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Creature Feature Quarterly volume 2. Ver. 1.0.
Published 2019.



5E
compatible

AXIOM INVOKER

Medium humanoid, lawful neutral

ARMOR CLASS: 18 (plate)

HIT POINTS: 65 (10D8+20)

SPEED: 30 ft.

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

SKILLS: Arcana +9, History +9, Perception +7, Religion +9

DAMAGE RESISTANCES: bludgeoning, piercing, slashing

SENSES: truesight 120 ft., passive Perception 17

LANGUAGES: Abyssal, Common, Celestial, Infernal, Primordial, telepathy 120 ft.

CHALLENGE: 9 (5,000 XP)

FEATURES

INNATE SPELLCASTING: The Axiom Invoker's spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

* **AT WILL:** *levitate, light, mage hand, misty step, thunderwave*

* **3/DAY EACH:** *comprehend languages, dimension door, haste, slow, telekinesis, wall of force*

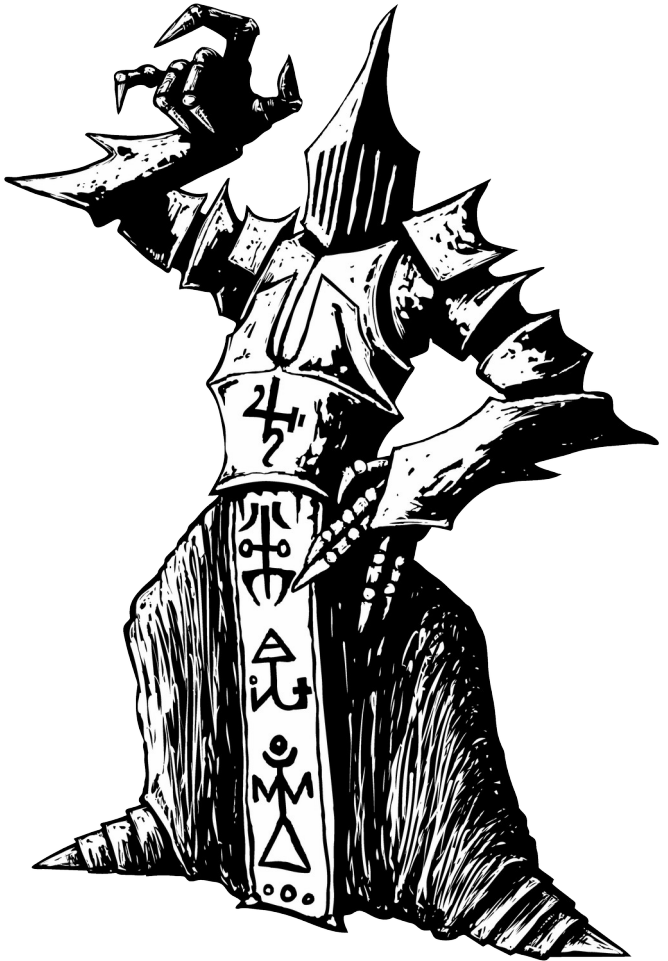
* **1/DAY EACH:** *plane shift, symbol, time stop*

MAGIC RESISTANCE: The Axiom Invoker has advantage on saving throws against spells and other magical effects.

ACTIONS

TELEKINETIC SLAM (recharge 5 – 6): A cylinder of telekinetic force slams down around the Axiom Invoker. Any creature within 30 feet takes 21 (6D6) force damage and is stunned until the start of the Axiom Invoker's next turn. A target that makes a successful DC16 Dexterity saving throw takes half damage and isn't stunned.

FORCE MISSILE BARRAGE: The Axiom Invoker conjures five projectiles of magical force that streak forth and unerringly find their mark. Hit: 60 (5D4+50) force damage divided between up to five targets.



DESCRIPTION:

An imposing figure of human size and proportions in ornate plate armor. The plate armor it wears is bedecked in livery bearing all manner of esoteric glyphs. The heavily armored figure appears to flicker and shimmer within a thin silvery mist that surrounds it. The being's armor shines brightly as if reflecting an unseen light. Occasional loops and whorls of blue-white energy emanate from the being in a pulsing, coruscating aura.

LORE:

Axiom Invokers are extradimensional beings from outside the Multiverse. They can travel vast distances and between the planes of existence quite easily through the application of their eldritch craft.

Their magic is built upon using elementary cantrip magic to manipulate sound. They're able to weave sound into complex vibratory patterns. By manipulating sound in this way, they can access certain root cymatic frequencies. These frequencies underpin the physical laws of most planes within the Multiverse (to varying degrees). Axiom Invokers use these skills to fold space, manipulate gravity and alter the passage of time.

Axiom Invokers appear human under their armor. Their eyes however, are the same shining, silvery metal as their armor. They may actually be human and their otherworldly origin explains the strangeness of their eyes.

Axiom Invokers are part of an ancient, alien and clandestine organization charged with keeping the Multiverse balanced. They serve as a sort of Multiversal constabulary, but they only involve themselves in the flow of the Multiverse during times of significant threat. If you see one of these beings, it is very likely that something of catastrophic importance to the Multiverse is happening in your vicinity.

The extradimensional origin of Axiom Invokers usually assures their neutrality in most mundane matters. Because they come from outside the flow of time and space as we understand it, they seem rather dispassionate and emotionless.

No creature taken away by an Axiom Invoker has ever returned to tell any tales. Axiom Invokers themselves only say that those they take away are imprisoned in a manner and in a place where they are no longer a danger to the fabric of the Multiverse.

ECOLOGY:

Axiom Invokers appear to be human, or at least very human-like. They are able to eat and drink the same foodstuff as humans, but these activities don't appear to be necessary. Males and females have been seen, but not any children. Nothing significant is known of their culture, home or the organization which they serve.

SEEDS:

1.) The party has been recruited to defend an NPC (perhaps a powerful wizard) that has been targeted for arrest and detention by Axiom Invokers. The NPC has already repelled one attack, albeit narrowly. The NPC is able to inform the party of the relative abilities of the Axiom Invokers so they can prepare.

2.) The party finds a severely injured Axiom Invoker. The Axiom Invoker reveals details about a cabal of Liches that have unlocked a school of magic that will allow them to travel time. Their combined power, immortal lifespan and ruthless ambition represents a significant threat to the balance of the Multiverse. The Axiom Invoker implores the PCs to assist in thwarting the abominable threat.

3.) In the midst of a dungeon delve or some other exploration, the PCs come across a pitched battle between an Axiom Invoker and a powerful spellcaster.

LOOT:

In addition to normal hoard appropriate for a monster of this Challenge Rating, the party might find the following themed items. Finely crafted magical plate armor. D6 arcane and divine scrolls. A tome of cymatic rituals. Magical shackles that re-size to fit any wrist. A list of the true names of various demons, devils and celestials. 6 Potions of Healing (triple potency). Various gems and coinage equal to 9D6 GP.

BLOOD WITCH

Medium aberration, chaotic evil

ARMOR CLASS: 12 (*natural armor*)

HIT POINTS: 45 (10D8)

SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHR
10 (+0)	14 (+2)	10 (+0)	16 (+3)	14 (+2)	16 (+3)

SKILLS: *Arcana +4, Nature +4, Perception +3, Religion +4*

DAMAGE RESISTANCES: *bludgeoning, piercing, slashing from non-magical weapons*

CONDITION IMMUNITIES: *charmed, frightened*

SENSES: *passive Perception 13*

LANGUAGES: *Common, Draconic, Infernal, Sylvan*

CHALLENGE: 3 (700 XP)

FEATURES

INNATE SPELLCASTING: The Axiom Invoker's spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

- * **AT WILL:** *disguise self, major image, suggestion*
- * **3/DAY EACH:** *charm person, misty step, mirror image, scrying*
- * **1/DAY EACH:** *geas*

ACTIONS

MULTIATTACK: The Blood Witch makes three attacks with her Barbed Tresses.

BARBED TRESSES: *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 5 (1D6+2) piercing damage, and the target must make a DC14 Constitution saving throw, taking 10 (3D6) poison damage on a failed save, or half as much damage on a successful one. And the target is grappled (escape DC16). Until this grapple ends, the target is restrained. The Blood Witch can grapple only a single victim at a time. Additionally, half of all damage inflicted per attack heals the Blood Witch by that amount.



DESCRIPTION:

A voluptuous and womanly figure stands before you clad in a flimsy and very revealing red gown. She certainly could not be described as "beautiful" or "pretty", but is very attractive nonetheless. She exudes a palpable, magnetic eroticism. Her hair is a long, dense, tangled coal-black mass. It writhes around her shapely figure like some animated mantle. Her eyes are gleaming and golden. They seem to pierce your mind as they glint at you from the shadowed depths of her ebony locks.

LORE:

Blood Witches appear to be some form of dark fey creature. They lurk in lost places like darkened woods and forgotten, crumbling manse at the edges of civilization. They seduce males and use their seed to birth myriad monstrosities into the world. On their high holy days covens of Blood Witches will gather to perform specific orgiastic rituals to conceive more of their wretched lineage. During these rituals charmed males are utilized and then sacrificed in attempts to conceive further generations of Blood Witches. It is only on these certain days, that whatever dark angle of existence the Blood Witches crawl from is in proper alignment to ours. And, these specific days of planar intersection are necessary for the conception of their kind.

