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Maladies

luxury edition

The Blight Hag

"Lock Your Cupboards"

This tiny witch lurks in cupboards or under beds. She likes to poison things kept in untidy larders, or—according to some—poison the food of pregnant, unmarried mothers.

Medium fey (adult Between), neutral evil

Armor Class 19 (natural armour)

Hit Points 135 (18d8 + 54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	17 (+3)	17 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +7, Con +6

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold, fire, force, poison; bludgeoning, piercing, and slashing from nonmagical/nonsilvered attacks

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 10 (5,900 XP)

Dislocated, Magic Resistance (1/day)

Innate Spellcasting. Charisma (spell save DC 16, +8 to hit): At will: *detect magic*, *magic missile*; 2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*; 1/day each: *invisibility* (self only, duration 1 minute), *spider climb*

Actions

Claws. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 17 (3d8 + 4) slashing.

Change Shape, Etherealness, Nightmare Haunting (1/Day) (see **night hag** for action descriptions)

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The Butterfly Collector

"I Can Make You Beautiful"

She collects butterflies and moths; her special children infest humans and transform them into something beautiful and terrible.

Medium aberration (elder Between), chaotic evil

Armor Class 17 (natural armour)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	13 (+1)	14 (+2)	20 (+5)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, Insight +9, Perception +9

Damage Resistances acid, cold, force, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Abyssal, Common, Deep Speech, Infernal, Undercommon

Challenge 13 (10,000 XP)

Dislocated, Regeneration (10), Shapechanger

Innate Spellcasting. Charisma (spell save DC 19, +11 to hit): At will: charm person, dancing lights, detect magic, hex;3/day each: hold person, invisibility (self only, duration 1 minute), spider climb;1/day each: blink, mirror image

Actions

Paralyzing Touch. Melee Spell Attack: +12 to hit, 5 ft., one target. Hit: 10 (3d6) cold; DC 18 Constitution saving, paralyzed 1 minute, repeat at end of subsequent turns, success ends effect.

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Crabius Karl

"The Human Fisher"

A poor thing escaped from a freakshow; Crabius is a briny boy so demented he lives in the Lyme and only emerges in the Canker to come fishing — for people.

Medium briny (naiadic Between) neutral evil

Armor Class 14 (natural armour)

Hit Points 88 (17d8 + 12)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	13 (+1)	13 (+1)	12 (+1)	9 (-1)

Saving Throws Dex +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Amphibious, Dislocated, Sneak Attack (1/turn, 14 (4d6)), Sunlight Sensitivity

Innate Spellcasting. Wisdom (spell save DC 13, +4 to hit): 3/day each: invisibility (self only, duration 1 minute), spider climb

Actions

Multiattack. One corrosive net and one slam attack

Corrosive Net. Melee Weapon: +6 to hit, 5/15 ft., one target. Hit: 7 (2d6) acid, target is Medium or smaller, then grappled (escape DC 13) and restrained until the grapple ends.

Slam. Melee Weapon: +6 to hit, 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning.

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Father Ravenous

"The Gluttonous Troll"

They say this Between troll roasts people alive in his oven, licking his fingers as he crunches their limbs one by one. Sometimes he likes his meat raw.

Large giant (naiadic Between creature), chaotic evil

Armor Class 16 (natural armour)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	20 (+5)	10 (+0)	9 (-1)	7 (-2)

Saving Throws Dex +5

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 7 (2,900 XP)

Dislocated, Keen Smell, Regeneration (10)

Actions

Multiattack. One bite and two claw attacks

Bite. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 7 (1d6 + 4) piercing.

Claw. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 11 (2d6 + 4) slashing.

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Fetcher's Fowl

"Puppet of His Dead Daughters"

In truth, Fetcher is little more than a puppet — the human face of his three foul daughters' plot to ensnare and mutilate husbands.

Medium undead (naiadic Between), neutral evil

Armor Class 15 (natural armour)

Hit Points 138 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	13 (+1)	14 (+2)	20 (+5)

Saving Throws Dex +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 13 (10,000 XP)

Dislocated, Reckless, Sneak Attack (1/turn, 21 (6d6))

Actions

Multiattack. One bite and two claw attacks

Bite. Melee Weapon: +6 to hit, 5 ft., one target. Hit: 13 (2d8 + 4) piercing.

Claw. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 11 (2d6 + 4) slashing. If target is creature (not elf or undead), DC 15 Constitution saving throw, paralyzed 1 minute, repeat at end of subsequent turns, success ends effect.

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Hunger

"Wolf at Your Bride's Door..."

The veils he wears are not taken from his brides — although he takes everything they can give and more — no, the veils are their faces...

Medium humanoid (elder Between, human, shapechanger (permanent hybrid form)), chaotic evil

Armor Class 15 (natural armour)

Hit Points 127 (17d8 + 51)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Dex +7, Con +7

Skills Perception +5, Stealth +7

Damage Resistances acid, cold, force; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 120 ft., passive Perception 15

Languages Common

Challenge 11 (7,200 XP)

Dislocated, Keen Hearing and Smell, Leap, Regeneration (10), Sneak Attack (1/turn, 21 (6d6))

Innate Spellcasting. Charisma (spell save DC 16, +8 to hit): 3/day each: *invisibility* (self only, duration 1 minute), *mirror image*, *spider climb*; 1/day each: *blink*, *dimension door*

Actions

Multiattack. One bite attack and two claw attacks

Bite. Melee Weapon: +8 to hit, 5 ft., one target. Hit: 22 (4d8 + 4) piercing. If the target is humanoid, DC 16 Constitution saving throw or cursed with werewolf lycanthropy.

Claw. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 14 (3d6 + 4) slashing.

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The Little Mermaid

“Stay Away From Sister Lyme”

She grows feet by bathing her tail in blood, so she can walk with men and copulate with them. Sometimes she falls in love and takes the feet of her lovers near Sister Lyme so they must crawl into the water with her.

Medium humanoid (adult Between, merfolk), neutral evil

Armor Class 15 (natural armour)

Hit Points 127 (17d8 + 51)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Dex +8, Con +6

Skills Perception +4, Stealth +8

Damage Resistances cold, force, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15

Languages Aquan, Common

Challenge 9 (5,000 XP)

Amphibious, Dislocated, Sneak Attack (1/turn, 10 (3d6))

Actions

Multiattack. Three rusty cleaver attacks

Rusty Cleaver. Melee Weapon: +8 to hit, 5 ft., one target. Hit: 11 (2d8 + 2) slashing. If target is creature, DC 15 Constitution saving throw, infected with the second-head fluke parasite (**Tome of Blighted Horrors**).

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The Maggoty Woman

"The Wombs of Old Women Taste So Sweet"

She moves slowly, gliding below floorboards or behind wainscoting, her body able to slither like a snake, sniffing the air for the scent of older women, their barren wombs parched, aged, spent.

Medium humanoid (adult Between, half-elf worm that walks),
neutral evil

Armor Class 17 (natural armour)

Hit Points 136 (21d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	15 (+2)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +5

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Understands Common but cannot speak

Challenge 13 (10,000 XP)

Amorphous, Dislocated, Regeneration (10)

Actions

Multiattack. Two claw attacks; **Grave Worms** on a grappled target (see insert)

Claws. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 7 (1d6 + 4) slashing plus 7 (2d6) necrotic. If target is Medium or smaller, grappled (escape DC 15) and restrained until the grapple ends.

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Mother Misery

“Anger of Dead Forests”

This poor crooked creature has two faces and gives birth to cats. For pleasure, she drags her victims into her forest in Between to let her trees pull them apart.

Medium fey (naiadic Between, dryad), chaotic evil

Armor Class 16 (natural armour)

Hit Points 136 (21d8 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	14 (+2)	16 (+3)	18 (+4)

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 16

Languages Elvish, Sylvan

Challenge 9 (5,000 XP)

Dislocated, Magic Resistance (1/day), Speak with Beasts and Plants, Tree Stride

Innate Spellcasting. Charisma (spell save DC 14, +6 to hit): At Will: poison spray; 3/day each: entangle, faerie fire; 1/day each: barkskin, pass without trace, thunderwave

Actions

Multiattack. Two sickle attacks and one whip attack

Sickle. Melee Weapon Attack: +6 to hit, 5 ft., one target. Hit: 5 (1d4 + 3) slashing; DC 15 Constitution saving throw, 10 (3d6) poison damage.

Barbed Whip. Melee Weapon: +6 to hit, 15 ft., one target. Hit: 7 (1d8 + 3) slashing; DC 14 Strength saving throw, knocked prone.

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The Poor Hermit and The Girl Without Hands

He is just a puppet—a very human puppet but empty nonetheless. She uses her hermit father to hunt for vengeance upon the Devil, seeing his followers in all places. She has magical silver hands and takes the hands off any of the Devil's followers that she finds.

Medium monstrosity (aranea, naiadic Between creature, shapechanger), neutral

Armor Class 14 (natural armour)

Hit Points 120 (16d8 + 48)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	14 (+2)	14 (+2)	10 (+0)

Skills Perception +5, Stealth +7

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Common, Deep Speech

Challenge 8 (3,900 XP)

Dislocated, Shapechanger, Spider Climb

Innate Spellcasting. Intelligence (spell save DC 16, +8 to hit): At will: dancing lights, poison cloud, shocking grasp; 3/day each: invisibility (self only), blink; 1/day each: mirror image

Actions

Multiattack. Two morningstar attacks and one bite attack; Web (Recharge 5-6)

Bite. Melee Weapon: +5 to hit, 5 ft., one target. Hit: 9 (2d6 + 3) piercing; DC 15 Constitution saving throw, 9 (2d8) poison, save for half. If poison reduces the target to 0, target stable, poisoned 1 hour, paralyzed.

