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INTRODUCTION

The original Creature Collection was undeniably a historic tome. The first major release under the D20 system, it beat even the official Monster Manual to store shelves. Over the years since, and across many fantastic supplements, the Scarred Lands setting has grown and developed, becoming deeper and broader than ever. It's a fantastic place to set your adventures. One thing that remains consistently true of the Creature Collection, whether it is that very first 3rd Edition volume, or this 5th Edition version: you can use these monsters in any fantasy setting, and they will add something new and exciting to your games.

While our priority and responsibility is to provide you with a wealth of really good 5th Edition creatures, this book has also been a historic moment for our own little games studio. This is the first book we have created as Handiwork Games. We hope you enjoy it.

Jon Hodgson
Handiwork Games

HOW TO USE THIS BOOK

There are several useful ways to navigate this book.

Every monster is listed alphabetically, so that if you know a creature's name you'll be able to locate it quickly. There are no groupings by type: the creatures flow alphabetically from A - Z.

Each creature also has an array of symbols on the page edge, (see the table at the bottom of the page for the full list of symbols and their meanings.)

The symbols are placed in a consistent position for their individual type, so that you'll be able to quickly flick through and identify creatures by the different classifications offered by the page edge symbols.

Using these you can locate adversaries to fit the kind of challenge you're looking for, by creature type, or those which inhabit a given locale.

At the end of the book there are two indices. The first sorts the creatures by Challenge Rating. The second is a traditional alphabetised index.

You'll also find a selection of encounters and battle maps suitable to drop into your campaign.

Note that where creatures are repeated from the Scarred Lands Player's Guide they have been updated to reflect years of play in the field and correct any known errors. They also have new artwork.

PAGE EDGE SYMBOL DESCRIPTION

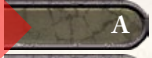

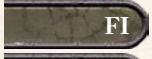
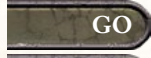
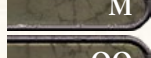
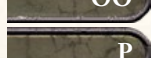
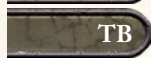
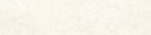
TERRAIN TYPES

-  Aquatic
-  Arctic
-  Coast
-  Desert
-  Forest
-  Grassland
-  Mountain
-  Swamp
-  Underground
-  Urban
-  Unique

CHALLENGE RATING

-  0-5
-  6-10
-  11-15
-  16-20
-  21-25
-  26-30

CREATURE TYPES

-  A Aberation
-  B Beast
-  CE Celestial
-  CO Construct
-  D Dragon
-  E Elemental
-  FE Fey
-  FI Fiend
-  GI Giant
-  GO Goblinoid
-  H Humanoid
-  M Monstrosity
-  OO Ooze
-  P Plant
-  SB Small Beast
-  TB Tiny Beast
-  U Undead

SPELLS:

Most spells available to monsters are drawn from the core rules. Those drawn from the Scarred Lands Player's Guide are marked with an asterisk (*) after the spell name. A double asterisk (**) is used if the spell is provided here in the Creature Collection.

ACID SHAMBLER

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Acid shamblers are bloated undead who wander the land looking for living creatures to vent their pain and suffering on. Their acidic blood constantly degrades their corpses, resulting in weeping sores or bloody acid, softened bones and tissue that hangs in loops, and a sharply tinged foul smell.

ACID SHAMBLER

Medium undead, neutral evil

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

Armor Class 11

Hit Points 13 (2d8 + 4)

Speed 30 ft.

Damage Immunities acid, fire, poison

Condition Immunities charmed, frightened, exhaustion, poisoned, stunned

Senses passive Perception 7

Languages Understands one common language of choice (see SL PG pg 43) but cannot speak

Challenge 1 (200 XP)

Acidic blood. Any non-magical weapon or tool that strikes the acid shambler corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the acid shambler is destroyed after dealing damage.

ACTIONS

Multiattack. The acid shambler makes two claw attacks.

Acidic vomit (1/day). The acid shambler vomits blood in a 15-foot line that is 5 feet wide. All creatures within the area of effect must succeed on a DC 12 Dexterity save or suffer 7 (2d6) acid damage (half damage with a successful save).

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 3 (1d4 + 1) slashing damage, plus the target must succeed at a DC 11 Dexterity save or suffer an additional 3 (1d6) acid damage.

Spawned in the aftermath. The acid shambler was one of the many horrors spawned in the aftermath of the Divine War, as the wild energies released by the titan's defeat and imprisonment warped the living — and unliving — matter in their vicinity and gave rise to whole new races of loathsome monsters.