ECOLOGY:

These creatures appear as timeless as most fey. They require food and drink but do not age and require little sleep. There are no males of their kind. While they can draw sustenance from the mortal foodstuffs of our world, they greatly prefer blood. Their writhing hair is their main weapon and method of feeding. The coiling, barbed mane is tough and envenomed as well. The venom can have an aphrodisiacal effect on males. The lair of a Blood Witch will always contain several of her aberrant progeny as well. One should expect to find various mutants, monstrosities and undead. All of the monsters will be fiercely loyal to the Blood Witch and defend her unto death. A youngling Blood Witch or two might be found in the lair as well. Any immature Blood Witch will be securely guarded.

SEEDS:

1.) A local prince, several retainers and his guard have gone missing during a fox hunt. There had been a growing disturbance within the realm within recent

months. But, most thought the few stories here and there about Ogres, Ettins and Minotaurs from the farming folk were just peasant gossip. None had suspected the taint was real or had grown nearly so strong. The wizard of the court has determined that a Blood Witch entranced the hunting party within the woods. The wizard suspects that the Blood Witch's holy day of conception is near and that many of the men will likely die in the ritual. The party has been hired to seek out and slay the Blood Witch. There will be a large additional reward given for the return of the prince as well.

2.) The party finds an abandoned tower set amongst a grove of ancient trees. Night is close and this seems a good place to camp for the night. The party enters and is greeted by a cloying musty smell. As they enter, there is a boom of thunder and flash of lightning. Soon after a heavy downpour begins. Leaving the tower now seems a very bad idea. After a campfire is kindled, the abandoned tower becomes a cozy refuge from the storm. Once the party begins to rest, a Blood Witch that has laired here will begin to weave her glamours. If there is a watcher, she will lure them away to feed upon them in more private, intimate surroundings. If she manages to get one victim extracted from the party, she will send in some of her monstrous offspring (monsters such Chimeras, Ettins, Minotaurs, and Ogres) to subdue the remainder of the party for her later usage.

LOOT:

In addition to normal hoard appropriate for a monster of this Challenge Rating, the party might find the following themed items. A flimsy, red dress. A ring of large brass keys (to cages containing captives). A random magical wand. A figurine in the shape of a golden toad (about the size of a fist). Various gems and coinage equal to 9D6 GP.

BOG HORROR

Large fey, neutral evil

ARMOR CLASS: 14 (*natural armor*)

HIT POINTS: 77 (9D10+27)

SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	14 (+2)	16 (+3)	14 (+2)	18 (+4)	14 (+2)

SKILLS: Arcana +4, Nature +4, Perception +7, Religion +4, Stealth +8

DAMAGE RESISTANCES: bludgeoning, piercing, slashing from non-magical weapons

CONDITION IMMUNITIES: charmed, frightened

SENSES: passive Perception 17

LANGUAGES: Common, Druidic, Infernal, Sylvan

CHALLENGE: 5 (1,800 XP)

FEATURES

INNATE SPELLCASTING: The Bog Horror's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

* **AT WILL:** *eyebite, major image, misty step*

* **3/DAY EACH:** *blade barrier, dominate beast, mirror image*

* **1/DAY EACH:** *plane shift*

MAGIC RESISTANCE: The Bog Horror has advantage on saving throws against spells and other magical effects.

SPEAK WITH BEASTS AND PLANTS: The Bog Horror can communicate with beasts and plants as if they shared a language.

ACTIONS

MULTIATTACK: The Bog Horror makes two claw attacks.

CLAW: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 12 (2D8+4) slashing damage, and the target must make a DC15 Constitution saving throw, taking 10 (3D6) poison damage on a failed save, or half as much damage on a successful one.



DESCRIPTION:

A large, hunched figure with a giant ram's skull in place of its head. A baleful witchfire burns in the eye sockets of the skull. The being stands just over twice the height of a man and nearly three times as wide. Its flesh is covered by a dense mass of strawlike matter. Its arms are overly long and end in long twisting talons. The thing's hunched posture along with the long clawed forelimbs lends the being a vaguely ursine aspect. Its feet are partially hooved.

An aura of decay seems to emanate from the creature. The being is capable of speech and does not seem hostile. When it speaks, its voice is hollow and rasping, like wind through dry leaves about to fall from the withered branches of dead trees.

LORE:

Bog Horrors are believed to be spiritual manifestations of the rampant decay in swampy environments. While not necessarily evil, they are embodiments of entropy.

They can be dreadful opponents when they bring their full might to bear. With a glance they can sicken, terrify or bring about an enchanted slumber. They exhibit a handful of other magical skills as well. Most of these are concerned with protection and illusion. But they are not merely crafters of spells, they are formidable melee combatants as well and their long, gnarled talons are poisonous to mortal folk.

Many encounters with Bog Horrors tend to go awry when adventurers assume the worst about these creatures and attack them immediately. Combat is not necessarily the best route when dealing with a Bog Horror. They are often protecting a certain site and will likely ignore anyone they do not deem a threat. They might even be inclined to provide assistance or advice to those wise enough to parlay with them rather than attack them outright.

ECOLOGY:

These creatures are immortal spirits of nature. Even if slain, they will eventually return again, healed and whole, to stand vigil over their forlorn corner of wilderness muck. They do not eat, sleep, breathe or rest. They are solitary beings, but are capable of communicating with the beasts and plants around

them to assuage any sense of loneliness. It is quite likely that they will be aided by these creatures if endangered.

SEEDS:

1.) A local lord has decided to embark on a building campaign. His plans to fortify the land against monsters and bandits had been quite popular until they began filling the old, haunted swamp. The first work crew returned in terror and described a being (obviously a Bog Horror) which warned them not to trespass there again at cost of their lives. The second crew never returned.

2.) The party is traveling overland to investigate an abandoned tower rumored to possess magical tomes. Tomes which they hope to acquire and re-sell for a tidy profit to the Wizard's Guild. Unfortunately, the tower seems to be encircled by a festering, loathsome swamp of unlikely size and very unwholesome aroma. As the party advances closer to the marshy moat, they can see a Bog Horror seated on a large stone assessing them from afar.

3.) A Druid has approached the party with an urgent mission. One of their order lost a sacred staff in the wilderness. This staff has since sunk deep into the mire of a swamp watched over by a Bog Horror. Now, one of their high holy days is approaching and they need the staff. The Druids of this order have approached the creature many times, attempting to negotiate the return of the staff. However, the Bog Horror has refused to allow them to remove it from beneath the muck. They are offering a generous reward to recover the item..

LOOT:

In addition to the usual loot appropriate for a creature of this Challenge Rating a Bog Horror's lair might contain such things as D8 decomposed adventurers and their gear. A 1 in 6 chance of an additional random magical item of spiritual significance to a nearby Druidic order.

BOG ROTTER

Large humanoid (goblinoid), chaotic evil

ARMOR CLASS: 15 (natural armor)

HIT POINTS: 84 (8D10+40)

SPEED: 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	16 (+3)	20 (+5)	14 (+2)	14 (+2)	6 (-2)

SKILLS: Arcana +4, Perception +6, Stealth +7, Survival +4

DAMAGE RESISTANCES: poison

CONDITION IMMUNITIES: charmed

SENSES: darkvision 120 ft., passive Perception 16

LANGUAGES: Common, Goblin, Sylvan

CHALLENGE: 4 (1,100 XP)

FEATURES

INNATE SPELLCASTING: The Bog Horror's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

- * **AT WILL:** darkness, major image, mending, tree stride
- * **3/DAY EACH:** animate object, fog cloud, web
- * **1/DAY EACH:** stone shape

KEEN HEARING AND SMELL: The Bog Rotter has advantage on Wisdom (Perception) checks that rely on hearing and smell.

LIGHT SENSITIVITY: While in bright light, the Bog Rotter has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

SPEAK WITH BEASTS AND PLANTS: The Bog Rotter can communicate with beasts and plants as if they shared a language.

ACTIONS

BITE: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 12 (2D8+4) piercing damage plus 9 (2D8) poison damage.

SLAM: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. Hit: 10 (2D6+4) bludgeoning damage.

HYPNOTIC GAZE: The Bog Rotter targets one humanoid or beast that it can see within 30 feet. If the target can see the Bog Rotter, it must succeed on a DC15 Wisdom saving throw or be magically charmed. The charmed creature regards the Bog Rotter as a trusted friend to be heeded and protected. Although the target isn't under the Bog Rotter's control, it takes the Bog Rotter's requests or actions in the most favorable way it can. Each time the Bog Rotter or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the Bog Rotter dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the Bog Rotter's Hypnotic Gaze for the next 24 hours. The Bog Rotter can have no more than one humanoid and up to three beasts charmed at a time.