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

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The Scissor-Man

“Keep your Thumb out of your Mouth, Child!”

He always has pockets full of mice to charm children and curious adults so that he can take their thumbs off easier. In all the old fables he takes the thumb off anyone who sucks it; he knows, he always knows who his victims are...

Small humanoid (adult Between, goblinoid), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 71 (13d6 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	15 (+2)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +8, Wis +4

Skills Acrobatics +7, Perception +5, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15

Languages Common, Goblin

Challenge 8 (3,900 XP)

Dislocated, Nimble Escape, Sneak Attack (1/turn, 21 (6d6)), Taunt (2/day)

Innate Spellcasting. (spell save DC 16, +8 to hit): At will: *friends*, *mage hand*, *vicious mockery*; 3/day each: *charm person*, *invisibility* (self only), *blink*; 1/day each: *mirror image*

Actions

Multiattack. Two bone scissor attacks

Bone Scissors. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 8 (1d8 + 5) slashing.

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Sister Crookwillow

"Become My Bridegroom"

There are not many trees in Castorhage, but parts of the Between are said to virtually boil with them. Sister Crookwillow populates parts of the city with humans grafted into her trees, which she strews across unreachable rooftops.

Huge plant (adult Between, treant), neutral evil

Armor Class 16 (natural armour)

Hit Points 364 (27d12 + 189)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	12 (+1)	17 (+3)	10 (+0)

Skills Nature +6, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, lightning

Senses darkvision 60 ft., passive Perception 18

Languages Common, Druidic, Elvish, Sylvan

Challenge 22 (41,000 XP)

Baleful Gaze, Dislocated, False Appearance, Lightning Healing, Siege Monster

Innate Spellcasting. Wisdom (spell save DC 18, +9 to hit): At will: *faerie fire*; 3/day each: *invisibility* (self only), *mirror image*, *spider climb* (self only); 1/day each: *blink*, *chain lightning*, *dimension door*

Actions

Multiattack. One Torturous Touch and two slam attacks; **Agonizing Wail (Recharge 5-6)**

Slam. Melee Weapon: +14 to hit, 15 ft., one target. Hit: 27 (4d8 + 9) bludgeoning plus 18 (4d8) lightning.

Torturous Touch. Melee Weapon: +14 to hit, 15 ft., one target. Hit: 19 (3d6 + 9) slashing plus 18 (4d8) lightning; DC 18 Constitution saving throw, paralyzed 1 minute, repeat at end of subsequent turns, success ends effect.

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Spring-Heeled Jib

“Stealer of Babies”

Always keep one eye on your crib...

Small fey (adult Between), chaotic evil

Armor Class 15 (natural armour)

Hit Points 104 (19d6 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	10 (+0)	10 (+0)	13 (+1)

Skills Acrobatics +7, Sleight of Hand +7, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 7 (2,900 XP)

Dislocated, Frightening Gaze, Nimble Escape, Sneak Attack (1/turn, 14 (4d6)), Vault

Innate Spellcasting. Charisma (spell save DC 15, +7 to hit): At will: friends, mage hand, vicious mockery; 3/day each: bane, blink, charm person; 1/day each: dimension door

Actions

Multiaction. Three jagged gutting knife attacks

Jagged Gutting Knife. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 8 (1d6 + 5) piercing or slashing.

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Between-Cat

"To Destroy Reality is to Create It"

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 attacks

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Celestial, Common, Deep Speech, Infernal, telepathy 60 ft.

Challenge 3 (700 XP)

Dislocated, Dual Existence (Recharge 4-6), Nulltropy, Shapechanger

Innate Spellcasting. Intelligence (spell save DC 15). At will: comprehend languages, tongues; 1/day: detect magic, glyph of warding.

Actions

Multiattack. 1 **Nulltropic Claw**, 1 **Tongue**

Nulltropic Claws. Melee Weapon: +5 to hit, 5 ft., one target. Hit: 6 (2d4+2) slashing and 1 force damage per *Between-cat* within 60 feet.

Tongue. Melee Weapon: +5 to hit, 5 ft., one target. Hit: 5 (1d6+2) piercing plus 9 (2d8) poison damage.

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Herald At The Threshold

"To Ward the Way"

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 attacks

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, Dimensional Mastery, Dislocated, Immune to Transformation, Magic Resistance (1/day)

Innate Spellcasting. Charisma (spell save DC 16). At will: *dimension door, freedom of movement*; 3/day: *blink, counterspell*; 1/day: *invisibility* (self only, duration 1 minute), *resilient sphere*.

Actions

Multiattack. 3 *Claws*, *Overwhelming Mind*, *Preternatural Horror* (1/day), *Screaming Pipes* (1/day)

Claws. Melee Weapon: +10 to hit, 5 ft., one target. Hit: 12 (2d6+5) slashing. Two claws hitting the same target herald's turn results in additional 10 (3d6) damage and 1 level of exhaustion.

Legendary Actions

Up to 3 per round. Taken at end of another creature's turn. 1 per turn.

Cast Spell, Claw, Multiattack (2 actions)

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Hyme

“On a Pale Horse Rode Death”

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 (4500 XP)

Dislocated, Distorted, Musk of Fear (1/day)

Actions

Multiattack. 1 **Bite**, 1 **Hooves**; **Bray of Terror (Recharge 5-6)**

Bite. Melee Weapon: +6 to hit, 5 ft., one target. Hit: 6 (1d4+4) piercing.

Hooves. Melee Weapon: +6 to hit, 5 ft., one target. Hit: 11 (2d6+4) piercing.

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Nightmare Choir

"Sing with All the Colors of Your Nightmare"

Large aberration (adult Between), unaligned

Armor Class 15 (natural armor)

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, Wis +6

Skills Perception +6

Damage Resistances cold, force, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech

Challenge 13 (10,000 XP)

Death Throes, Magic Resistance (1/day), Swallow

Actions

Multiattack. 3 **Claw**, 1 **Tongue**, or 1 **Bite** (if it has grappled a creature); **Captivating Hymn (1/day)**, **Horrific Inversion (Recharge 6)**

Claw. Melee Weapon: +10 to hit, 10 ft., one target. Hit: 14 (2d8+5) slashing.

Tongue. Melee Weapon: +10 to hit, 15 ft., one target. Hit: target grappled (escape DC 15).

Bite. Melee Weapon: +10 to hit, 5 ft., one target. Hit: 19 (4d6+5) piercing and 11 (2d10) necrotic.

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Caul Cuckoo

"The Cuckoo Cuckold"

Small aberration (larval Between), neutral

Armor Class 13 (natural armor)

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 attacks

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, Distorted, Horrific Appearance, Salt Vulnerability

Innate Spellcasting. Charisma (spell save DC 13). At will: *misty step* (can't teleport to or from bright light) 1/day: *dimension door*, *invisibility* (self only, duration 1 minute)

Actions

Multiattack. 3 *Tongue*, or *Lullaby*

Tongue. Melee Weapon: +5 to hit, 5 ft., one target. Hit: 5 (1d4+3) piercing and 3 (1d6) acid.

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Bloom

"Things That Go Bump in the Night"

Medium aberration (adult Between), neutral evil

Armor Class 15 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	15 (+2)	10 (+0)	20 (+5)

Saving Throws Dex +9, Con +6, Wis +4, Cha 9

Skills Medicine +4, Perception +4, Stealth +9

Damage Resistances cold, force, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned, stunned, unconscious

Senses blindsight 60 ft., darkvision 90 ft., passive Perception 14

Languages Common, Deep Speech, Undercommon

Challenge 11 (7,200 XP)

Bleeding Wound, Dislocated, Distorted, Fear Gaze, Magic Resistance (1/day), Regeneration (10), Sneak Attack (3d6)

Actions

Multiattack. 1 **Bite** and 2 **Claw**, or 3 **Mirror Shards**

Bite. Melee Weapon: +9 to hit, 5 ft., one target. Hit: 8 (1d6+5) piercing.

Claws. Melee Weapon: +9 to hit, 5 ft., one target. Hit: 14 (2d8+5) slashing and creature begins to bleed (see **Bleeding Wound**).

Mirror Shards. Ranged Weapon: +9 to hit, 60 ft., one target. Hit: 12 (2d6+5) slashing and creature begins to bleed (see **Bleeding Wound**).

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Spiboleth

"Resistance is Futile"

Large aberration (larval Between, aquatic), lawful evil

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., climb 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	17 (+3)	14 (+2)	8 (-1)

Saving Throws Con +6, Int +6, Wis +5

Skills Perception +5

Senses tremorsense 60 ft., passive Perception 15

Languages Common, Deep Speech

Challenge 6 (2,300 XP)

All-Around Vision, Paralytic Poison

Innate Spellcasting. Intelligence (spell save DC 14). At will: color spray, dancing lights, minor illusion, silent image; 3/day: charm person, hypnotic pattern, phantasmal force; 1/day: dominate monster

Actions

Multiattack. 2 **Claw** and 1 **Tail Slap**, **Mucus Web (Recharge 4-6)**

Claws. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 14 (1d10+4) piercing and paralytic poison.