Acidic blood. The shamblers are corpses brought back to horrific, agonizing life by a strange transformation of their blood. The thick reddish-black ichor that surges through their dead veins both animates and deteriorates them from the inside out due to its highly

acidic properties. Because of the acid shamblers' transformation, their limited existence generally lasts only a number of days before the acid destroys them. Even well armed soldiers have fallen as the shamblers' corrosive blood eats away at the toughest swords and armor with frightening speed.

Tactics. Acid shamblers lash out, without hesitation or desire for survival, at all living creatures they encounter. Driven by pain and hatred of what they have become, these creatures are mindless killers, and the fact that they often travel in packs makes them exceedingly dangerous to unprepared or ill-equipped opponents. They will use their acidic vomit whenever they can attack two or more creatures.



AETHERAI

These creatures are made from ropey plant tendrils and unusual fungal growths. They resemble wolf-like humanoids that normally bound forward on both hands and feet. Their ears are strangely Elven-shaped, however. An outer coating of thick waxy leaves protects their bodies and they have heavy leaf-like eyelids that almost always obscure their eyes. Upon all of the leaves are strange runes. Their interior bodies glow with bright light and when they do raise their eyelids it comes bursting forth, bringing light into darkness. Their arms and legs end in curved claws that despite their wood-like appearance are deadly sharp.

AETHERAI

Large aberration, neutral evil

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+5)	17 (+3)	11 (+0)	14 (+2)	10 (+0)

Armor Class 15

Hit Points 68 (8d10 + 24)

Speed 40 ft.

Saving Throws Dex +8, Wis +5

Damage Immunities cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder.

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone, restrained, unconscious.

Senses passive Perception 11

Languages Sylvan, telepathy (see below)

Challenge 5 (1,800 XP)

Liquid Light. The lifeblood of the Aetherai is a magical form of liquid light. When they have their eyes open, they project bright light for 120 feet in a cone in the direction they are looking and dim light beyond that for another 120 feet.

Magic Absorption. Aetherai are immune to all magical attacks and subsist by consuming the magical auras of permanent magic items. When targeted by a spell, the aetherai regains 1d6 hit points per spell level of the spell cast. Note that they can still be affected by physical items created by a spell, such as a stone wall.

Neural Network. Aetherai within 5 miles of each other can communicate telepathically, as well as tell the amount and location of any aetherai within that distance.

ACTIONS

Multiattack. The Aetherai makes 2 claw attacks.

Floodlight. If the aetherai opens up its eyes and concentrates, its entire brain glows with intense light. All creatures within a 60-foot cone of where it is looking must make a DC 15 Constitution saving throw or become blinded. An affected creature can repeat the saving throw at the end of the round, ending the effect on a success.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

REACTIONS

Burst. When struck by a critical hit, the aetherai can cause one of its joints to burst, causing it to temporarily lose a limb and negate all damage. It can use a bonus action on a subsequent turn to reattach the limb.

A Cursed Folk. Long ago, the aetherai were an elven-like folk who lived deep underground who fed off of magical energies and the strange plants and funguses they could find. Somehow they were afflicted with a curse that turned their blood into liquid light, but this only caused the plant-like parts of their bodies to take over and they transformed into their current state. They only know the curse as 'The Glow' and any life other than sneaking through the shadows seeking magical artifacts is a distant legend to them now.

Seekers of Magic. Aetherai absorb magical energies, preferring to live off of the faint ethereal glow from permanent magical items. An aetherai deprived of all magic shrivels up and becomes as still as the dead, but can be revived by any new source of magic.

Tactics. Aetherai attack in small groups, trying to steal any magic items that a group possesses and then immediately fleeing. As they're immune to almost all magic, the first time dealing with the aetherai can be very challenging. However, they don't press the advantage and instead leave as soon as they have what they come for. A GM can use aetherai attacks to relieve a party of a magical item that has proven too powerful or otherwise unbalancing to the game.



ALLEY REAPER

A dark-cloaked form emerges from the darkness, its body obscured by the shadowed recesses of its ragged shroud. It draws a sinister-looking sword from beneath the garment. As it advances upon you, it seems as if you hear the moans of the dying, far off in the distance.

ALLEY REAPER

Medium undead, chaotic evil

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	17 (+3)	10 (+0)	12 (+1)	10 (+0)

Armor Class 13

Hit Points 45 (6d8 + 18)

Speed 40 ft.