DESCRIPTION:

A large humanoid lurks in the shadows of a stone circle ringed by immense trees. It is about twice the size of a human. It has a wide toothy mouth, glowing orange eyes and skunkish stripe running from its brows down its back. Its furry body is a motley of tawny orange, black and brown. It resembles a cat, a bear, and a bat in equal measure. Any familiar with goblins might think it some sort of Bugbear. Despite its fearsome mien it beckons a friendly greeting.

LORE:

Bog Rotters are evil creatures that dwell in marshy forests and swamps. They prefer places with stones, trees and decay. They are a goblin species. Many sages that study them consider them somewhat akin to the Oni, or Ogre Mages, except in their case they are a more advanced, magical sort of Bugbear rather than Ogre.

These tricky monsters love luring unsuspecting innocents into nasty situations. Gourmands of a vile and particular sort, these creatures get their name from their disgusting habit of fermenting their prey. They keep their victims alive buried in stone and earth with only their head and a limb or two exposed. All throughout the imprisonment, they will cultivate bacterial and fungal growths upon the poor soul; breeding all manner of weird and festering corruption in the victim's flesh. Then when the time is right, they will simply bite the infected limb off as easily as a human might eat a grape, savouring the putrescence as if it were a fine wine. If the victims die afterwards, a Bog Rotter does not worry overly much. It is not above eating carrion, but it prefers the fresher fare and the companionship of living victims.

In addition to their monstrous appetites, these beings are skillful magicians of a particular sort. They can animate stone and tree to imprison their victims. They can charm with a glance and pass through trees as if they were doorways. They can speak with plants and animals as well. They're also very skilled climbers and will often hang upside down from the limbs of trees in a bat-like fashion.

Bog Rotters are powerful and vile creatures, but they are mortal and quite cowardly once put in a tight spot. They are also susceptible to bright light, especially sunlight. In full sunlight, they will be nearly blind. If the creatures are separated from their preferred environment, they will lose significant tactical advantage.

ECOLOGY:

They require air, food, drink and rest as any mortal creature does. They prefer gloomy, darkened moors and forests. If deprived of their diet of putrescent flesh, they will slowly begin to weaken. They seem to favor a solitary existence and a mated pair has never been documented.

SEEDS:

1.) The party happens upon a weird stone circle in a murky swamp. The circle of stones is ringed with huge trees that are heavy with vines and moss. All around is the chatter of insects and the miasma of rot. As they step within the circle they notice the bodies of people and animals partially merged with the stones. Some of these victims are still alive. All of them show signs of decay, from brightly colored mushroom blooms to purple, swollen putrescent limbs. The Bog Rotter is hanging invisibly from the trees overhead, disguised by illusion magic. It will observe the party and assess its chances before attacking.

2.) The party sees a child running into the forest near a deadly swamp. Little do they know the child is illusionary bait to lure them into a trap. The child is in fact a Major Image cast by a Bog Rotter, using Tree Stride to lure them step by step, deeper into its swamp.

LOOT:

In addition to the usual loot appropriate for a creature of this Challenge Rating a Bog Rotter's lair might contain such things as D8 decomposed adventurers and their gear. A large staff from which dangle various skulls. A large, dirty loincloth. A 3 in 6 chance of D3 random magical potions (all of the Bog Rotter's own bizarre alchemical crafting). 2 in 6 chance of D3 random magical scrolls.

DREG

Small fiend, chaotic evil

ARMOR CLASS: 11 (*natural armor*)

HIT POINTS: 34 (4D6+20)

SPEED: 20 ft.

STR	DEX	CON	INT	WIS	CHR
10 (+0)	8 (-1)	20 (+5)	8 (-1)	8 (-1)	6 (-2)

SKILLS: *Stealth* +5

DAMAGE RESISTANCES: *cold, fire, lightning*

DAMAGE IMMUNITIES: *poison, necrotic*

SENSES: *darkvision 120 ft., passive Perception 9*

LANGUAGES: *Abyssal, Infernal, telepathy 120 ft.*

CHALLENGE: 1 (200 XP)

FEATURES

REGENERATION: The Dreg regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

STENCH: Any creature that starts its turn within 15 feet of the Dreg must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the Dreg's Stench for 24 hours.

ACTIONS

MULTIATTACK: The Dreg makes two melee attacks. Two tentacles or one bite and one tentacle.

BITE: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1D6) piercing damage plus 14 (2D8+5) necrotic damage. The target must succeed on a DC10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TENTACLE: *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. Hit: 2 (1D4) bludgeoning damage plus 14 (2D8+5) necrotic damage.

TURN INVISIBLE: The Dreg turns invisible until it attacks. Any equipment the Dreg wears or carries is invisible with it.

DETECT THOUGHTS: As the Spell of the same name.



DESCRIPTION:

A noxious odor suddenly engulfs the immediate area. It is somehow reminiscent of rotting eggs, rotting flesh, dirty feet, fecal matter and vomit all at the same time. A few moments later, a short and stumpy humanoid with an oversized head and face appears as if out of nowhere. Its cratered, leathery flesh is covered in all manner of filth, and assorted weeping sores.

The being appraises you with rheumy but cunning eyes from a distance of fifteen feet or so. You notice now, that its arms are in fact rather long tentacles and the indescribably awful stench is definitely emanating from it.

If the party seems significantly poisoned by the monster's stench, it will attack with a tentacle. If not, it will turn invisible once again and attack at a more opportune time. These monsters are cowardly vermin and will only attack if they feel they have an advantage over their victims.

LORE:

A Dreg is the result of a damned soul being sent to The Abyss or to The Nine Hells and being rejected. It is rare but not unheard of. These loathsome monsters having been denied entry to their place of eternal torment instead wander the lower planes aimlessly. They are a durable and tenacious lot. But, they are also craven scavengers that only attack from stealth or in numbers significant enough to overwhelm their prey.

They persist in perpetual fear for their miserable existence. For although they are not welcome amongst fiends and have no place in any sort of fiendish society, they are hunted for sport by more powerful fiends. Luckily they have learned the trick of invisibility (but cannot mask their wretched odor). Their noxious stench is helpful in sickening mortal prey they happen upon, but most fiends are immune to its effect and use it to track Dregs.

Their precarious situation has forced them to learn both the Abyssal and Infernal tongues. They've also mastered a bit of telepathy as well. These communicative abilities along with their ability to turn invisible at will make them surprisingly useful spies and informants.

ECOLOGY:

Dregs are fiends and as such lack any of the usual mortal necessities. They do not need to eat, sleep or breathe. But they can if they choose to. They also do not require shelter or clothing.

Although they do not require food as most mortals understand it, they do sap the life force of their victims through their attacks. It is unknown if the monsters require this sort of sustenance or if they simply find pleasure in bringing pain, sickness and death to mortals.

SEEDS:

1.) As the party is exploring they unknowingly happen across an invisible planar nexus. The first thing they notice in the area is the unbelievable stench. It's likely they leave the area quickly, but notice the reek seems to linger after them and gets stronger whenever they stop to rest. Unbeknownst to the party, they are being followed by one or more Dregs that will attack the party when the time is right. Probably when they have begun their nightly watch rotation. The Dregs will not stray too far from the planar nexus.

2.) The party finds themselves on an interplanar excursion and in need of information about the whereabouts of another interplanar traveler. They suspect that the individual they are tracking has passed through suspected Dreg territory. How will they find the territory? How will they convince the Dregs to assist them in their quest?

LOOT:

Nothing.

FEN FIEND

Large humanoid, chaotic evil

ARMOR CLASS: 15 (*natural armor*)

HIT POINTS: 76 (8D10+32)

SPEED: 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHR
22 (+6)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

SKILLS: *Perception +6, Stealth +4*

DAMAGE VULNERABILITIES: *lightning*

DAMAGE RESISTANCES: *poison*

SENSES: *darkvision 60 ft., tremorsense 60 ft., passive Perception 16*

LANGUAGES: *Common, Giant*

CHALLENGE: 7 (2,900 XP)

FEATURES

AMPHIBIOUS: The Fen Fiend can breathe air and water.

CHAMELEON SKIN: The Fen Fiend has advantage on Dexterity (Stealth) checks made to hide.

STENCH: Any creature other than a Fen Fiend that starts its turn within 5 feet of the Fen Fiend must succeed on a DC12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all Fen Fiends for 1 hour.

SUNLIGHT SENSITIVITY: While in sunlight, the Fen Fiend has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

REGENERATION: The Fen Fiend regains 10 hit points at the start of its turn. If the Fen Fiend takes lightning damage, this trait doesn't function at the start of the Fen Fiend's next turn. The Fen Fiend dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

MULTIATTACK: The Fen Fiend makes three attacks: one bite and two slams.

BITE: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 9 (1D6+6) piercing damage plus 9 (2D8) poison damage.

SLAM: *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 15 (2D8+6) bludgeoning damage, and the target must make a DC14 Constitution saving throw, taking 9 (2D8) poison damage on a failed save, or half as much damage on a successful one.

POISON BREATH (recharge 5 – 6): The Fen Fiend exhales a toxic gas in a 30-foot cone. Each creature in that area must succeed on a DC14 Constitution saving throw. On a failed save, a target is poisoned. The poisoned target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is poisoned until completing a long rest.