Tail Slap. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 22 (4d8+4) bludgeoning.

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Maladies

luxury edition

Between Dream

“No I Lay Me Down to Sleep”

This tiny witch lurks in cupboards or under beds. She likes to poison things kept in untidy larders, or—according to some—poison the food of pregnant, unmarried mothers.

Small aberration (larval Between), neutral evil

Armor Class 13 (natural armor)

Hit Points 28 (8d6)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	10 (+0)	10 (+0)	15 (+2)	17 (+3)

Skills Stealth +7

Damage Resistances cold, force, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses tremorsense 60 ft., passive Perception 12

Languages telepathy 100 ft.

Challenge 1 (200 XP)

Incorporeal, Vanish

Innate Spellcasting. Charisma (spell save DC 13). 3/day: crown of madness, fear, sleep, misty step; 1/day: confusion, dimension door, phantasmal force

Actions

Nightmare Curse. Melee Weapon: +5 to hit, 5 ft., one target. Hit: 10 (2d6+3) psychic, DC 13 Charisma or gain 1 level of exhaustion.

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Maladies

luxury edition

Mockingbeast

"The Mirror Never Lies"

Large aberration (larval Between), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	8 (-1)	5 (-3)	16 (+3)

Saving Throws Dex +6, Con +7, Int +2, Cha +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 30 ft., passive Perception 7

Languages Common

Challenge 8 (3,900 XP)

Between Flux

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Maladies

luxury edition

Wallow-Whale

"Call Me Ishmael"

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)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities thunder

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages none

Challenge 12 (8,400 XP)

Swallow, Filth Fever

Actions

Multiattack. 1 **Bite**, 1 **Tail Slap**, **Ram (Recharge 6)**

Bite. Melee Weapon: +10 to hit, 5 ft., one target. Hit: 28 (4d10+6) piercing and 10 (3d6) acid, DC 17 Strength saving throw or be swallowed.

Tail Slap. Melee Weapon: +10 to hit, 15 ft., one target. Hit: 24 (4d8+6) piercing and knocked prone.

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Maladies

luxury edition

Mantis-Thing From Between

"From Beyond"

Large aberration (naiadic Between), chaotic neutral

Armor Class 16 (natural armor)

Hit Points 110 (13d10 + 39)

Speed swim 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 attacks

Senses darkvision 60 ft., passive Perception 15

Languages Between Mantis

Challenge 6 (2,300 XP)

Cocoon (1/day), Immune to Transformation, Incubation, Pack Attack

Actions

Multiattack. 2 **Claw**, **Lunge (Recharge 5-6)**, **Implant Egg**, **Proboscis Claw**. Melee Weapon: +8 to hit, 5 ft., one target. Hit: 14 (2d8+5) slashing. If both claw attacks hit same target, target is grappled (escape DC 15).

Implant Egg. Melee Weapon: +8 to hit, 5 ft., one target. Hit: egg implanted, target subject to Incubation.

Proboscis. Melee Weapon: +5 to hit, 5 ft., one grappled creature. Hit: 4 (1d4+2) piercing, DC 14 Constitution saving throw or paralyzed till end of next turn.

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Maladies

luxury edition

Nimb

"Me and My Shadow"

Medium aberration (larval Between), neutral

Armor Class 14 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	16 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, poisoned, prone, stunned, unconscious

Senses darkvision 30 ft., passive Perception 11

Languages understands Common, Deep Speech but cannot speak; telepathy 100 ft.

Challenge 2 (450 XP)

Distorted, Incorporeal

Actions

Multiattack. 2 **Ectoplasmic Touch**; **Bond**

Claw. *Melee Weapon:* +5 to hit, 5 ft., one target. Hit: 5 (1d6+2) necrotic, target's hit point total reduced by 5, Nimb gains hit points equal to necrotic damage.

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Maladies

luxury edition

Spite-Waif

"They are Among Us"

Small aberration (larval Between), neutral evil

Armor Class 13 (natural armor)

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), Create Mirror Portal (1/day), Perfect Copy

Innate Spellcasting. Charisma (spell save DC 11). At will: alter self; 1/day: sleep

Actions

Multiattack. 1 **Bite**, 1 **Claw**

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

Claw. Melee Weapon: +5 to hit, 5 ft., one target. Hit: 8 (2d4+3) slashing.

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Maladies

luxury edition

The Bashful Puppeteers

To most—especially children—puppeteers are an innocent joy; a magical story played out by strange caricatures of string and cloth and wax. The Bashful Puppeteers take puppeteers' own anarchistic roots down a vile path. Selecting a victim from nobility—one they feel deserves punishment—they crucify her, high on some public building, her body stretched and changed like a grotesque puppet. Even the hardest puppeteers find this action incomprehensible, and have taken to hunting the group—whom they believe have come from Between and are a caricature of the Anarchist puppeteers' own hatreds and fears manifested.

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Maladies

luxury edition

The Brotherhood of Bilge

This briny brotherhood operates in the lowest canals, sewers and soughs of the city. Briny are often persecuted for the manner of their birth and find that an intimate knowledge of escape routes and ways to exact revenge are necessary. The Brotherhood fulfil that need; these secretive select delvers, urban rangers and rogues have an astonishing knowledge of the Underneath—even rivalling that of the great dwarf families. The Brotherhood generally work only for briny—or briny-friends—trusting no-one else, and their Great Cartographic Librum is said to cover eight levels of subterranean halls.

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Maladies

luxury edition

The Chip Street Irregulars

Children grow up fast in Castorhage, but few faster than those who live around Chip Street, an infamous part of Toiltown's dark heart. No one ever looks twice at a dirty child in Toiltown, however, and children are everywhere in the district. The Irregulars, allegedly, know everything about Toiltown—particularly its latest tasty gossip, as well as where to find someone willing to murder, where Devil-worshippers hide and where Between creatures fester. It's a dangerous job, however, and the Irregulars are elusive. Once befriended, they are with you for life (however long or short that might be).

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Maladies

luxury edition

The Church Street Cutters

One of the more infamous of Blight street gangs, the Cutters have gained a reputation for slash attacks using cut-throat razors. Unfortunately attacks do not end at simple scarring, but have become a competitive art form amongst members, particularly in how much injury can be inflicted whilst keeping the victim alive. Like many psychotic groups, the Cutters make extensive use of healing magic to prolong the suffering and consciousness of victims. Opposing gangs spend their lives in constant fear of capture—many keep poisons and suicide pills in wax seals inside their gums, just in case.

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Maladies

luxury edition

The Fraternity of Bleeful Dwarf Hunting

This club takes great pleasure in picking out random dwarves from the city, informing them of the coming hunt and then hunting them to the death. The joy of the game—if such sick pursuit is worthy of the name—is in terrifying the dwarf with the sure knowledge that the hunt is on and sometime—maybe a day, maybe a dozen years—it will end with her death; no one can help. Once the dwarf receives the iron devil face, the token of the coming hunt, the dwarf can start saying her final prayers and prepare for the end.

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Maladies

luxury edition

The Gargoyles

Some rangers within the city operate high above the streets, plying their trade and offering their services to those who wish to explore the ridges, pathways, passes and summits of the mountainous rooftops that surmount the city. Here a head for heights is not the only thing required; countless folk have fallen when taking an unwise ledge, following a dead-end valley or heading for a false pinnacle or facade in bad weather. The Gargoyles are the experts on these high places—able even to dodge the great gable spiders and scrimshaw gargoyles that hide high above the streets.

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Maladies

luxury edition

The Ghoulish Brotherhood

Ghoul fever is the soul and the canvas of this group of artists, the deliberate infection and cataloguing of the spread of the sickness. The Brotherhood (women are barred from entry) contains a score of some of the best portrait artists in Castorhage, who delight in the steady decline into unlife and beyond. Many subsequently free their creations, but some of the artists develop even darker needs and join groups such as the short-lived Panacea. Others stalk their creations, goad them and bully them into ghoulish acts while recording the results on canvas—crimson being their beloved colour.

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Maladies

luxury edition

The Groping Fingers of Misery

There are those whom the Great Coven wish to make examples of—traitors for whom mere death would send an inadequate message. When outrages are committed, the services of the Fingers of Misery are called upon. This sub-coven, consisting almost entirely of tieflings or devil-kin, is unleashed upon a victim to deliver upon them a marking rune. Once unknowingly taken, the rune can only be passed to a willing victim or blood relative—the mark draws attention from Hell, branding the victim, who is soon taken to Hell and later returned, changed and broken.

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Maladies

luxury edition

Lord Rot's Brides

These female ghouls constantly seek intimate companionship with living men. The ghouls are driven by a hunger unique in their creation; a worryingly commonplace form of ghoul fever present in the Blight that makes the infected creature insatiable as well as undead. Unlike many aspects of the Fetch, the brides are not circumspect about spreading their sickness. Such are their hungers that they are incapable of abstinence, they thus find themselves trebly reviled—by their victims, by the Fetch and by the countless cults, groups and religious orders who seek to exterminate all undead within Castorhage.