Skills Perception +3, Stealth +5

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages understands those it knew in life but does not speak.

Challenge 3 (700 XP)

Amorphous. A reaper can take off its cloak (and its prizes, which are located inside the cloak) to move through a space as narrow as 1 inch wide without squeezing.

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

ACTIONS

Sinister Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 2 (1d4) necrotic damage.

Billowing Cloak. Spectral winds fill the cloak, making it resemble the wings of a vulture spread over a kill. From within the shadows of the cape, the faces of the reaper's previous victims shriek in horror. Each creature of the reaper's choice within 30 feet of it and aware of it must make a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If the creature's saving throw is successful or the effect ends, the creature is immune to the cloak's effect for the remainder of the night.

Cloak and Dagger. Reapers strike only at night. During the day, they fade from the world, leaving only their cloak and a collection of prizes (valuables stolen from their most recent victims), usually hidden in some place that was special to the reaper in life. If these items are taken, the reaper arises the next night wherever its cloak is. If the cloak is destroyed, the reaper still rises with a new cloak. If its prizes are scattered, the reaper will attempt to hunt them down — it can automatically sense their presence within 5 miles. Perhaps the only way to put an alley reaper to rest is to locate its secret hiding place and await sunset, destroying it as it arises.

Tactics. Alley reapers can be deadly if they're allowed to use darkness to their full advantage. A group hunting an alley reaper should be prepared to catch it in a well-lit area and then focus as much magical damage as they can muster against it. In these cases, the reaper might forgo its beloved cloak (and associated valuables) and flee through the smallest crack it can find, waiting for another night to take its revenge on the party.



The Gift of Belsameth. The alley reaper was an assassin in life, one particularly ruthless, cunning and deceitful, who died with blood on their hands. Denied the peace of death, they instead continue their trade in undeath, first terrorizing those who slew it and then anyone it chances across.

AMALTHEAN GOAT

Amalthean goats appear to be especially large mountain goats or bighorn sheep, with heavy horns curving back from their skulls. Their coat, which shimmers with health and vitality, hints at their magical nature, as does their extraordinary lifespan, for they can live for 80 or more years.

AMALTHEAN GOAT

Large beast, unaligned

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	2 (-4)	11 (+0)	7 (-2)

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 40 ft.

Saving Throws Str +7, Con +8

Skills Athletics +7, Insight +3 (doe only), Perception +3

Senses passive Perception 13

Damage Immunities poison, psychic

Condition Immunities poisoned

Languages —

Challenge 5 (1,800 XP)

Amalthean Milk. The milk of an Amalthean doe has wondrous side effects. A single fresh draught will heal 2d4 + 2 hit points, neutralize any non-magical poisons, and cure any non-magical diseases. A tamed doe can be milked for 3 draughts each day, which remain fresh for 1 day, but if she is nursing any kids then she needs one draught for each kid, and leaving her with insufficient milk for her young will cause her to be hostile the following day, as well as risking the health of the kid.

Powerful Charge. When an Amalthean goat moves at least 10 ft. and then successfully uses its head butt, the target takes an additional 9 (2d8) bludgeoning damage and must succeed at a DC 14 strength saving throw or be pushed 10 ft. in a straight line.

Regeneration. The Amalthean goat regains 10 hit points at the start of its turn, unless prevented from doing so by magical means. If it begins its turn with 0 hit points, it must succeed on a DC 15 Constitution saving throw before regaining 10 hit points.

ACTIONS

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

Magical Milk. These unusual creatures are sought after for a single reason: the milk of an Amalthean nan has incredible healing power, renowned for its ability to cure diseases, negate poisons, and heal wounds. Many people covet this milk, particularly those without access to the divine power of clerics — but the difficulty lies in obtaining the milk. An Amalthean buck guards every doe, and both, having been raised on a diet of Amalthean milk, are stronger and more resilient than mundane animals.

Monogamous. Amalthean goats typically live with just their mate, and any young they might have. Their remarkable resilience means they don't need a herd to protect them from predators.

Domesticable. Although Amalthean bucks are too aggressive to domesticate, the nans are (very) occasionally tamed by a village or tribe. For fear of theft, these prized animals are usually well-kept secrets. However, solitary goats seem to have greatly reduced lifespans, and of course cannot reproduce, so eventually the village will need to acquire a new kid. They might even hire outsiders to undertake this difficult and dangerous task, although only with great trust or under some pretext, such as fabricated 'sacred rites', in order to protect their secret.