DESCRIPTION:

A very large, muscular, reptilian humanoid of some sort. It stands about twice the height of a large man but is easily three times as broad. Its horny, scaly hide is a deep olive green. The thing's hide blends into its environment quite well, somewhat reminiscent of a chameleon. Despite its camouflage, the beast's slitted phosphorescent orange eyes are a tell-tale sign, betraying the creature's presence in the foetid gloom. Its piercing gleam is heavy with a feral, murderous cunning.

It is covered in all sorts of muck and stinks of the rotten mire it likely emerged from. In spite of the thing's obvious bulk and ungainly structure, it moves with surprising speed and agility. As it approaches, the reek of the thing becomes nauseating.

LORE:

Fen Fiends are probably the result of some mad wizard's breeding experiments or the gross evolution of trolls mixing their foul lineage with the equally foul lineages of Sahuagin and Troglodytes. The result is a fearsome beast that can hide like a chameleon and charge like a crocodile. In addition they are amphibious and can vomit forth a cloud of noxious gas, like some gigantic, hellspawned bullfrog. It has the nauseating aroma of a Troglodyte. And worst of all, it can regenerate from damage at the same alarming rate as a Troll.

Luckily, they do have a few vulnerabilities. Being creatures of the perpetually twilit gloom of swampy forests and the like, they are sensitive to bright lights (especially sunlight). Additionally, through some peculiar alchemy in their chameleon hides, they are exceptionally vulnerable to electrical attacks.

ECOLOGY:

Fen Fiends often fall into the undisputed position of swamp apex predator. Their size, brutality, cunning and unnatural vigor allow them to dominate other species quite easily. They typically form into clans of twenty or so and reside around swamps and rivers (the more foetid the better).

Any of these beasts encountering adventurers will likely be a hunting party of a few individuals. They can speak the Common and Giant tongues and might be persuaded not to attack if offered a substantial bribe. But be warned, these creatures are cunning and murderous. They may accept the bribe only to attack from ambush later.

SEEDS:

1.) A merchant caravan is planning an expedition through a dank and fearsome jungle swamp. The area is known for bandits, monsters and natural hazards of all kinds. The party has been recruited to bolster the security force of the caravan. Ample payment is offered for the obvious danger.

2.) Deep into a dungeon delve, the party discovers the smashed remnants of some sort of laboratory. The saying “like a bull in a china shop” could not be more appropriate in the description of the scene. Broken glass and shattered ceramic vats litter the room. Somewhere in the midst of the wreckage is a skeleton clad in the remnants of robes. Scraps of lab notes indicate an experiment to blend Trolls, Troglodytes and Sahuagin was in process here.

3.) The party awakes in a marsh. They have no recollection of how they arrived at this location. As the party explores the area, they realize that the marsh is actually some sort of maze. Unbeknownst to them, they had been drugged and abducted from an inn. Now they’ve been thrown into some mad wizard’s experiment. He is observing from afar how effective his recent creations are at the fine art of murder. Within the hour they will begin to encounter Fen Fiends and other foul denizens of the weird swamp.?

LOOT:

In addition to normal hoard appropriate for a monster of this Challenge Rating, the party might find the following themed items. D4 corpses and their belongings, About 7D6 GP worth of assorted gems and coinage.

GREATER BARGHEST

Large fiend (shapechanger), lawful evil

ARMOR CLASS: 18 (natural armor)

HIT POINTS: 143 (15D10+60)

SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	16 (+3)	18 (+4)	14 (+2)	18 (+4)	18 (+4)

DAMAGE RESISTANCES: bludgeoning, piercing, and slashing from non-magical attacks that are not silvered

SENSES: darkvision 120 ft., passive Perception 14

LANGUAGES: Abyssal, Common, Goblin, Worg

CHALLENGE: 9 (5,000 XP)

FEATURES

INNATE SPELLCASTING: The Greater Barghest's innate spellcasting ability is Charisma (DC16). It can innately cast the following spells requiring no material components:

* **AT WILL:** *blink, invisibility, levitate, minor illusion, suggestion*

* **3/DAY EACH:** *charm person, dimension door, fear*

* **1/DAY EACH:** *plane shift, polymorph*

KEEN HEARING AND SMELL: The Greater Barghest has advantage on Wisdom (Perception) checks that rely on hearing and smell.

MAGIC RESISTANCE: The Greater Barghest has advantage on saving throws against spells and other magical effects.

SHAPECHANGER: The Greater Barghest can use an action to polymorph into a dire wolf, or a giant bat. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. The Greater Barghest retains its original Armor Class and Hit Points in any form it takes.

ACTIONS

MULTIATTACK: The Greater Barghest makes one bite attack and two claw attacks.

BITE: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 12 (2D8+4) piercing damage and the target must succeed on a DC14 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1D10) minutes and unconscious while poisoned in this way. If the target is a Medium or smaller creature, it must succeed on a DC16 Dexterity saving throw or be swallowed by the Greater Barghest. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the Greater Barghest, and it takes 12 (4D6) acid damage at the start of each of the Greater Barghest's turns. After 10 minutes those still alive will begin to suffocate. If the Greater Barghest is slain, the corpse of the Greater Barghest will explosively regurgitate all swallowed creatures (and items), which fall prone in a space within 20 feet of the Greater Barghest and take 6 (2D6) bludgeoning damage from the impact.

CLAW: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 10 (2D6+4) slashing damage.



DESCRIPTION:

A large four-legged, monstrous creature reminiscent of a wolf, a bat and a baboon. Its wizened simian face looks a bit goblinoid. The creature has beady glowing, red eyes framed by a maze of deeply etched lines. The eyes are devious and malicious. They frame an impossibly large mouth filled with saberlike teeth. The thing's forelimbs are longer than its rear and end in clawed hands. The monster looks as if it could stand on its hindlegs easily enough, but walking or running in that position might be problematic.

The creature exudes a feeling of age and perhaps boredom. Despite its bestial appearance, it clearly possesses great wisdom. It will not attack immediately but will defend itself. It will communicate with any that attempt to do so.

LORE:

Greater Barghests are simply ancient and powerful Barghests. As they have aged, they have become more connected to their fiendish ancestry and lost the ability to naturally assume a goblin shape without using spellcraft. They have gained the ability to shapeshift into Giant Bats and Dire Wolves however. Their natural shape now is a rather unnatural amalgam of goblinoid, bat and wolf. They also seem to have acquired a vulnerability to silver as their more otherworldly nature has come to the fore.

No matter what shape they take, these monsters are quite formidable. They can swallow most normal folk whole with little effort. They can also become invisible in the blink of an eye. It is said, they do not lair on the Material Plane and instead Plane Shift to some secluded cavern in The Abyss to seek their rest and meditations.

ECOLOGY:

Greater Barghests are wholly unnatural, fiendish creatures. They seem to require rest as most mortal races do. They can consume food and drink as mortal creatures do as well, but prefer to consume a sapient mortal (or two)

whole every day. They are solitary creatures but often have a cult of devotees in several areas on the Material Plane.

Unless prevented from doing so by powerful magic, a Greater Barghest will make use of its Plane Shift ability to leave the Material Plane if ever in need of rest. This makes it a difficult being to eradicate.

SEEDS:

1.) Whilst traversing a vast and eldritch system of caverns, the party spies a fire in the distance. Upon examination, it appears to be a ritual conducted by a tribe of Goblins. They have a number of captives (DM's discretion on who or what) that seem to be intended for a sacrifice of some kind. At the moment, the Goblin's Shaman is drawing sigils upon the captives in blood. In a few rounds, a Greater Barghest will appear to collect the tribute.

2.) During a rest in some darkened wood, the party is disturbed by the baying of an exceptionally large wolf in the distance. Not so long after that, the campfire is buffeted by strong winds as if by some giant wings from overhead. In short order, the fire is out and the party is plunged into darkness. During the confusion, a Greater Barghest takes the opportunity to attempt to swallow one of the PCs whole.

LOOT:

In addition to normal hoard appropriate for a monster of this Challenge Rating, the party might find the following themed items. A 3 in 6 chance of D3 miscellaneous magical items (all of goblinoid make). A 2 in 6 of a tome containing a list of the true names of various demons, devils and celestials. About 9D6 GP worth of assorted gems and coinage.

ITHAQUAN DRUID

Medium humanoid, chaotic evil

ARMOR CLASS: 12 (16 with barkskin)

HIT POINTS: 39 (6D8+12)

SPEED: 30 ft.

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

SKILLS: Arcana +3, Medicine +6, Nature +3, Perception +6, Religion +3

DAMAGE RESISTANCES: bludgeoning, piercing, slashing from non-magical weapons

DAMAGE IMMUNITIES: cold

SENSES: passive Perception 16

LANGUAGES: Abyssal, Common, Druidic, Infernal

CHALLENGE: 3 (700 XP)

FEATURES

SPELLCASTING: The Ithaquan Druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC14, +6 to hit with spell attacks). It has the following Druid spells prepared:

* **CANTRIPS (At Will):** guidance, mending, produce flame

* **1ST LEVEL (4 Slots):** charm person, cure wounds, entangle, fog cloud, speak with animals, thunderwave

* **2ND LEVEL (3 Slots):** barkskin, spike growth

WILD SHAPE: The Ithaquan Druid can transform into a Lesser Wendgo at will. It can retain this shape as long as it wishes.