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luxury edition

The Lurkus Antiquarius

This group of astonishingly talented senior rogues are regarded as the finest purveyors, nickers and acquirers of antiques—books in particular. Their leader, a shadowy figure known as Father Filch, has a small but select band of thieves (most of whom are advanced in years, yet not so in lithe talents) who are available to furnish serious collectors with whatever their hearts desire. The truly remarkable thing about the group is its ability to pick out sincere customers—Father Filch has a supernatural talent of knowing when the group's services are required and arranges an introduction.

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Maladies

luxury edition

The Revenants

An unpleasant Xi'en arm of the Guild, the Revenants are an assassin-cult dealing in revenge. The group are curiously broad in their attitude—some have hearts of gold who strike out at wickedness, others do anything for money. They are bound by a secret code of honour that links each, as well as a ceremonial scar riven into the base of their spines. Like many Xi'en, the chief object of their vengeance is undead, and vampires in particular. The cult are unrivalled experts at dealing with vampires and actively hunt Beltane and his children.

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Maladies

luxury edition

The Sisterhood of Prolonged Dependence

This Blight cult specializes in abduction and powerlessness, providing members with victims to order to indulge in any of their sadistic whims and fantasies. That the cult uses the services of the Fetch ghouls and pays homage to Beltane is merely the first link to undeath. Many of the members gain considerable pleasure from restoring their victims to life, often many times, over many years, as they indulge in a nauseating relationship between themselves and their victims. The relationship is revoltingly, agonizingly personal and can go on through death and beyond, conceivably forever.

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The Vice

The Guild has countless facets and members. One finger, the Vice, takes justice to a calculating degree, ensuring that rogues cannot rise too far and challenge order. Some say the Illuminati are behind them, others that the Royal Family or Borxia are. Regardless of their roots, the Vice extend across the city, bringing in strangers to do their dirty work via a series of covering plots and associates who work in the dark; there is never a back trail. Many a dandy rogue, charismatic leader or folk-hero is murdered or taken in her sleep and never seen again.

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Maladies

luxury edition

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 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.*

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Maladies

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The Weeping Willow

*An unnatural weeping willow tree growing in this dingy 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 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.*

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Maladies

luxury edition

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.*

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Maladies

luxury edition

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 (**The Tome of Blighted Horrors**)). These hungry fogs never leave the greater cloudbank but attack anything that comes within its vaporous confines. The cloud passes on after 1d6 rounds, taking the hungry fogs with it.*

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Maladies

luxury edition

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 (The Tome of Blighted Horrors)**. Any characters treating it well or feeding it gains, by virtue of luck, advantage to one roll, usable within the next 24 hours (the choice to use it must be made before 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 can suffers disadvantage on all Charisma-related checks for 24 hours.*

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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.*

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Maladies

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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 a **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 perspicaciousness.*

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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.*

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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** (**The Tome of Blighted Horrors**) and an **ettercap** who is in league with the barker. They attempt to quickly silence and subdue spectators before the next are allowed in.*

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Hellish Hack

*A coarse cab being drawn by a **hyme** (The Tome of Blighted Horrors) 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.*

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Maladies

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On the Rooftops

*A gablemaester falls from above and lands, dead, at the PCs' 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 (**The Blight Player's Handbook**) that the characters can claim if they like.*

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Maladies

luxury edition

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.*

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Maladies

luxury edition

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** (**The Tome of Blighted Horrors**) 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 PCs as well.*

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Maladies

luxury edition

Amos Brast

Mob boss' bastard

L1: Hereafter, Area R6

Small humanoid (halfling, shapechanger), lawful evil

Armor Class 13 (leather armour)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from attacks from non-silvered weapons

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common, Halfling, River Cant, Thieves Cant

Challenge 2 (450 XP)

Keen Smell, Shapechanger (see wererat), Sneak Attack (1/turn, 3 (1d6))

Actions (Humanoid/Hybrid Form Only)

Multiattack. Two melee attacks, only one of which can be a bite.

Bite. Melee Weapon: +4 to hit, 5 ft., one target. Hit: 4 (1d4 + 2) piercing. If target is humanoid, DC 11 Constitution saving throw, cursed with wererat lycanthropy.

Shortsword. Melee Weapon: +4 to hit, 5 ft., one target. Hit: 5 (1d6 + 2) slashing.

Hand Crossbow. Ranged Weapon: +4 to hit, 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing.

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Maladies

luxury edition

Grace Spindleshanked

The ghoul whore

L1: Hereafter, The Pretty Ghouls

Medium undead, neutral evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Cunning Action, Sneak Attack (1/turn, 3 (1d6))

Actions

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

Claws. Melee Weapon: +4 to hit, 5 ft., one target. Hit: 7 (2d4 + 2) slashing. If target is creature (not elf or undead), DC 10 Constitution saving throw, paralyzed 1 minute, repeat at end of subsequent turns, success ends effect.

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Maladies

luxury edition

Long Lucy

Miniscule ringmaster of the Circus Macabre

L1: Hereafter, FC5: The Cellar and its Noisy Cupboard

Tiny humanoid (halfling, stunted), neutral

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 (+3)	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. 4th. Intelligence (DC 14, +4 to hit). Wizard spells: Cantrips (at will): *light, mending, prestidigitation, ray of frost*; 1st (4): *chromatic orb, expeditious retreat, mage armour*; 2nd (3): *alter self, hold person, knock*

Actions

Dagger. Melee Weapon: +4 to hit, 5 ft. or 20/60 ft., one target. Hit: 4 (2d4 + 2) piercing.

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Maladies

luxury edition

Rebecca Belladonna

Homuncule-wife

L2: *Pound of Flesh*, The Aston Auction House

Medium humanoid (human), neutral evil

Armor Class 10 (13 with mage armour)

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 Common,

Challenge 1/4 (50 XP)

Spellcasting. 1st level. Intelligence (DC 12, +4 to hit). Wizard spells: Cantrips (at will): *fire bolt*, *mending*, *prestidigitation*; 1st (2): *burning hands*, *mage armour*, *shield*

Actions

Dagger. Melee Weapon: +4 to hit, 5 ft. or 20/60 ft., one target. Hit: 4 (2d4 + 2) piercing.

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Maladies

luxury edition

Master Sprat

Rag and bone man

L2: Pound of Flesh, Sprat and Marrow

Medium undead (human, shapechanger (rat/humanoid forms only), neutral evil

Armor Class 12

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities poison; bludgeoning, piercing, and slashing from non-silvered weapons

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft. (rat form only), passive Perception 10

Languages Common,

Challenge 4 (1,100 XP)

Keen Smell, Shapechanger* (no hybrid form)

Actions

Multiaction. Two melee attacks, only one of which can be a bite.

Bite*. Melee Weapon: +4 to hit, 5 ft., one target. Hit: 4 (1d4 + 2) piercing. DC 11 Constitution saving throw, cursed with wererat lycanthropy.

Claws.** Melee Weapon: +4 to hit, 5 ft., one target. Hit: 7 (2d4 + 2) slashing. DC 10 Constitution saving throw, paralyzed 1 minute.

Blowgun. Ranged Weapon: +4 to hit, 25/100 ft., one target. Hit: 1 piercing, DC 10 Constitution saving throw, poisoned 1 hour. Fail by 5 or more, unconscious and poisoned 1 hour.

*see wererat

**see ghoul

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Maladies

luxury edition

Mister Marrow

Rag and bone man

L2: Pound of Flesh, Sprat and Marrow

Medium alchymic-undying humanoid (mongrelman), neutral evil

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	10 (+0)	14 (+2)	6 (-2)

Skills Perception +3, Survival +4

Condition Immunities exhaustion, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages Common,

Challenge 2 (450 XP)

Alchymic Regeneration (1 hp/2hd)

Actions

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

Chloroform. Melee Weapon: +4 to hit, 5 ft., one target. Hit: DC 15 Constitution saving throw, unconscious 1 hour. Attack must take defender unaware (Dexterity (Stealth) vs. Wisdom (Perception))

Hand Crossbow. Ranged Weapon: +4 to hit, 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing.

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Maladies

luxury edition

Lady Grey

Deathless homuncule-wife

L2: Pound of Flesh, LG18. The Crucible

Medium alchymic-undying humanoid (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 (5)

Treasure: *potion of barkskin*, copy of the hymn to the Beautiful
(Handout 3 in **L2: Pound of Flesh**)

Actions

Multiattack. Three melee attacks.

Silver Dagger. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 7 (1d6 + 4) piercing.

Hand Crossbow. Ranged Weapon: +4 to hit, 30/120 ft., one target.
Hit: 5 (1d6 + 2) piercing. DC 10 Constitution, 3 (1d6) poison.

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Maladies

luxury edition

Enoch Nettle

Poacher and Wicken survivor

L3: Sea's End, Enoch Nettle

Medium humanoid (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 (+1)	10 (+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. 2nd level. Wisdom (DC 12, +4 to hit). Cleric spells:
Cantrips (at will): *light, sacred flame, thaumaturgy*; 1st (3): *bless, cure wounds, sanctuary*

Actions

Morningstar. Melee Weapon: +4 to hit, 5 ft., one target. Hit: 6 (1d8 + 2) piercing.

Light Crossbow. Ranged Weapon: +2 to hit, 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing. DC 10 Constitution, 3 (1d6) poison.