Tactics. Although of low intelligence, Amalthean goats are canny in their use of the cliffs and other precipices of their preferred habitat. In combat they will use their powerful charge to push enemies off ledges or into ravines, buying themselves time to escape, and will willingly provoke opportunity attacks in order to do so. The Amalthean doe fights only to defend herself and her kids from aggression, but the buck is quite belligerent and will generally charge anyone within range. However he is protective, not malicious, and if intruders retreat he is usually content to let them go.



ARCANE DEVOURER

5

Arcane devourers travel the astral and material planes searching out magical energies, and thus are attracted to arcane spellcasters and magic items that store and discharge such energy. An arcane devourer appears as a tall, scaled humanoid with elongated limbs and digits, its supple fingers and toes ending in deadly talons. Its eyes glow, and its back is covered in crystalline cysts that also glimmer faintly. A typical devourer stands 6 to 7 feet tall and weighs 175 pounds.

ARCANE DEVOURER

Medium fiend (titanspawn), neutral evil

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	16 (+3)	14 (+2)	11 (+0)

Armor Class 15 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft., climb 30 ft.

Skills Arcana +9, Perception +5, Stealth +6

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Understands Infernal, Primordial, Titan Speech but cannot speak; telepathy 90 ft.

Challenge 5 (1,800 XP)

Illumination. The arcane devourer sheds bright light in a 5-foot radius and dim light for an additional 5 feet. It can activate or suppress this feature at the start of its turn (no action required).

Innate Spellcasting. The arcane devourer's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components.

At will: *counterspell*, *identify*, *see invisibility*

3/day: *flash**, *plane shift* (*self only*)

Magic Resistance. The arcane devourer has advantage on saving throws against spells and other magical effects.

Sense Magic. An arcane devourer can automatically sense magic and discern the location of any creature capable of casting spells within 60 feet.

ACTIONS

Multiattack. The arcane devourer makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage plus 7 (2d6) force damage.

Draining Slash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) force damage, and if the target is a spellcaster, the target is drained of 1d3 unused spell slots, beginning with those of the highest level and moving down. If the target has no spell slots remaining or is not a spellcaster, then the highest-level spell or magical effect active upon the target is drained instead, ending as if the arcane devourer had cast *dispel magic* on it successfully.

Servants of Mesos. In ages past, arcane devourers were created by Mesos to collect and return any arcane energy that had dissipated from the titan into the aether. Despite Mesos's defeat, the arcane devourers continue their task of searching out arcane energy, storing it within their own bodies. They have no home to return to but continue their endless quest regardless.

Arcane Builders. Scholars from the Phylacteric Vault and other mages who plumb the astral depths have reported seeing hordes of devourers constructing and maintaining giant crystalline structures in the astral realm. Some hypothesize that the arcane devourers encountered in the Scarred Lands are but workers, drones collecting energy to take back to these massive crystalline hives — but to what end, none can say.

Tactics. An arcane devourer typically uses its ability to sense magic, ideally from hiding, before engaging enemies. That way, it can focus on the target using the most powerful spells or bearing the most powerful magic. They are intelligent adversaries and will retreat from a hopeless battle, using *plane shift* if necessary, but always stealing as much magic as they can before doing so.



ASAATTHI, UNREDEEMED

The asaatthi are an ancient serpentine race of arcane warriors. It is said that their empire once extended across virtually the entire continent of Ghelspad. Now their settlements are found primarily in the region stretching from the swamps of Kan Thet to the vast Ukrudan Desert. Scattered ruins elsewhere hint at the extent of their ancient domains, but only isolated clans remain of the asaatthi themselves. Living among these ruins are small groups of asaatthi who have never renounced their allegiance to their serpentine mistress, the titan Mormo.

Legacy of the Witch Queen. The asaatthi were created to be skilled at both magic and warfare, and through the pursuit of these skills to further the greatness of their maker, Mormo the Serpentmother. The serpentfolk of yore were also masters at crafting magical items that they used to dominate other races, and some among them still have considerable skill in magic crafting.

Assertions of Power. Asaatthi seek to reclaim their place as the world's dominant race, and they see freeing Mormo from her imprisonment as the surest path to success. As part of this task, and also in revenge for slights real and imagined that the asaatthi suffered in generations past, the Unredeemed serpentfolk are always eager to dominate or strike out against other humanoid races (as well as their Redeemed Brethren, whom they consider anathema). Although small in number, Unredeemed asaatthi are formidable foes. Those who have faced them respect their martial and magical prowess.

