly unpleasant ritual involving injecting the creature with elixir and farming off the parts that are required. The parts are crudely sewn or affixed together in hopes that the Cuckoo Womb and the elixir do the rest — although they often do not. The minor works of many celebrated golem-stitchers slither or drag themselves through the city as a result of this process, unable to die without destruction. Theirs is a pitiful existence, and one that often leads to diabolic revenge. Artisans of this trade — Golem-Stitchers and Homuncule Wives and Cadaver-Surgeons — are usually drawn into the profession through reading or through association; there is no level requirement to carry out such work, only a steady hand and brutal soul.

The true and purest *elixir of life* commands a high price, at least 20,000 gp per dose, and even this price comes with no guarantee of success. Of course, where every genuine artefact is found, fakes soon follow, and cheaper and less-stable versions of the elixir have flooded darker parts of the market. That the undeath that follows is agonizing or that some subjects are prone to appalling unmaking as the threads of the elixir dissolve, taking their hosts with them, makes the elixir not merely a boon, but a weapon in some eyes. Many see the forced injection of the elixir into workers as being of incalculable benefit; true, the servant withers in terms of their personality and vital spark and living relationships, but their skills remain! What price for a manufactury of unliving workers who toil day and night and never need rest yet have the intelligence and abilities that typical examples of the animated dead do not. Some call this concept the "New Utopia." Many in the city claim that such manufacturies not only exist already but are thriving, and it can only be a matter of time before everyone in the city is aware of an unliving. Forced undeath is becoming more common by the day, as are the poor wretches who drag their rotting and failing carcasses into the dark places away from sight and seems likely only to expand with the recent *Corpse Act of 1770*.

The latest great visionaries of such rebirth extol the (so far) secret and unseen experiments of the great surgeon-artists who, they claim, have succeeded in forging new life from Between creatures and mortal flesh.

ELIXIR OF LIFE
Potion, very rare

A living creature that is not of the aberration, celestial, construct, elemental, or fiend type that is injected with *elixir of life* (an infusion process that takes an hour and requires either a helpless or willing recipient) must make an immediate Constitution saving throw based on the quality of the elixir. Creatures that are immune to poison or necrotic damage are not affected by the elixir. If the saving throw is successful, the creature dies and rises again in 1d4 hours as a "Reborn" with the *alchymic-undying*† template. If the saving throw is failed, the individual immediately dies and rises in 1d10 minutes as an undead creature with the *alchymic-unliving*†.

If the elixir is applied to a creature of the appropriate types (as described above) that has died within the last 24 hours but whose corpse is still relatively intact, the creature still gets a Constitution saving throw as if it were still alive with outcome of becoming either an *alchymic-undying* or an *alchymic-unliving* creature, but the saving throw is made at a cumulative +1 penalty to the DC of the saving throw for every 2 hours since it died (not including the hour required for infusion).

If used in conjunction with a Cuckoo Womb and pieces of only partial cadavers in order to create a new-made form of life (as adjudicated by the GM), the elixir likewise has a quality-based saving throw to determine the stability of this outcome. If this saving throw is successful, the resulting creature is stable as a new type of living creature. If the save is unsuccessful, the new-made creature is unsuccessful, is in extensive pain, and dies in 1d4 days as its body literally falls apart.

Anything of *medium-grade elixir* or lower is unpredictable, short lived, and prone to sudden violent unravelling. For each year of life or unlife for *low-grade elixir*, each month for *pig-grade elixir*, and each week for *street-grade elixir*, the initial Constitution saving throw must be made again or the creature rapidly (and often revoltingly) unmakes itself just as if a new-made creature had failed its initial saving throw. There are some exceptional cases (again at the GM's discretion), where such an unmaking does not fully destroy the creature but instead forces it to live in a pain-filled, half-life of indeterminate length and horror.

Elixir of Life

Elixir Quality	Price (per dose)	CL	Reborn Creature Save DC (per dose)	New-Made Creature Save DC (per dose)	Cost (Per Dose)
True Elixir	20,000 gp	9th	5	5	10,000 gp
Medium-Grade Elixir	5,000 gp	7th	15	10	5,000 gp
Low-Grade Elixir	1,000 gp	5th	25	15	500 gp
Pig-Grade Elixir*	500 gp	3rd	—	20	250 gp
Street-Grade Elixir	100 gp	—	—	25	50 gp

* Made from actual pig blood and flesh rather than humanoid.

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