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Maladies

luxury edition

Captain Mad Obed

Legendary Unsea whaler

L3: Sea's End, Appendix B

Medium monstrosity (briny), neutral

Armor Class 15 (studded leather armour)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	4 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4, Vehicles (water) +2

Damage Resistance cold

Senses darkvision 60 ft., passive Perception 10

Languages Common, Aquan

Challenge 2 (450 XP)

Amphibious, Aquatic Mastery, Destined Devolution*, Sunlight Sensitivity**

Actions

Multiattack. Three melee attacks: two scimitar and one dagger.

Scimitar. Melee Weapon: +5 to hit, 5 ft., one target. Hit: 6 (1d6 + 3) slashing.

Dagger. Melee or Ranged: +5 to hit, 5 ft. or 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing.

Reactions

Parry. Add 2 to AC on one melee attack vs. an attacker she can see. Requires melee weapon

* See **Part 6: The Blight Bestiary of the Cyclopædia Infestarum**.

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Maladies

luxury edition

Joshua "Jubba" Tame

Loyal ship's mate of the Bloody Harpoon

L3: Sea's End, Appendix B

Medium humanoid (human), neutral

Armor Class 15 (studded leather armour)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4, Vehicles (water) +2

Senses passive Perception 10

Languages Common, Giant

Challenge 2 (450 XP)

Reckless.

Actions

Multiattack. Two melee attacks.

Rapier. Melee Weapon: +5 to hit, 5 ft., one target. Hit: 6 (1d6 + 3) piercing.

Light Crossbow. Ranged Weapon: +5 to hit, 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing.

Reactions

Parry. Add 2 to AC on one melee attack vs. an attacker she can see. Requires melee weapon.

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Maladies

luxury edition

Algernon Alfonce Leptonia

Effete artist

L4: Decay, Algernon and Sallow

Medium undead, neutral evil

Armor Class 15 (natural armour)

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 attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

Regeneration (10), Spider Climb, Vampire Weaknesses

Treasure. Potion of invisibility, keys to all locks in Club Crimson

Actions

Multiattack. Two melee attacks, only one can be a bite attack.

Bite*. Melee Weapon: +6 to hit, 5 ft., one willing/grappled/incapacitated/restrained creature. Hit: 6 (1d6 + 3) piercing and 7 (2d6) necrotic.

Claws. Melee Weapon: +6 to hit, 5 ft., one target. Hit: 8 (2d4 + 3) slashing. Forego damage to grapple (escape DC 13).

*see **vampire spawn**

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Maladies

luxury edition

Jessamine

Cabal witch

L5: Below, The Well of Lost Stories

Medium humanoid (human), chaotic neutral

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 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +3

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Infernal

Challenge 6 (2,300 XP)

Spellcasting. 9th level. Intelligence (DC 14, +6 to hit). Wizard spells. Cantrips: *acid splash*, *blade ward*, *dancing lights*, *ray of frost*; 1st (4): *expeditious retreat*, *mage armour*, *magic missile*, *shield*; 2nd (3): *mirror image*, *ray of enfeeblement*, *see invisibility*; 3rd (3): *counterspell*, *fireball*, *slow*; 4th (3): *blight*, *fire shield*, *ice storm*; 5th (1): *cloudkill*.

Actions

Dagger. Melee/Ranged Weapon: +5 to hit, 5 ft. or 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing.

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Maladies

luxury edition

Vertifine

Cabal sorceress

L5: Below, The Well of Lost Stories

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with mage armour)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Int +6, Wis +3

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Infernal

Challenge 6 (2,300 XP)

Spellcasting. 9th level. Charisma (DC 14, +6 to hit). Sorcerer spells. Cantrips: *chill touch*, *fire bolt*, *mage hand*, *poison spray*, *prestidigitation*; 1st (4): *charm person*, *mage armour*; 2nd (3): *cloud of daggers*, *phantasmal force*, *web*; 3rd (3): *haste*, *lightning bolt*; 4th (3): *confusion*, *stoneskin*; 5th (1): *dominate person*.

Actions

Quarterstaff. Melee Weapon: +3 to hit, 5 ft., one target. Hit: 3 (1d6) bludgeoning, or 4 (1d8) if used with two hands.

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Maladies

luxury edition

Her Gracious Ocularis-Paladin Lady Rachel Birch

Knight Ocularis-Paladin

L6: The Susurrus Theatre, The Old Ground Monkey

Medium humanoid (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, Medicine +7, Religion +5

Senses passive Perception 14

Languages Common,

Challenge 7 (2,900 XP)

Divine Eminence. Bonus action, uses 1st level spell slot, melee deals 10 (3d6) radiant till end of turn, +1d6 for slots 2nd and higher.

Spellcasting. 14th level. Wisdom (DC 15, +7 to hit). Cleric spells. Cantrips: *guidance, light, resistance, sacred flame, thaumaturgy*; 1st (4): *bless, cure wounds, healing word, shield of faith*; 2nd (3): *aid, continua flame, lesser restoration*; 3rd (3): *beacon of hope, magic circle, speak with dead*; 4th (3): *death ward, freedom of movement, guardian of faith*; 5th (2): *mass cure wounds, raise dead*; 6th (2): *blade barrier, true seeing*; 7th (1): *resurrection*.

Actions

Quarterstaff. Melee Weapon: +4 to hit, 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning, or 5 (1d8 + 1) if used with two hands.

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Maladies

luxury edition

Tobias Greymen

Inspector of the Watch

L6: The Susurrus Theatre, G10. Gaol Yard

Medium humanoid (human), lawful neutral

Armor Class 17 (breastplate, shield)

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 5 (1,800 XP)

Cunning Action, Jack of All Trades, Sneak Attack (1/turn, 3 (1d6)).

Spellcasting. 4th level. Charisma (DC 13, +5 to hit). Bard spells. Cantrips: friends, light, mage hand; 1st (4): charm person, comprehend languages, detect magic, disguise self; 2nd (3): detect thoughts, locate object, zone of truth.

Actions

Flail. Melee Weapon: +6 to hit, 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning.

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Maladies

luxury edition

Eleanor Shank

Guild contact

L6: The Susurrus Theatre, What Now?

Medium humanoid (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 Common, Thieves' Cant

Challenge 5 (1,800 XP)

Cunning Action, Evasion, Sneak Attack (1/turn, 14 (4d6))

Actions

Multiattack. Three attacks with shortsword

Shortsword. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 8 (1d8 + 4) piercing.

Light Crossbow. Ranged Weapon: +7 to hit, 80/320 ft., one target. Hit: 8 (1d8 + 4) piercing.

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Maladies

luxury edition

The Empty One

Broken vampire

L6: The Susurrus Theatre, V12. Great Dome

Medium undead, neutral evil

Armor Class 17 (natural armour)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	11 (+0)	10 (+0)	8 (-1)

Saving Throws Dex +6, Wis +3

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

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

Regeneration* (10), Spider Climb*, Vampire Weaknesses*

Treasure. Ring of protection +1

Actions

Multiattack. Two melee attacks, only one can be a bite.

Bite. Melee Weapon: +6 to hit, 5 ft., one willing/grappled/incapacitated/restrained creature. Hit: 6 (1d6 + 3) piercing and 7 (2d6) necrotic.

Claws. Melee Weapon: +6 to hit, 5 ft., one target. Hit: 8 (2d4 + 3) slashing. Can forego damage to grapple (escape DC 13).

* See **vampire spawn** for further details.

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Maladies

luxury edition

Wither

Ancient vampire lord

L6: The Susurrus Theatre, ST5. The Centre and Rising Tower to the Moon

Medium undead, lawful evil

Armor Class 16 (natural armour)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	17 (+3)	15 (+2)	12 (+1)

Saving Throws Dex +8, Wis +6, Cha +5

Skills Perception +6, Stealth +8

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

Senses darkvision 120 ft., passive Perception 16

Languages Common

Challenge 10 (5,900 XP)

Shapechanger*(Bat, Mist), Misty Escape*, Regeneration*(10), Spider Climb*, Vampire Weaknesses*.

Treasure. Deck of Illusions

Actions

Multiattack (Vampire Form). Two melee attacks, only one can be a bite; **Charm***, **Children of the Night* (1/day)**.

Bite (Bat/Vampire Form). Melee Weapon: +8 to hit, 5 ft., one willing/grappled/incapacitated/restrained creature. Hit: 7 (1d6 + 4) piercing and 10 (3d6) necrotic.

Unarmed Strike (Vampire Form). Melee Weapon: +8 to hit, 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning. Forego damage to grapple (escape DC 18).

*see **vampire** for further details.

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Maladies

luxury edition

Ashby Brackett

Bloodthirsty Streetclerk

L7: My Benefactor, Event 1: Revolution Calling

Medium humanoid (human), lawful evil

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)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Brave. Advantage on saving throws against being frightened.

Actions

Multiattack. Two melee attacks.

Greatsword. Melee Weapon: +5 to hit, 5 ft., one target. Hit: 10 (2d6 + 3) slashing.

Heavy Crossbow. Ranged Weapon: +2 to hit, 100/400 ft., one target. Hit: 5 (1d10) piercing

Leadership (Recharge short/long rest). See **knight** for further details.

Reactions

Parry. Add 2 to AC against one melee attack. Must see attacker, be wielding melee weapon.

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Maladies

luxury edition

Executioner

Blood-drinking "street cleaner"

L7: My Benefactor, Event 1: Revolution Calling

Medium humanoid (human), lawful 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 Common

Challenge 5 (1,800 XP)

Brave. Advantage on saving throws against being frightened.