Clannish Ancestry. Clans and heritage are all-important to the asaatthi, whose famous ancestral warriors and wizards are revered as saints. Titanspawn asaatthi generally prefer guerilla-style tactics due to their small numbers, but they are comfortable coordinating large-scale assaults as well (directing their slaves against other humanoids). Given time and resources, they lay traps and ambush opponents, but they are not likely to back down from a direct confrontation; even so, they are all too aware of their own mortality. They generally prefer to retreat and live if the battle turns against them.

ASAATTH BLADE

Asaatthi blades form the backbone of the warrior caste among their people. While they don't have the status of ranking druids, arcane spellcasters, or other noble asaatth, they are nonetheless honored and respected within their communities. Asaatthi blades always act on the commands of more powerful asaatthi. While perfectly capable of independent thought, they have long been conditioned to heed their masters' will. A typical asaatth blade is slender and seemingly delicate, yet lithe, similar in size to a thin human. It wears loose robes and a sash over scale armor, a well-worn scimitar at its side.

Tactics. A blade will attempt to use its magic and ranged weapons first, before closing in to take advantage of its combined bite and scimitar attacks. They are devoted warriors but, like all asaatthi, aware of their own limitations and willing to retreat if circumstances require it.

ASAATTH WITCHBLADE

An asaatth witchblade is both battle commander and mage, held in high regard by its people. Most witchblades lead large squads or small war bands, or they form the frontline command hierarchy within larger asaatthi forces. Witchblades are equally at home in melee combat or using magic from afar.

Tactics. A Witchblade serves as both a small group commander and as a support mage for larger forces. They will use their *spider climb* ability to gain tactical advantage and then raid down arrows onto their foes. Witchblades generally try to position themselves so that they may target any of the enemies they can see, and they then help their allies with both spells and blade.

ASAATTH MALEFICENT

A maleficent is a member of the highest caste, a warrior and spellcaster of great skill and also a commander with a breadth of experience. The word of a maleficent is law in asaatthi society, and lesser asaatth obey it unquestioningly.

Tactics. Maleficents usually command from the rear, though they can be fearsome melee opponents when pressed. They will use their spells to aid lesser asaatthi or attempt to control the battlefield so that the serpentfolk have the advantage, using spells like *aura of death* and *blight*.

ASAATTH MALEFICENT

Medium humanoid (snakefolk, titanspawn), lawful evil

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	19 (+4)	12 (+1)	14 (+2)

Armor Class 16 (scale mail)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

Saving Throws Int +7, Wis +4
Skills Acrobatics +7, Arcana +7, Perception +4
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical weapons (from stonemage)
Senses darkvision 60 ft., passive Perception 14
Languages Asaatth, Titan Speech, plus two others
Challenge 6 (2,300 XP)

Asaatthi Resistances. The asaatth has advantage on saving throws against being charmed or poisoned.
Spellcasting. The asaatth maleficent is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:
 Cantrips (at will): *acid splash, mage hand, poison spray, true strike*
 1st level (4 slots): *force blast*, magic missile, shield, speak with animals*
 2nd level (3 slots): *blur, invisibility, levitate*
 3rd level (3 slots): *conjure animals, haste, protection from energy*
 4th level (3 slots): *blight, stonemage*
 5th level (2 slots): *aura of death**

ACTIONS

Multiattack. The asaatth maleficent makes two falchion attacks and one bite attack.
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.
Falchion. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.



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ASAATTH BLADE

Medium humanoid (snakefolk, titanspawn), lawful evil

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	10 (+0)

Armor Class 16 (scale mail)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Skills Acrobatics +4, Perception +2

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Asaatth, Titan Speech

Challenge 1/2 (100 XP)

Asaatthi Resistances. The asaath has advantage on saving throws against being charmed or poisoned.

Spellcasting. The asaath blade is a 1st-level spellcaster. Its

spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *mage hand, poison spray, true strike*

1st level (2 slots): *magic missile, silent image*

ACTIONS

Multiattack. The asaath blade makes one scimitar attack and one bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing.

ASAATTH WITCHBLADE

Medium humanoid (snakefolk, titanspawn), lawful evil

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	17 (+3)	10 (+0)	12 (+1)

Armor Class 16 (scale mail)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

Skills Acrobatics +5, Perception +2

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Asaatth, Titan Speech, plus one other

Challenge 2 (450 XP)

Asaatthi Resistances. The asaath has advantage on saving throws against being charmed or poisoned.