ACTIONS

ENVENOMED STAFF: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1D6+2) bludgeoning damage, and the target must make a DC14 Constitution saving throw, taking 10 (3D6) poison damage on a failed save, or half as much damage on a successful one.

HOWL OF THE WENDIGO (recharge 5 – 6): The Ithaquan Druid looses a bestial howl. All within 30 feet of it must succeed on a DC14 Wisdom saving throw or attack their comrades with tooth and nail, seeking to consume their flesh. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the Ithaquan Druid is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the Howl Of The Wendigo for the next 24 hours.



DESCRIPTION:

A muscular, bare chested humanoid of medium size. The individual wears some form of antlered skull as a headdress. Its lower half is clad in leathern skirts. It bears a gnarled wooden staff shod in gold. Tribal markings and scarification adorn the being's weathered flesh. The NPC does not seem immediately hostile. The overall feeling it might convey is something akin to a feral shaman or witch doctor assessing interlopers upon a sacred site or ceremony.

LORE:

Ithaquan Druids are the priests of a cult devoted to an ancient extradimensional deity known chiefly as Ithaqua, but also referred to as Wendigo. The cult of Ithaqua celebrates the predatory aspect of nature above all else. Their sacrament is flesh and blood, the fresher, the better. Hunting and consuming prey raw is considered a holy act to these debased souls. Those that are within the cult for long enough may eventually degenerate (or evolve... depending on one's perspective) into lesser reflections of their foul deity. The cult's doctrine considers these individuals especially favored by their god.

ECOLOGY:

Ithaquan Druids are no longer truly mortal. Their devotion to Ithaqua has been rewarded with a superhuman vigor. Their flesh is far more durable than one would guess and they are highly resistant to cold temperatures and toxins. They can also assume the form a Lesser Wendigo at will. They must consume double their weight in raw flesh every day or they will begin to weaken (effectively suffering Exhaustion and losing one Hit Die per day of deprivation). The flesh of sapient beings is far more potent than the flesh of dull beasts, and if it is available to them, the Ithaquan Druid need only consume half its weight in flesh of thinking creatures.

SEEDS:

1.) A frontier community has been cut off by severe winter weather. It is suspected that the settlement's supplies have run out a month ago, but at that time the weather made it impossible to send a resupply caravan. Now the

abysmal weather has finally broke and the party has been dispatched as guards for the resupply caravan. The route is treacherous and takes at least a week. The party will encounter packs of starving wolves all along the way. About halfway there, they will be attacked by maddened and starving bandits (that often drop their weapons and attack with tooth and nail). The bandits will grow more feral as they near the settlement. About two days out from the settlement, the party will begin to encounter Lesser Wendigos. Then, upon arrival in the town, the party will see the frontier settlement has been converted into a ramshackle stockade. The smaller wooden structures have been torn down to construct fortifications and cages. The cages appear to filled with gaunt survivors, many of which bare bite marks and appear to be missing limbs. Bloody snow, screams, and moaning abound. To make a long story short, an Ithaquan Druid came into the settlement once the supplies began to run low. He spread his blasphemous gospel to starving ears as belts tightened and ribs began to show. Within a week his flock had turned on the remainder of the settlement, imprisoning them within the stockade. The Ithaquan Druid and his flock are now using the rest of the community for meat. But, the Ithaquan Druid still preaches to the captives, driving ever more of them in to the ravenous embrace of the his god.

2.) The party sees a hermit wandering along the road. He seems to be a nature priest of some sort and offers healing, cures, food, drink, etc. and then mutters a prayer to their well-being. If the party seems to react well to him, he will ask to travel with the party. If not stopped, he utilize his Howl of the Wendigo later that night over the campfire.

LOOT:

In addition to normal hoard appropriate for a monster of this Challenge Rating, the party might find the following themed items. A gnarled, wooden staff shod in gold (Poisonous as per statblock). An antlered, fetish headdress. An enchanted goblet capable to generating a deadly, hallucination inducing poison on command. About 3D6 GP worth of assorted gems and coinage.

JUGGERNAUT

Large giant, chaotic evil

ARMOR CLASS: 14 (*natural armor*)

HIT POINTS: 95 (10D10+40)

SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHR
23 (+6)	10 (+0)	18 (+4)	8 (-1)	8 (-1)	6 (-2)

SKILLS: Perception +5

SENSES: darkvision 60 ft., passive Perception 15

LANGUAGES: Common, Giant

CHALLENGE: 5 (1,800 XP)

FEATURES

REGENERATION: The Juggernaut regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

MULTIATTACK: The Juggernaut makes four melee attacks, one with each of its weapons.

MORNINGSTAR: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 16 (2D8+7) piercing damage.

MACE: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 14 (2D6+7) bludgeoning damage.

SWORD: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 16 (2D8+7) slashing damage.

DAGGER: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 12 (2D4+7) piercing damage.

HASTE (recharge 5 – 6): Until the end of its next turn, the Juggernaut gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can make an extra melee attack as a bonus action. Its movement is doubled as well.



DESCRIPTION:

A huge, four armed, muscular humanoid about twice the height of a large human warrior charges toward you. Each of its four hands grips a large, brutal-looking weapon that it seems eager to use. Its face is covered by a full helm. Its feet are shod in boots that look like tall iron cylinders. These boots are stained in spattered blood as are the monster's weapons.

LORE:

A Juggernaut is a lesser giant. They are more intelligent than Ogres, Hill Giants and most Ettins (though perhaps not as cunning as Ettins). They live for the thrill of combat and conquest, seeking out violence wherever and whenever they can.

While they are indeed brutal and fierce, they are not the foolish savages their lesser kin are. If offered a duel by a challenging adversary, the Juggernaut may be convinced to spare the lives of the adversary's companions. They are also notorious slavers and will take those that surrender as chattel.

They often find themselves in the armies of powerful evil monsters (like Liches or Dragons). Or sometimes, they may simply hire themselves out as mercenaries to those that have enough coin. It has been rumored some of these monsters also enter gladiatorial style events to earn gold and glory.

ECOLOGY:

Juggernauts are mammals and reproduce sexually. The males tend to be somewhat larger and bulkier than the females. A female Juggernaut gestates her offspring for about fifteen months. The young mature quite rapidly and reach full adult proportions within two years. During this time they consume massive amounts of food to fuel their growth. This voracious appetite carries over into adulthood and is especially keen if the monster has had to regenerate damage. It is unknown what the average life expectancy of a Juggernaut is as most tend to die in some violent manner long before they exhibit any symptoms of old age.

Juggernauts have their own culture and society. They tend to form somewhat irregular feudal communities that devote most of their time and effort to warfare and enslaving those weaker than themselves. Males and females have equal status. The young are not recognized as adults until they have fought in several battles and acquired slaves of their own.

Juggernaut settlements are large and imposing fortresses of improbably tall towers with exceedingly thick walls. The walls are festooned with murder-holes behind which are a sort of stacked, double ballistae that the four-armed giants are adept at reloading and firing quickly. Inside the keep at the lowest levels are livestock and slaves to tend them. You can be certain, that if the stores of food run low and the livestock is depleted, the slaves are definitely on the menu soon after.

SEEDS:

- 1.) The party finds itself within the gladiatorial pit of some petty tyrant they ran afoul of. And now they are about to square off with a Juggernaut (or two).
- 2.) The party has been sent on a mission to rescue several NPCs from a band of Juggernaut slavers. They have to intercept the slavers before they reach their fortress or else the NPCs will likely never be freed.
- 3.) While en route to their next quest, the party must cross a bridge spanning a deep mountain gorge. On the other side of the bridge is a Juggernaut. A Juggernaut which is bellowing a challenge to them.

LOOT:

In addition to normal hoard appropriate for a monster of this Challenge Rating, the party might find the following themed items. No less than 4 massive melee weapons (1 in 6 chance each they are enchanted). A massive full helm. About 5D6 GP worth of assorted gems and coinage.

SWAMP LEVIATHAN

Huge aberration, chaotic evil

ARMOR CLASS: 18 (*natural armor*)

HIT POINTS: 207 (18D12+90)

SPEED: fly 60 ft. (*hover*), swim 60 ft.

STR	DEX	CON	INT	WIS	CHR
24 (+7)	18 (+4)	20 (+5)	10 (+0)	18 (+4)	6 (-2)

DAMAGE RESISTANCES: *bludgeoning, piercing and slashing from non-magical attacks*

DAMAGE IMMUNITIES: *poison*

SENSES: *darkvision 90 ft., tremorsense 60 ft., passive Perception 20*

LANGUAGES: *understands Common but cannot speak, telepathy 120 ft.*

CHALLENGE: 17 (18,000 XP)

FEATURES

AMPHIBIOUS: The Swamp Leviathan can breathe air and water.