Brute. Melee weapon deals one extra die of damage (included in attack).

Actions

Multiattack. Three melee attacks.

Spear. Melee/Ranged Weapon: +7 to hit, 5 ft. and 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing, or 13 (2d8 + 4) piercing if using two hands.

Shield Bash. Melee Weapon: +7 to hit, 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning. DC 15 Strength saving throw, knocked prone.

Reactions

Parry. Add 3 to AC against one melee attack. Must see attacker, be wielding melee weapon.

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Maladies

luxury edition

Isaac Fetter

Lord Undertaker of Ossuary

L7: My Benefactor, O5. The Horn

Medium humanoid (human), lawful evil

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages Common, Infernal

Challenge 1/8 (25 XP)

Actions

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

Reactions

Parry. Add 2 to AC against one melee attack. Must see attacker, be wielding melee weapon.

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Maladies

luxury edition

Father Gromwell

Paradise-lost priest

L7: *My Benefactor*, Nirvana — A Side Trek

Medium humanoid (human), lawful neutral

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 (1,800 XP)

Spellcasting. 9th level. Wisdom (DC 15, +7 to hit). Cleric spells.

Cantrips: *light*, *mending*, *sacred flame*, *spare the dying*; 1st (4): *divine favour*, *guiding bolt*, *healing word*, *shield of faith*; 2nd (3): *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*; 3rd (3): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *water walk*; 4th (3): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*; 5th (1): *flamestrike*, *mass cure wounds*, *hold monster*.

Staff of Withering. 3 charges, regains 1d3 expended charges at dawn.

Actions

Multiattack. Two melee attacks.

Staff of Withering*. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning. Expend one charge, 11 (2d10) necrotic, DC 15 Constitution saving throw, disadvantage Strength/Constitution checks and saving throws 1 hour.

*see L7: *Nirvana*, *My Benefactor* in *The Blight*.

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Maladies

luxury edition

Enoch Partridge

Slaughterhouse owner

L8: Apotheosis, Madness in the Slaughterhouse

Medium humanoid (human), neutral evil

Armor Class 12

Hit Points 75 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	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 Common, Undercommon

Challenge 3 (700 XP)

Brave, Leadership (1/day)

Actions

Multiattack. Two melee attacks.

Massive Cleaver. Melee Weapon: +6 to hit, 5 ft., one target. Hit: 10 (2d6 + 3) slashing.

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Maladies

luxury edition

Jacob Moil

Anarchist gang leader

L8: Apotheosis, A Visit from the Renders

Medium humanoid (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, Evasion, Sneak Attack (1/turn, 14 (4d6))

Treasure. Shortsword +2, potion of gaseous form, potion of invisibility

Actions

Multiattack. Three melee attacks.

Shortsword +2. Melee Weapon: +9 to hit, 5 ft., one target. Hit: 7 (1d6 + 4) piercing.

Light Crossbow. Ranged Weapon: +5 to hit, 80/320 ft., one target. Hit: 8 (1d8 + 4) piercing.

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Maladies

luxury edition

Threnody

Post-partum Between vampire

L8: Apotheosis, HS9. The Birth Brood

Medium humanoid (human), chaotic neutral

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*, **Cunning Action***, **Dislocated***, **Shadowy Escape***,
Possess Mirror*, **Regeneration(5)***.

Actions

Multiaattack. Three melee attacks, only one of which can be Bone Drink.

Tongue. Melee Weapon: +8 to hit, 5 ft., one target. Hit: 11 (2d6 + 4) piercing.

Claws. Melee Weapon: +8 to hit, 5 ft., one target. Hit: 8 (1d8 + 4) slashing. Forego damage to grapple (escape DC 17).

Bone Drink*. Melee Weapon: +8 to hit, 5 ft., one willing/grappled/incapacitated/restrained. Hit: 7 (1d6 + 4) piercing and 10 (3d6) necrotic.

Dominate*, **Burst of Speed (Recharge 6)***.

* See **Part 6: The Blight Bestiary** of the *Cyclopædia Infestarum*.

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Maladies

luxury edition

Ambergris

Vampire's mother

L8: Apotheosis, The Malevolent Ambassador

Medium undead, lawful evil

Armor Class 16 (natural armour)

Hit Points 144 (17d8 + 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 +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 16

Languages Common

Challenge 13 (10,000 XP)

Shapechanger (*Bat, Mist*)*, **Legendary Actions***, **Legendary Resistance (3/day)***, **Misty Escape***, **Regeneration (20)** *, **Spider Climb***, **Vampire Weaknesses***.

Treasure. Deck of Illusions

Actions

Multiattack (*Vampire Form*). Two melee attacks, only one can be a bite attack.

Bite (*Bat/Vampire Form*). **Melee Weapon:** +8 to hit, 5 ft., one willing/grappled/incapacitated/restrained creature. **Hit:** 7 (1d6 + 4) piercing and 10 (3d6) necrotic.

Unarmed Strike (*Vampire Form*). **Melee Weapon:** +8 to hit, 5 ft., one target. **Hit:** 8 (1d8 + 4) bludgeoning. Can forego damage to grapple (escape DC 18).

Charm*, **Children of the Night (1/day)***.

*See **vampire** for further details.

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Maladies

luxury edition

Isaac Maggot

Fetch lackey

L8: Apotheosis, The Malevolent Ambassador

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	10 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Actions

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

Claws. Melee Weapon: +2 to hit, 5 ft., one target. Hit: 7 (2d4 + 2) slashing. All non-elves/non-undead DC 15 Constitution saving throw, paralyzed 1 minute, repeat end of subsequent turns, success ends effect.

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Maladies

luxury edition

Master Luther Gable

Renders spy

L8: Apotheosis, Outside the Slaughterhouse

Medium humanoid (human), neutral

Armor Class 18 (studded leather)

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 Dex +7, Int +5

Skills Acrobatics +7, Athletics +4, Perception +5, Sleight of Hand +7, Stealth +7

Senses passive Perception 15

Languages Common

Challenge 8 (3,900 XP)

Elusive. Cannot be attacked with advantage unless incapacitated.

Evasion, Sneak Attack (1/turn, 21 (6d6)).

Stealthy. Advantage on Dexterity (Stealth) checks.

Treasure. Potion of greater healing, potion of invisibility

Actions

Multiattack. Three melee attacks.

Shortsword. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 7 (1d6 + 4) piercing.

Light Crossbow. Ranged Weapon: +7 to hit, 5 ft., one target. Hit: 8 (1d8 + 4) piercing.

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Maladies

luxury edition

Ward

Former pit fighter

L8: Apotheosis, High Stormhouse Features

Medium humanoid (human), lawful evil

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, Evasion, Sneak Attack (1/turn, 14 (4d6)).

Actions

Multiattack. Two melee attacks.

Shortsword. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 7 (1d6 + 4) piercing.

Light Crossbow. Ranged Weapon: +7 to hit, 5 ft., one target. Hit: 8 (1d8 + 4) piercing.

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Maladies

luxury edition

Tamarisk

Sister of Uriah Strange

L8: Apotheosis, High Stormhouse Features

Medium humanoid (human), lawful evil

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, Evasion, Sneak Attack (1/turn, 14 (4d6)).

Actions

Multiattack. Two melee attacks.

Shortsword. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 7 (1d6 + 4) piercing.

Light Crossbow. Ranged Weapon: +7 to hit, 5 ft., one target. Hit: 8 (1d8 + 4) piercing.

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Maladies

luxury edition

Alice Melancholy

Treacherous Under-Justice

L8: Apotheosis, A Game of Souls

Large monstrosity (shapechanger (human form)), chaotic evil

Armor Class 14

Hit Points 59 (9d10 + 9)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +4, Wis +4

Skills Arcana +6, History +6

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 8 (3,900 XP)

Shapechanger*, Spider Climb*.

Innate Spellcasting. Intelligence (DC 13). At will: *dancing lights*, *poison spray*, *shocking grasp*; 3/day: *charm person*, *sleep*; 1/day: *invisibility*, *mirror image*.

Spellcasting. 9th level. Intelligence (DC 14, +6 to hit). Wizard spells. Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*; 1st (4): *detect magic*, *mage armour*, *magic missile*, *shield*; 2nd (3): *misty step*, *suggestion*; 3rd (3 slots): *counterspell*, *fly*; 4th (3): *greater invisibility*, *ice storm*; 5th (1): *scrying*.

Treasure. 4 scrolls of *scrying*.

Actions

Bite. Melee Weapon: +5 to hit, 5 ft., one target. Hit: 7 (1d8 + 3) piercing. DC 11 Constitution saving throw, 9 (2d8) poison, half on successful save*.

Web (Recharge 5-6)*.

*See **aranae** in **Part 6: The Blight Bestiary** of the **Cyclopædia Infestarum** for more details.

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Maladies

luxury edition

Justice Blackbriar

His Grace the Master of Lanterns

L8: Apotheosis, Blackbriar Gardens

Medium humanoid (human), neutral evil

Armor Class 14 (studded leather armour)

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 +5, Nature +6

Senses passive Perception 13

Languages Common, Druidic

Challenge 6 (2,300 XP)

Spellcasting. 6th level. Wisdom (DC 14, +6 to hit). Druid spells. Cantrips: *druidcraft*, *poison spray*, *produce flame*, *shillelagh*; 1st (4): *charm person*, *entangle*, *spider climb*, *thunderwave*, *web*; 2nd (3): *barkskin*, *flame blade*, *spike growth*; 3rd (3): *call lightning*, *dispel magic*, *gaseous form*, *stinking cloud*, *wind wall*.