Spellcasting. The asaath witchblade is a 6th-level spellcaster.

Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *acid splash, mage hand, poison spray, true strike*

1st level (4 slots): *animal friendship, magic missile, silent image, shield*

2nd level (3 slots): *enhance ability, spider climb, twisting thrust**

3rd level (3 slots): *bestow curse, hypnotic pattern*

ACTIONS

Multiattack. The asaath witchblade makes two scimitar attacks and one bite attack, or it makes two shortbow attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) piercing damage.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing.



ASHCLOUD

The cleric frowned and peered into the small box presented by the halfling. At first he thought it was empty, but then he noticed what looked like a few grey flakes. Barely enough to fill a soup spoon.

"That's it?"

"Yessir. That's all that was left. So can you help us?"

The cleric frowned again. "Let me see if I can explain..."

Ashclouds resemble dark dust clouds, moving like swarms of malevolent insects. In pitch darkness their heat produces a faint glow.

Dust to Dust. A scourge to all, these undead are blamed by the divine on Chern, whereas titanspawn tend to point their fingers at Belsameth or Vangal. They roam deserts and blighted wastelands, sometimes carried along by sandstorms, hunting all living creatures regardless of race or allegiance. The ashcloud's physical form is seemingly composed of hot, burning ash, and as such it is nearly invulnerable to damage. It attacks either by enveloping a victim, burning and suffocating it to death, or by lashing out with hot tendrils of fiery ash.

Fiery Furnace. The most frightening aspect of the ashcloud is its horrifying ability to incinerate and feed upon the souls of its victims, leaving behind nothing but wisps of ash. A creature killed this way can not be brought back to life with anything but the most powerful of magic.

Tactics. The ashcloud exists to consume the living, and will relentlessly pursue quarry, trying to engulf the slowest of them, however it is intelligent enough to use its flyby to harass more powerful foes, or to flee through narrow gaps if its own existence is threatened. It will often inhabit ruins where it can trap creatures in enclosed spaces. Once it renders a target unconscious it will often remain in place to kill and consume the victim.



ASHCLOUD

Large undead, neutral evil

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	10 (+0)	13 (+1)	16 (+3)

Armor Class 13

Hit Points 66 (12d10)

Speed fly 30 ft. (hover)

Skills Perception +4, Stealth +6

Damage Resistances lightning, necrotic, thunder

Damage Immunities fire, poison; bludgeoning, piercing, slashing from non-magical weapons

Condition Immunities exhaustion, poisoned

Senses blindsight 120 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Cold Vulnerability. The ashcloud has disadvantage on saving throws versus cold, and when it fails a saving throw against a cold spell its movement rate is halved and it suffers disadvantage on attack rolls for a number of rounds equal to the spell slot used. A failed save against a cantrip has no further effect.

Cloudform. The ashcloud has all the benefits of a *gaseous form* spell, although with a flying speed of 30 feet. This ability is intrinsic and cannot be dispelled.

Engulf. A creature that begins its turn in the ashcloud's space takes 18 (4d8) fire damage.

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

Smother. Creatures in the ashcloud's space are blinded and can't breathe. When the ashcloud ends its turn in another creature's space, that creature must make a DC 15 Constitution saving throw, and on a failure is stunned and begins to suffocate. At the end of its turns it can repeat the saving throw and if successful is no longer stunned. The suffocation only ends when it begins a turn outside of the ashcloud's space.

ACTIONS

Multiattack. The ashcloud makes four burning touch attacks.

Burning Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. Flammable objects touched by the ashcloud are ignited.

Fiery Consummation. The ashcloud consumes the body of a creature it has killed with its *smother* ability, utterly destroying the body and gaining 1d6 temporary hit points for each Hit Die of the creature. A creature killed this way can only be brought back to life with *true resurrection* or a *wish* spell. The ashcloud must occupy the space of the corpse, and undead and constructs are immune.

“Arggh! Hit it again! Hit it again!”

“But, Astran, I think I’m just hitting you…”

“I don’t care! Hit it again!”

This tiny metallic insect appears to be part of a lock or other mechanism. Once awoken, though, it unfolds into something that resembles a mechanical spider. Or perhaps a tick.

ASURAN LOCKWATCHER

Tiny construct, unaligned

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	9 (-1)	4 (-3)	4 (-3)	3 (-4)

Armor Class 20 (natural armor)

Hit Points 1 (1d4 - 1)

Speed 20 ft., climb 20 ft.