AURA OF MADNESS: Each creature that starts its turn within 60 feet of the Swamp Leviathan must succeed on a DC10 Wisdom saving throw or be stunned. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the Swamp Leviathan is within line of sight, ending the effect on itself on a success.

ACTIONS

MULTIATTACK: The Swamp Leviathan makes one bite attack and three tentacle attacks.

BITE: *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 13 (2D8+5) piercing damage and the target must succeed on a DC18 Constitution saving throw or be poisoned for 1 minute.

STING: *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 19 (4D6+7) piercing damage, and the target must succeed on a DC18 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1D10) minutes and unconscious while poisoned in this way.

TENTACLE: *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. Hit: 16 (3D6+7) bludgeoning damage, and the target is grappled (escape DC18).

LEGENDARY ACTIONS

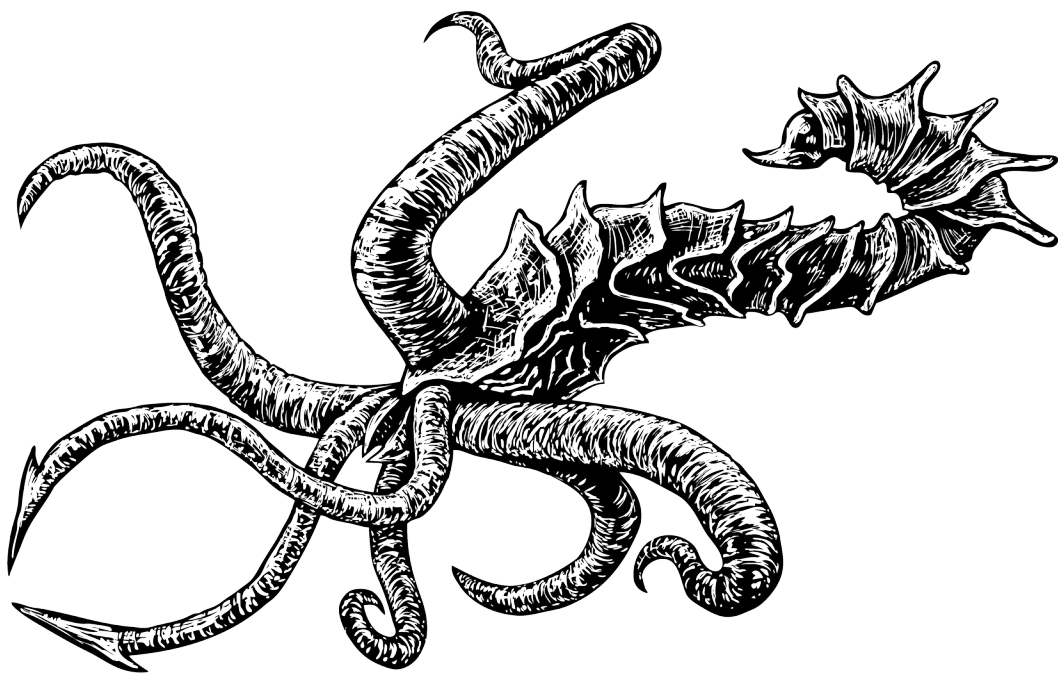
The Swamp Leviathan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn.

MOVE: The Swamp Leviathan moves up to its speed without provoking opportunity attacks.

CAST A SPELL: The Swamp Leviathan may cast *Animate Dead*, *Blight*, *Contagion*, *Invisibility* or *Insect Plague*.

STING (Costs 2 Actions): The Swamp Leviathan makes one sting attack.

ACID CLOUD (Costs 3 Actions): The Swamp Leviathan expels an acidic cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the Swamp Leviathan. Each creature other than the Swamp Leviathan that ends its turn there must succeed on a DC18 Constitution saving throw, taking 16 (3D10) poison damage on a failed save, or half as much damage on a successful one. A strong wind disperses the cloud, which otherwise disappears at the end of the Swamp Leviathan's next turn.



DESCRIPTION:

A gargantuan eldritch abomination. The thing looks like a madman's nightmare. A blasphemous amalgam of chitinous, tentacular, writhing horror with a scorpion's aspect writ large as a tower and floating just above the ground in defiance of sanity and gravity. The thing floats low to the ground and pulls itself forward by grasping at the eroded stumps of vegetation and pitted stone that compose the wasted landscape around it. A yellowish, green mist hangs in the air around the monster. As the thing approaches you hear a low and eerie piping sound echoing inside your skull.

LORE:

It is not known how, when or where Swamp Leviathans originated. They seem to be ancient beings from beyond the Material Plane. Despite their beastly appearance, they are highly intelligent and possess a wisdom derived from centuries, and perhaps millennia of existence.

These immense and horrible beings are terrifyingly powerful. Their mere presence often drives mortal folk to madness. They are toxic manifestations of corruption, and entropy. Not only do they bring madness and terror, they also excrete poisonous clouds and fluids that rot the land and render it a festering, quagmire of acidic putrescence.

The chitinous hide of these monsters is nigh impervious to steel and spell. They can read minds and turn invisible at will. They seem equally at home on land, in the air or under water. Any unfortunate enough to become entangled in their venomous coils is soon swallowed whole.

There exists in secret, a cult devoted to the worship of these beings. The devotees of this cult work to bring about the ruin of kingdoms and empires. They often seek positions of power and influence so as to subtly influence the levers of power and slowly tip the balance of order towards chaos and degeneration. The cult is known to use public poisonings and decapitation as methods of intimidation.

ECOLOGY:

Swamp Leviathans prefer to make their lairs in blasted, festering mires of abject decay. Wherever they go on the Material Plane, their mere presence inevitably

brings the land to the ruinous state they desire. They are preternatural avatars of corruption and poison the environment with their very existence. They prefer to make their lairs in the deepest, filthiest mire of their rotten realm. In this place, there will be no life. There will be no birdsong or chitter of insects, only the buzz of unnaturally robust flies and the audible squirm of maggots. As their taint grows, creatures aligned to entropy and decay will seek them out. As if knights rallying to a lord's banner, Liches, Skeletons, and Zombies will flock to the Swamp Leviathan's kingdom of ruin.

SEEDS:

1.) A frontier community had been reporting increased bandit activity along its trade routes to the nearest city. That was a month ago. Since that time, there has been no word from the community. Unbeknownst to all, the leader of the community is a devotee of a Swamp Leviathan cult and saw fit to cut ties with the outer kingdom as the settlement is absorbed by a Swamp Leviathan's encroachment. The party has been dispatched to investigate. The sages and farseers have warned them of heretofore unseen potent and malignant forces suddenly appearing. As the party nears the settlement, it will indeed become more warped and rotten every step of the way.

2.) The party's divine spellcaster has a terrifying vision of some monstrous writhing black thing that spreads decay and chaos. Upon waking and completing daily prayers, the divine spellcaster is commanded by their deity to seek out and remove this rot from the land. As the party journeys, the PC's deity guides (and perhaps aids) them.

LOOT:

In addition to normal hoard appropriate for a monster of this Challenge Rating, the party might find the following themed items. At least 17D20 gp worth of coinage (many are from ancient kingdoms now legends in the distant corners of the maps). At least 17D20 gp worth of gems throughout its lair. A 3 in 6 chance of D6 random magical scrolls. A 2 in 6 chance of D6 random magical potions. A 2 in 6 chance of D3 magical weapons. And a 2 in 6 chance of D3 magical armors.

UNBORN ASSASSIN

Small undead, chaotic evil

ARMOR CLASS: 15 (*natural armor*)

HIT POINTS: 11 (*2D6+4*)

SPEED: 50 ft.

STR	DEX	CON	INT	WIS	CHR
10 (+0)	20 (+5)	14 (+2)	12 (+1)	12 (+1)	6 (-2)

SKILLS: *Acrobatics +7, Perception +5, Stealth +7*

DAMAGE VULNERABILITIES: *bludgeoning*

DAMAGE IMMUNITIES: *poison*

CONDITION IMMUNITIES: *exhaustion, poisoned*

SENSES: *darkvision 120 ft., passive Perception 15*

LANGUAGES: *understands Common but cannot speak, Telepathy 120 ft.*

CHALLENGE: 1 (200 XP)

FEATURES

SPIDER CLIMB: The Unborn Assassin can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

STANDING LEAP: The Unborn Assassin's long jump is up to 20 feet and its high jump is up to 15 feet, with or without a running start.

RAPTOR'S LEAP: If the Unborn Assassin jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one creature. The target must succeed on a DC15 Strength or Dexterity saving throw (target's choice) or be grappled (escape DC15) and take 8 (1D6+5) piercing damage. On a successful save, the target takes only half the damage and isn't grappled.

SURPRISE ATTACK: If the Unborn Assassin surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2D6) damage from the attack.

ACTIONS

MULTIATTACK: The Unborn Assassin makes four attacks with its blades.

ENVENOMED BLADES: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1D6+5) piercing damage, and the target must make a DC14 Constitution saving throw, taking 10 (3D6) poison damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1D10) minutes and unconscious while poisoned in this way.