Wildshape. As a druid of 6th level.

Actions

Multiattack. Two melee attacks.

Scimitar. Melee Weapon: +4 to hit, 5 ft., one target. Hit: 7 (1d6 + 4) slashing.

Sling. Ranged Weapon: +4 to hit, 30/120 ft., one target. Hit: 6 (1d4 + 4) bludgeoning.

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Maladies

luxury edition

Thornrage

Lord Paladin-Occularis

L8: Apotheosis, Ivory Tower Features

Medium humanoid (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. 10th. Charisma (DC 13, +5 to hit). Paladin spells. 1st (4): *command, heroism, protection from evil and good*; 2nd (3): *aid, branding smite*; 3rd (2): *dispel magic, magic circle*.

Aura of Dread. 30 ft. radius, DC 13 Wisdom saving throw, frightened 1 minute, repeat saving throw.

Actions

Multiattack. Three melee attacks.

Glaive. Melee Weapon: +7 to hit, 10 ft., one target. Hit: 9 (1d10 + 4) slashing.

Shortbow. Ranged Weapon: +3 to hit, 80/320 ft., one target. Hit: 3 (1d6) piercing.

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Maladies

luxury edition

Oskwald Ritt

Honourable Arcane-Ocularis

L8: Apotheosis, Ivory Tower Features

Medium humanoid (human), neutral evil

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 +3

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Infernal

Challenge 6 (2,300 XP)

Spellcasting. 9th level. Intelligence (DC 14, +6 to hit). Wizard spells. Cantrips: *acid splash*, *blade ward*, *dancing lights*, *ray of frost*; 1st (4): *expeditious retreat*, *mage armour*, *magic missile*, *shield*; 2nd (3): *mirror image*, *ray of enfeeblement*, *see invisibility*; 3rd (3): *counterspell*, *fireball*, *slow*; 4th (3): *blight*, *fire shield*, *ice storm*; 5th (1): *cloudkill*.

Actions

Dagger. Melee/Ranged Weapon: +5 to hit, 5 ft. or 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing.

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Maladies

luxury edition

Lord Benedict Mores

Revolutionary leader

L9: Utopia, Appendix B

Medium humanoid (human), neutral good

Armor Class 17 (studded leather)

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 Dex +7, Int +5, Wis +5

Skills Acrobatics +7, Perception +5, Sleight of Hand +7, Stealth +7

Senses passive Perception 15

Languages Common

Challenge 8 (3,900 XP)

Elusive. Cannot be attacked with advantage unless incapacitated.

Evasion, Sneak Attack (1/turn, 31 (9d6)).

Stealthy. Advantage on Dexterity (Stealth) checks.

Treasure. Rapier +1, studded leather +1, ring of free action, potion of gaseous form, ring of mind shielding.

Actions

Multiaction. Three attacks: two with his rapier, one with shortsword.

Rapier. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 8 (1d8 + 4) piercing.

Sword. Melee Weapon: +7 to hit, 5 ft., one target. Hit: 7 (1d6 + 4) piercing.

Light Crossbow. Ranged Weapon: +7 to hit, 80/320 ft., one target. Hit: 8 (1d8 + 4) piercing.

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Maladies

luxury edition

Adam

Prophet of the Rapture

L9: Utopia, GD4. The First Space

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. 5th level. Intelligence (DC 12, +4 to hit). Wizard spells.

Cantrips: *acid splash, fire bolt, mending, true strike*; 1st (4): *colour spray, expeditious retreat, mage armour, shield*; 2nd (3): *acid arrow, mirror image, suggestion*; 3rd (2): *bestow curse, cloudkill*.

Treasure. Halberd +1.

Actions

Multiattack. Two melee attacks.

Halberd. Melee Weapon: +7 to hit, 10 ft., one target. Hit: 10 (1d10 + 5) slashing.

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Maladies

luxury edition

The Beautiful

Apocalyptic visitor from Between

L9: Utopia, The Beautiful's Offer

Medium celestial (fallen deva), chaotic neutral

Armor Class 19

Hit Points 110 (13d8 + 52)

Speed 30 ft., fly 120 ft.

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

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 12 (8,400 XP)

Between Weapons*, **Between Awareness***, **Create-Between Gate***, **Create Paradise***, **Dislocated***, **Magic Resistance***

Innate Spellcasting. Charisma (DC 17). 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.

Treasure. Scythe of Speed*

Actions

Multiattack. Two scythe attacks.

Flaming Scythe. Melee Weapon: +9 to hit, 5 ft., one target. Hit: 10 (1d10 + 5) slashing and 17 (4d8) psychic.

Cloak of Despair (Recharge 6)*

* See **Part 6: The Blight Bestiary** of the *Cyclopædia Infestorum*.

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luxury edition

Chelman

Demon-warped proprietor of the Theatre Infernalis

TB1: The Crooked Nail, Area C15

Small fiend (demon, dretch), chaotic evil

Armor Class 11

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft.

Challenge 1/4 (50 XP)

Actions

Multiattack. Two attacks: one bite, one claws.

Bite. Melee Weapon: +2 to hit, 5 ft., one target. Hit: 3 (1d6) piercing.

Claws. Melee Weapon: +2 to hit, 5 ft., one target. Hit: 5 (2d4) slashing.

Fetid Cloud (1/day)

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Maladies

luxury edition

Luther

Damned former host of the Theatre Infernalis

TB1: The Crooked Nail, Squaring the Circle

Medium undead (zombie), neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common

Challenge 1/4 (50 XP)

Undead Fortitude. If reduced to 0 hit points, DC (5 + damage taken) Constitution saving throw (unless damage is radiant or from critical hit). On success, drops to 1 hit point instead.

Actions

Slam. *Melee Weapon:* +3 to hit, 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning.

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Maladies

luxury edition

Cruz

Mentally unstable alchemist

TB1: The Crooked Nail, Area B3

Medium humanoid (human), chaotic neutral

Armor Class 14

Hit Points 24 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	14 (+2)	16 (+3)	11 (+0)	10 (+0)

Skills Arcana +5, Deception +2, Investigation +5, Persuasion +2

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Dark One's Blessing. *Freedom of Movement (from oil of slipperiness), Pact of the Tome.*

Spellcasting. 3rd level. Charisma (DC 13). Warlock spells. Cantrips: chill touch, eldritch blast, mage hand, minor illusion, shocking grasp; 1st: charm person, hellish rebuke; 2nd (2): scorching ray, ray of enfeeblement.

Treasure. Dagger +1, potion of fire breathing, potion of cold resistance, potion of greater healing, 2 potions of healing, potion of speed, potion of vitality.

Actions

Dagger +1. Melee Weapon: +3 to hit, 5 ft., one target. Hit: 4 (1d4 + 2) piercing.

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Maladies

luxury edition

Overseer Wedgewood

Corrupted Asylum Parish Commander and Overseer-in-Charge

TB2: Horror in the Sinks, Chapter 3, "Meeting the Watch"

Medium humanoid (human), chaotic evil

Armor Class 18

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Skills Athletics +5, Perception +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Caulspawn Addiction*, **Caulspawn Psychosis***.

Actions

Multiattack. Two attacks, either with flail or shortsword.

Flail. Melee Weapon: +5 to hit, 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning.

Shortsword. Melee Weapon: +5 to hit, 5 ft., one target. Hit: 6 (1d6 + 3) piercing.

Dagger. Melee/Ranged Weapon: +4 to hit, 5 ft. or 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing.

*see *TB2: Horror in the Sinks*, Chapter 3, "Meeting the Watch"

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Maladies

luxury edition

Oggogfian

Narcotic-manufacturing alchemist

TB2: Horror in the Sinks, Chapter 5, Area C17

Medium humanoid (grippli), chaotic evil

Armor Class 16

Hit Points 69 (10d8 + 20)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	16 (+3)	15 (+2)	9 (-1)

Skills Arcana +3, Nature +3, Stealth +3

Senses passive Perception 12

Languages Common, Grippli

Challenge 7 (2,900 XP)

Armor of Shadows, Dark One's Blessing, Dark One's Own Luck, Pact of the Tome, Speak with Frogs and Toads, Standing Leap (20 ft. long/10 ft. high), Swamp Camouflage.

Spellcasting. 8th level. Charisma (DC 10, +2 to hit). Warlock spells. Cantrips: *chill touch*, *eldritch blast*, *poison spray*; 1st: *charm person*, *hellish rebuke*; 2nd: *darkness*, *hold person*, *ray of enfeeblement*; 3rd: *fear*, *gaseous form*, *vampiric touch*; 4th (2): *Blight*.

Treasure. Studded leather +1, blowgun +1, potion of invisibility, potion of invulnerability.

Actions

Bite. Melee Weapon: +2 to hit, 5 ft., one target. Hit: 1 (1d4 - 1) piercing.

Handaxe. Melee/Ranged Weapon: +2 to hit, 5 ft. or 20/60 ft., one target. Hit: 2 (1d6 - 1) slashing.

Blowgun +1. Ranged Weapon: +7 to hit, 5 ft. or 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing.