Skills Stealth +8

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses tremorsense 20 ft., passive Perception 7

Languages —

Challenge 1/4 (50 XP)

Venomous. The lockwatcher’s poison reservoir can be filled with any kind of poison its owner cares to use, and can afford to acquire, but by default it has the incapacitating poison described in its sting attack (see below). It can sting four times before needing to be refilled.

Skitter. When the minuscule lockwatcher occupies another creature’s space it will try to climb onto that “host”. Attack rolls made against such a lockwatcher must also be compared to the host creature, possibly hitting both, although attackers can choose to roll with disadvantage in order to target only the lockwatcher. The host, or another creature within 5 ft., can take an action to make an opposed Dexterity check, knocking the lockwater into an adjacent space on a success.

ACTIONS

Sting. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target. *Hit:* 1 piercing damage. If the incapacitating poison is loaded, the target must succeed at a DC 11 Constitution saving throw or be poisoned for one minute. While poisoned, a creature is incapacitated and its speed is halved.

REACTIONS

Retaliation. When another creature succeeds at an opposed Dexterity check to knock the lockwatcher off of a target, as a reaction the lockwatcher can make a sting attack against that creature.

Minute and Sleepless Sentry. Tired of the predations of thieves, the powerful House Asuras in the city of Shelzar contracted the mysterious wizard-artificer Aramis Darkraven to create the lockwatcher, a tiny, insectlike construct that can fold itself up inside a lock and strike any unauthorized hand that attempts to force the lock open. The lockwatcher is typically armed with a poison that causes painful swelling, slowing would-be thieves and allowing them to be captured alive.

Get It Off Me! One of the more unsettling aspects of the Asuran lockwatcher is its tendency to run up the arm or leg of a creature it is attacking, and sometimes even into sleeves or pant legs or inside armor, where it lurks, stinging and re-stinging its host at any sign of activity while it waits for its master to capture the thief.

Tactics. Usually found in the locks in which they are placed, the lockwatcher will remain dormant indefinitely, waking up at the first indication that the lock is being manipulated with an object other than the proper key. Although not intelligent by most measures, the lockwatcher is a canny tactician, and if facing multiple opponents will flee and hide after its target has been poisoned, only to stalk and strike again later.



BAT DEVIL (PITERIN)

This creature looks like a humanoid bat, complete with massive leathery wings, large sensitive ears and a light covering of fur. Its eyes are fierce and it wields a shortsword in one hand-like foot and a shield in the other.

Bat devils have a relatively simple society, due to their lack of reliance on material goods. They tend to gather in roosts, led by the wisest female. Most roosts have at least one member who has eavesdropped enough to master at least conversational Ledean, and under dire circumstances, a roost may send heavily robed emissaries into settled lands to conduct business of one sort or another.

Tactics. Unless given no means of escape, bat devils prefer to fly away from combat at the earliest opportunity. When forced to defend their roosts, they wield scavenged weapons with their feet, engaging opponents as they remain airborne. If cornered, a bat devil may fight with the long claws on its feet or even deliver a wicked bite.

BAT DEVIL

Medium humanoid, any neutral

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	15 (+2)	11 (+0)	14 (+2)	10 (+0)

Armor Class 15 (shield)

Hit Points 26 (4d8 + 8)

Speed 20 ft., climb 10 ft., fly 60 ft.

Saving Throws Dex +5

Skills Acrobatics +5, Perception +4, Stealth +5, Survival +4

Senses blindsight 120 ft., passive Perception 14

Languages Ledean, Piterin

Challenge 1 (200 XP)

Echolocation. The bat devil can't use its blindsight while deafened.

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

Pedal Dexterity. The bat devil can use its feet to perform tasks other humanoids perform with their hands.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) piercing damage.