DESCRIPTION:

A small creature resembling the skeleton of a human infant with four spidery forelimbs ending in razor-sharp blades peers at you from empty eye sockets. It stands poised on feet that are reminiscent of raptor's claws. Its head is cocked to one side as if it is pondering or hears something in the distance. Despite its mute and fleshless expression you sense a keen, vicious cunning animates this frail creature.

LORE:

The Unborn Assassin are a form of undead that are actually birthed from the fetid, unholy womb of a Blood Witch. Although these monsters call a Blood Witch mother, none can truly say what species fathers them or if there is some form a peculiar alchemy or sorcery that causes them to develop as they do.

They are named Unborn as they are born undead from the womb of a Blood Witch. These fiends are incredibly nimble, swift and stealthy. They can leap great distances without effort and climb like a spider. Their bladed limbs bear a venom that renders some unconscious.

ECOLOGY:

The Unborn Assassin is undead and has no mortal needs. It doesn't breathe, eat, drink or sleep. It is relentless and totally loyal to its Blood Witch mother. These creatures will never stray far from her presence. Thanks to their diminutive size and spider-like climbing skills there will be dozens of these creatures nesting in hidden cubbies all around the area occupied by a Blood Witch.

SEEDS:

1.) The party happens upon a countryside orphanage in the gloom of an early evening. They hope to spend the night and rest their road-weary bones. But, when they knock on the door, it swings wide and an eerie, darkened silence welcomes them.

Unbeknownst to the party, a Blood Witch has set upon this orphanage a few days ago. The Blood Witch has secreted herself in the basement where she has been slowly draining the blood from the children. The Blood Witch may or may not make her presence known to the party.

Regardless, the entire building and surrounding grounds are infested with Unborn Assassins that regard the party as a threat to their mother and will attack almost immediately. These monsters are quite intelligent and will use terrain and tactics to their benefit. If their numbers allow, they will try to swarm the party. Allocate at least two or three of the monsters per party member. If things go poorly for the undead, they will retreat and regroup. They will use stealth and ambush to their advantage whenever possible.

2.) The party finds an abandoned tower set amongst a grove of twisted, ancient trees. An eerie wind blows and a wolf howls in the distance. Night is approaching and this seems a good place to set up camp for the night. The party enters and is greeted by a cloying musty smell. Before any significant trepidations can set in, there is loud cracking boom of thunder and a flash of lightning that shakes the tower. Soon afterwards a torrential downpour begins. Leaving the tower at this point seems like a bad idea. But, once a campfire is kindled, the old tower becomes quite a cozy refuge from the raging storm.

Once the party begins to rest, a swarm of Unborn Assassins will attack. Several will target the watcher at once. A few others will target the sleepers (at least two per sleeper). If significantly injured, they will retreat. If the party flees the tower, they will not pursue.

LOOT:

In addition to normal hoard appropriate for a monster of this Challenge Rating, the party might find the following themed items. A 1 in 6 chance of some macabre, crude children's toy made from various bits of rotten carcasses.

UNSEELIE TREANT

Large plant, chaotic evil

ARMOR CLASS: 15 (*natural armor*)

HIT POINTS: 95 (8D10+50)

SPEED: 20 ft.

STR	DEX	CON	INT	WIS	CHR
20 (+5)	8 (-1)	20 (+5)	16 (+2)	16 (+2)	8 (-1)

SKILLS: *Perception +6, Stealth +5*

DAMAGE RESISTANCES: *bludgeoning, piercing*

SENSES: *darkvision 120 ft., passive Perception 16*

LANGUAGES: *Common, Druidic, Elvish, Goblin, Orc, Sylvan, Undercommon*

CHALLENGE: 6 (2,300 XP)

FEATURES

INNATE SPELLCASTING: The Unseelie Treant's spellcasting ability is Wisdom (spell save DC14). It can innately cast the following spells, requiring no material components:

* **AT WILL:** *dancing lights, darkness, fog cloud*

* **1/DAY EACH:** *awaken, plant growth, sleep*

SUNLIGHT SENSITIVITY: While in sunlight, the Unseelie Treant has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

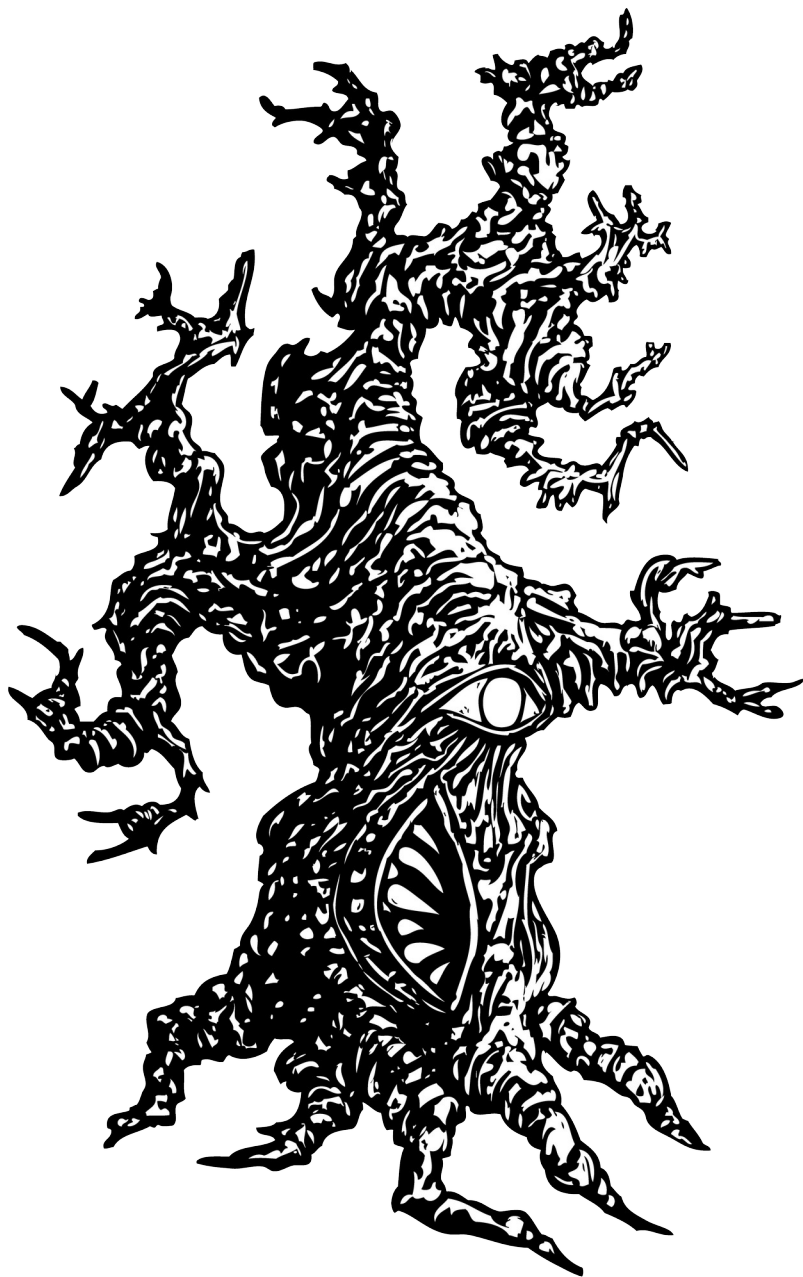
ACTIONS

MULTIATTACK: The Unseelie Treant makes two slam attacks.

SLAM: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 12 (2D6+5) bludgeoning damage plus 14 (2D8+5) necrotic damage.

TELEPORT: The Unseelie Treant magically teleports as a bonus action, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see.

ANIMATE TREES (1/Day): The Unseelie Treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as an Unseelie Treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the Unseelie Treant. The tree remains animate for 1 day or until it dies, until the Unseelie Treant dies or is more than 120 feet from the tree, or until the Unseelie Treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.



DESCRIPTION:

A stunted, gnarled tree with a single large eye and a gaping slit-like fanged maw mutters at you from deep within a murky eldritch fog. The thick blanket of fog seems to emanate from it. The plant monster is covered in dense hanging growths of moss and lichen that further exaggerates its already unwholesome mien. The monster is not alone, it appears to be surrounded by a variety of other mutant vegetation that may or may not be animate and aggressive as well.

LORE:

An Unseelie Treant is the usually the result of an evil, darkling Fey awakening a tree to sapience. Unseelie Treants are also able to create others of their own kind through similar enchantments. In rarer cases, these monsters come about through the degeneration or corruption of a normal Treant. The typical Unseelie Treant is thoroughly evil and hates all forms of civilization and animal life. It seeks to overtake any land it occupies by propagating more and more freakish plant life while at the same time extinguishing as many animals as it can.

Unseelie Treants are generally cowardly. They will not attack directly but will send waves of lesser creatures to attack any enemies. Once any threat has been sufficiently weakened, they will teleport into the fray to drain the lifeforce of their foes. If they are ever seriously threatened though, they will flee by teleporting into the nearest forest and summoning a heavy fog to mask their presence.