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Maladies

luxury edition

The Honeyman

Otherworldly drug trafficker and outré art aficionado

TB2: Horror in the Sinks, Chapter 5, Area C55

Medium aberration (caul cuckoo queen), chaotic evil

Armor Class 15

Hit Points 170 (27d8 + 49)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	15 (+2)	16 (+3)	14 (+2)

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 13

Languages Common, Deep Speech, Sylvan, telepathy 30 ft.

Challenge 8 (3,900 XP)

Mindworms*, **Syreling Slick***

Spellcasting. 5th level. Wisdom (spell save DC 14, +6 to hit).

Cleric spells. Cantrips: *guidance*, *resistance*, *sacred flame*, *thaumaturgy*; 1st (4): *bane*, *guiding bolt*, *inflict wounds*; 2nd (3): *blindness/deafness*, *spiritual weapon*; 3rd (2): *bestow curse*, *spirit guardians*.

Actions

Multiattack. Five melee attacks: 2 stingers, 3 tongues.

Stinger. Melee Weapon: +8 to hit, 5 ft., one target. Hit: 9 (2d4 + 5) piercing; caulspawn*.

Tongue. Melee Weapon: +8 to hit, 5 ft., one target. Hit: 9 (2d4 + 5) slashing; caulspawn*.

*see **Caul Cuckoo Queen** in **Appendix A** in *TB2: Horror in the Sinks*.

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Maladies

luxury edition

Bogan Muncy

Unflappable Inspector of the Watch

TB3: Bloody Jack, Chapter 1 & Chapter 8, Encounter 5

Medium humanoid (human), chaotic neutral

Armor Class 16 (breastplate)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

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

Skills Athletics +4, Stealth +5

Condition Immunities charmed

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Treasure. *Potion of greater healing.*

Actions

Multiattack. Three melee or ranged attacks.

Rapier. Melee Weapon: +5 to hit, 5 ft., one target. Hit: 7 (1d8 + 3) piercing.

Dart. Melee Weapon: +5 to hit, 5 ft. or 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing.

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Maladies

luxury edition

Madam Larua

Teller of Fortunes and Diviner of Secrets

TB3: Bloody Jack, Chapter 4

Medium humanoid (human), neutral evil

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

Actions

Club. *Melee Weapon:* +2 to hit, 5 ft., one target. Hit: 2 (1d4) bludgeoning.

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Maladies

luxury edition

Gimlet the Clown

Peg-legged child abductor

TB3: Bloody Jack, Chapter 8, Encounter 3

Medium humanoid (human), chaotic neutral

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, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Common, Thieves' Cant

Challenge 1 (200 XP)

Cunning Action, Sneak Attack (1/turn, 7 (2d6)).

Actions

Multiattack. Two melee attacks.

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

Hand Crossbow. Ranged Weapon: +4 to hit, 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing.

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Maladies

luxury edition

Utriah Mean

A villain for all seasons

TB4: The Crucible, Chapter 3

Medium humanoid (human, shapechanger, wererat), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 0 ft. (human), 10 ft. (rat/hybrid form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	14 (+2)	11 (+0)	9 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing and slashing from nonmagical, non-silvered weapons

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Keen Smell, Shapechanger.

Spellcasting. 4th level, Intelligence (DC 12, +4 to hit). Wizard.

Cantrips: dancing lights, mage hand, minor illusion, poison spray; 1st (4): color spray, disguise self, mage armour, magic missile; 2nd (3): invisibility, mirror image, phantasmal force; 3rd (3): lightning bolt, major image; 4th (1): phantasmal killer

Actions

Multiaattack. Two attacks, only one can be a bite.

Bite (Rat/Hybrid). Melee Weapon: +4 to hit, 5 ft., one target. Hit: 4 (1d4 + 2) piercing, DC 11 Constitution saving throw, cursed with lycanthropy.

Shortsword (Hum/Hybrid). Melee Weapon: +4 to hit, 5 ft., one target. Hit: 5 (1d6 + 2) piercing.

Hand Crossbow (Hum/Hybrid). Ranged Weapon: +4 to hit, 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing.

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Maladies

luxury edition

Mahaas

Unfortunate mob enforcer

TB4: The Crucible, Chapter 3, Area B8

Medium humanoid (human), neutral evil

Armor Class 17 (studded leather, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	12 (+1)	10 (+0)	4 (-3)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Perception +3, Stealth +6

Senses passive Perception 13

Languages Common, Giant, Gnome

Challenge 8 (3,900 XP)

Cunning Action, Evasion, Sneak Attack (1/turn, 14 (4d6)), Uncanny Dodge.

Rapid Potions. Can drink one potion as a bonus action.

Treasure. Between ring, potions of: animal friendship, climbing, fire breath, greater healing x2, heroism, resistance (fire), speed.

Actions

Multiattack. Three melee attacks.

Rapier. Melee Weapon: +6 to hit, 5 ft., one target. Hit: 7 (1d8 + 3) piercing and 10 (3d6) poison, DC 11 Constitution saving throw for half damage.

Hand Crossbow. Ranged Weapon: +4 to hit, 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing and 24 (7d6) poison, DC 11 Constitution saving throw for half damage.

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Maladies

luxury edition

The Artificer

Power-obsessed researcher

TB4: The Crucible, Chapter 6, Area E2

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armour)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; nonmagical bludgeoning, piercing and slashing (stoneskin)

Senses passive Perception 12

Languages Abyssal, Common, Dwarvish, Deep Speech, Elvish, Infernal

Challenge 12 (8,400 XP)

Magic Resistance.

Spellcasting. 18th level. Intelligence (DC 17, +9 to hit): Cantrips (at will): *fire bolt, light, mage hand, ray of frost, shocking grasp*; 1st (4): *color spray, mage armor, magic missile, shield*; 2nd (3): *mirror image, misty step, see invisibility*; 3rd (3): *counterspell, fly, slow*; 4th (3): *fire shield, greater invisibility, stoneskin*; 5th (3): *cloudkill, cone of cold, scrying*; 6th (1): *disintegrate*; 7th (1): *teleport*; 8th (1): *mind blank*; 9th (1): *time stop*.

Actions

Dagger. *Melee/Ranged Weapon*: +6 to hit, 5 ft. or 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing.

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Maladies

luxury edition

Maregeth

Obsessed cult leader

TB5: The Children of the Harvest, Area 5

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armour)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	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 Abyssal, Common, Deep Speech, Infernal

Challenge 8 (3,900 XP)

Spellcasting. 12th level. Intelligence (DC 15, +7 to hit): Cantrips (at will); *chill touch*, *dancing lights*, *mage hand*, *mending*; 1st (4): *false life*, *mage armour*, *shield*; 2nd (3): *blindness/deafness*, *ray of enfeeblement*, *web*; 3rd (3): *animate dead*, *bestow curse*, *vampiric touch*; 4th (3): *blight*, *dimension door*, *stoneskin*; 5th (3): *cloudkill*, *dominate person*; 6th (1): *circle of death*.

Actions

Quarterstaff +2. Melee Weapon: +6 to hit, 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning or 6 (1d8 +2) bludgeoning when used with two hands.

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Maladies

luxury edition

Cwdcai the Monster

Flesh-eating cook

TB5: The Children of the Harvest, Area 9

Large* giant, chaotic evil

Armor Class 16

Hit Points 148 (16d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	20 (+5)	5 (-3)	11 (+0)	6 (-2)

Skills Athletics +9, Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giant

Challenge 12 (8,400 XP)

Brutal Critical, Danger Sense, Feral Instinct, Frenzy, Intimidating Presence, Mindless Rage, Rage, Reckless Attack, Unarmoured Defence.

Actions

Multiattack. Two melee attacks.

Berserker's Greataxe. Melee Weapon: +10 to hit, 5 ft., one target.
Hit: 19 (2d12 + 6) slashing, or 19 (2d12 +6) and 11 (1d4 + 9) slashing when enraged and enlarged.

*Size is Huge when enlarged.

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Maladies

luxury edition

The Harvester of Cribbs

God of Castorhage

TB5: The Children of the Harvest, Area 13

Small humanoid, chaotic evil

Armor Class 18

Hit Points 225 (30d6 + 120)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	18 (+4)	12 (+1)	20 (+5)

Skills Acrobatics +10, Athletics +8, Deception +10, Intimidation +10, Perception +6, Stealth +10

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities acid, fire, poison; charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common, Giant

Challenge 13 (10,000 XP)

Cunning Action, Dislocated, Evasion, Magic Resistance, Uncanny Dodge.

Innate Spellcasting. Charisma (DC 18). At will: alter self, darkness, fog cloud, pass without trace, silence, spider climb, suggestion; 3/day: detect thoughts, dimension door, invisibility, mirror image; 2/day: charm person, feather fall; 1/day: dominate person, mass suggestion.

Actions

Multiaffack. Three attacks: 1 bite, 2 claws, or 1 bite, 1 claw, 1 Harvester's Wand

Bite. Melee Weapon: +8 to hit, 5 ft., one target. Hit: 9 (2d6 + 3) piercing.

Claws. Melee Weapon: +8 to hit, 5 ft., one target. Hit: 7 (2d4 + 3) slashing.

Harvester's Wand. Melee Weapon: +10 to hit, 5 ft., one target. Hit: 8 (1d6 + 5) bludgeoning*.

*see Harvester's Wand on page 34 in the **Monster Appendix** in *TB5: Children of the Harvest*.