These monsters are cunning and patient. They should not be underestimated. If one flees a battle, it is safe to assume that it may be luring its enemies into a harrowing situation.

ECOLOGY:

Unseelie Treants are indeed freakish monsters, but they are still plants, and they must draw sustenance from their environment in much the sameway as other plants. They require fertile soil and fresh air, but they can no longer draw any nourishment from the sun. Instead, they supplement this energy by consuming the lifeforce of the animals in their area. They often make use of

their magic to entice children and travelers into the gloomy, chilling embrace of their woods with twinkling, ghostly lights.

A sure sign of these creatures is trees rooted in the rotting bodies of animals and people. As the Unseelie Treant expands its territory it will use its magic to animate other plants. Enabling massive, ancient trees and hedges of thorns to move forward and encroach upon settled lands. Growing closer and closer, night after night. As its grasp upon a realm expands, it places animal life into an enchanted slumber, drains its life and then allows its minions to use the bodies as compost.

These creatures may live on for centuries (possibly even millennia) just as normal treants might. The Unseelie Treants are predators though, and therefore tend to die from violence more often than their natural kin.

Through some arcane method, even newly awakened Unseelie Treants are gifted with knowledge and wisdom. They can all speak a variety of languages and move with surprising silence.

SEEDS:

- 1.) The party is recruited to go into an extremely spooky forest to search for some children that have gone missing.
- 2.) A druid acolyte implores the party to assist in purging his grove of an Unseelie Treant.
- 3.) Upon emerging from their most recent dungeon delve, the party discovers a menacing wood has sprung up around the entrance since they went below.

LOOT:

In addition to normal hoard appropriate for a monster of this Challenge Rating, the party might find the following themed items. About 6D20 gp worth of trophies from previous fights littered around its lair. A large mound of skulls (animals and peoples).

WENDIGO

Medium humanoid, chaotic evil

ARMOR CLASS: 13 (*natural armor*)

HIT POINTS: 68 (8D8+32)

SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHR
16 (+3)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	8 (-1)

SKILLS: *Athletics +7, Perception +5, Stealth +7*

DAMAGE RESISTANCES: *bludgeoning, piercing, and slashing from non-magical attacks that aren't silvered*

DAMAGE IMMUNITIES: *cold, poison*

SENSES: *truesight 120 ft., passive Perception 16*

LANGUAGES: *Common*

CHALLENGE: 3 (700 XP)

FEATURES

KEEN SMELL: The Wendigo has advantage on Wisdom (Perception) checks that rely on smell.

POUNCE: If the Wendigo moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC15 Strength saving throw or be knocked prone. If the target is prone, the Wendigo can make one bite attack against it as a bonus action.

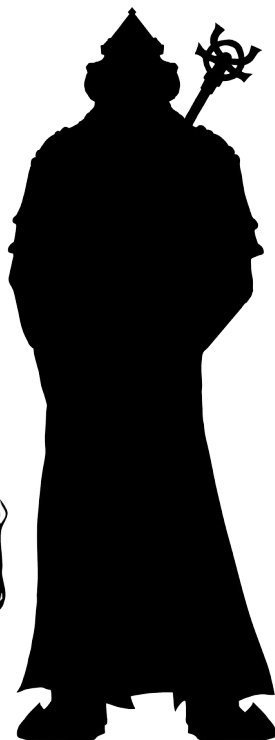
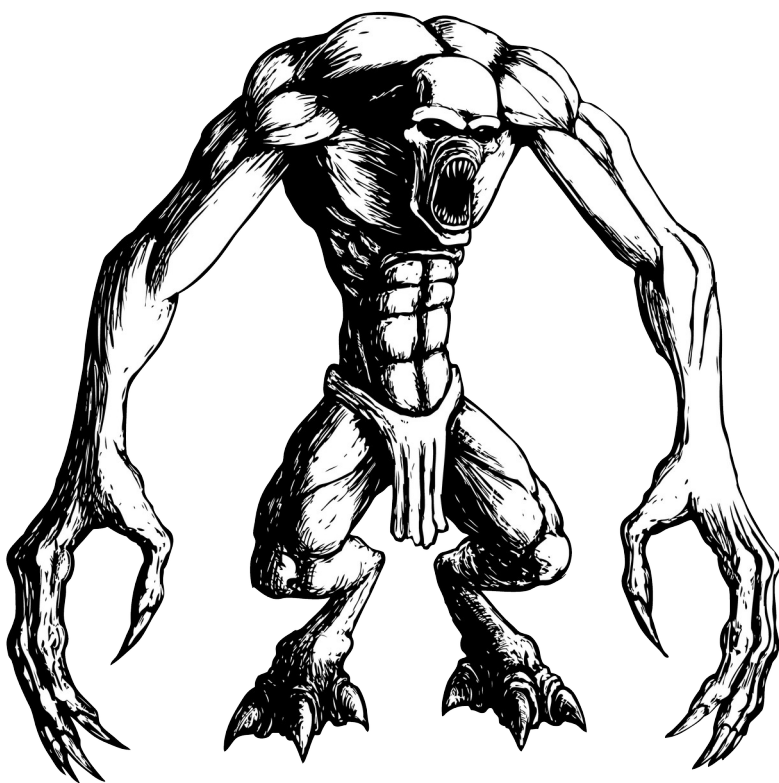
SURPRISE ATTACK: If the Wendigo surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2D6) damage from the attack.

ACTIONS

MULTIATTACK: The Wendigo makes three attacks: one with its bite and two with its claws.

BITE: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1D4+3) piercing damage and the target must succeed on a DC10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1D10) minutes and unconscious while poisoned in this way.

CLAW: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1D6+3) slashing damage.



DESCRIPTION:

A stooped, muscular figure approximately a head and a half taller than a large human male stands before you. It looks completely feral save for a dirty and tattered loincloth about its waist. The being has an overly large mouth bristling with multiple rows of jagged teeth. Its eyes glow a phosphorescent orange in the shadowed depths of a craggy brow. Its arms are long and muscular, ending in filthy rending claws. Its feet appear similarly bestial. An impossibly acute hunger seems writ in the bent thing's powerful yet emaciated form. It suddenly drops to all fours and charges at you with uncanny speed.

LORE:

These beings are often called Wendigos. They were mortal folk that were spiritually corrupted by an ancient evil and transformed into ravenous, bestial predators. They are tough and brutal creatures that can shrug off injuries that would cripple a natural being, but luckily they are vulnerable to silver and fire. Beware of their bite, it contains a venom which is especially potent. They are preternaturally sneaky, cunning and fond of ambush. They commonly hunt in packs.

ECOLOGY:

Wendigos are no longer truly mortal. Their transformation into this bestial state has given them superhuman vigor. Their flesh is far more durable than one would guess and they are highly resistant to cold and poison. They must consume double their weight in raw flesh everyday or they will begin to weaken (effectively suffering Exhaustion and losing one Hit Die per day of deprivation). The flesh of sapient beings is far more potent than the flesh of dull beasts, and if it is available to them, the Wendigo need only consume half its weight in the flesh of thinking creatures.

SEEDS:

1.) Whilst traveling in a cold, lonely and mountainous wilderness, the party hears a weird baying howl in the night. The howl seems equal parts some form of canine and the wailing of a lunatic. During the night, the party is attacked by a single Wendigo. If its bite manages to render a party member unconscious it will harry the group relentlessly trying to get at the poor unfortunate. However, the creature will not fight to the death. The next day, the party comes across a small settlement which appears to have been through a siege. There is no evidence of life on the street but the cries of a baby can be heard in the distance. CONSIDER: Are there Wendigos in the town now? How many of the

townsfolk have been transmogrified? Where is the baby? Could the cries be a trick to lure the party into a trap?

2.) During a much needed rest at a countryside inn following a recent quest, the adventuring party is attacked during their sleep. Numerous townsfolk burst into their room and try to subdue them. Several of the townsfolk (DM's discretion how many) within the group of attackers have become Wendigos. Unbeknownst to the party, the town has been infiltrated by the cult of Ithaqua and have been using the local inn to lure in fresh meat.

LOOT:

In addition to normal hoard appropriate for a monster of this Challenge Rating, the party might find the following themed items. A filthy loincloth and some gnawed on bits of bone.

Appendix

MONSTERS BY CHALLENGE RATING

CR1 **Dreg**
Unborn Assassin

CR3 **Blood Witch**
Ithaquan Druid
Wendigo

CR4 **Bog Rotter**

CR5 **Bog Horror**
Juggernaut

CR6 **Unseelie Treant**

CR7 **Fen Fiend**

CR9 **Axiom Invoker**
Greater Barghest

CR17 **Swamp Leviathan**

DESIGNATION OF PRODUCT IDENTITY

The Axiom Invoker, Blood Witch, Bog Horror, Bog Rotter, Dreg, Fen Fiend, Greater Barghest, Ithaquan Druid, Juggernaut, Swamp Leviathan, Unborn Assassin, Unseelie Treant, Wendigo and their likeness and description are the sole property of the artist and author Jeremy Hart and deemed Product Identity.

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