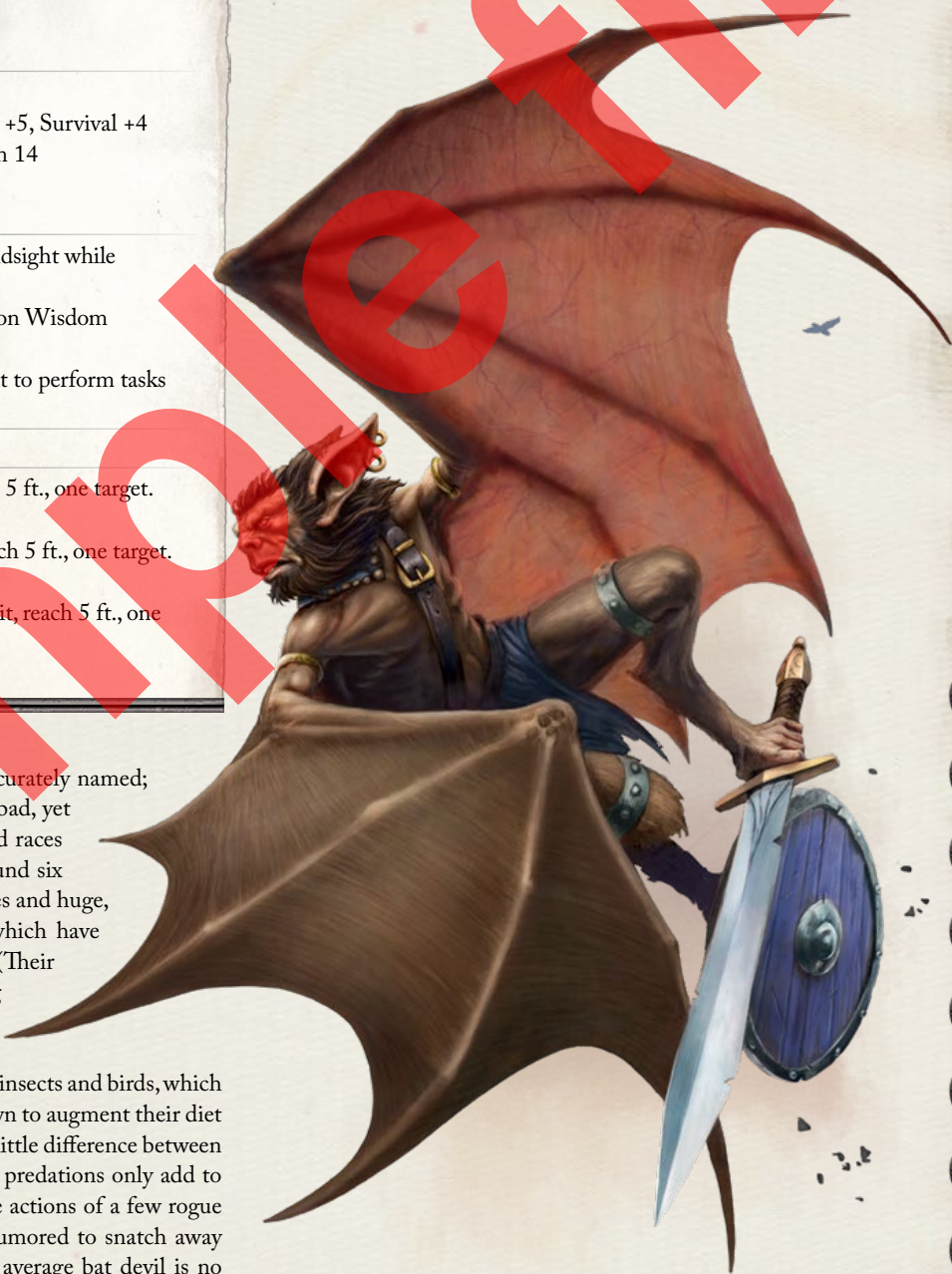
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage.

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

Devil No More. The bat devils are rather inaccurately named; this sentient race of bat-people suffers from a bad, yet unearned reputation. One of the few humanoid races naturally capable of flight, bat devils stand around six feet tall when fully upright. Their batlike features and huge, leathery wings tend to frighten other races, which have dubbed the bat-folk "devils" out of superstition. (Their name for themselves is the Piterin, or "the flying people.")

Simple Folk. Bat devils typically eat monstrous insects and birds, which they catch on the wing, but they have been known to augment their diet by carrying off young herd animals. As they see little difference between a rancher's herd and wild prey, their occasional predations only add to their reputation among men. Worse, due to the actions of a few rogue (and likely insane) individuals, bat devils are rumored to snatch away and eat unattended children, even though the average bat devil is no more likely to steal a child than is the average man.



BERSERKER WASP

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Berserker wasps are six-inch-long insects with red bodies and double sets of shiny black wings. Appearing by the hundreds in an angry cloud, the deep, raspy buzzing of their wings produces a bone-shaking drone.

BERSERKER WASP

Medium swarm of tiny beasts, unaligned

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	8 (-1)	2 (-4)	10 (+0)	2 (-4)

Armor Class 14

Hit Points 56 (16d8 - 16)

Speed 0 ft., fly 60 ft.

Damage Resistances bludgeoning, piercing, slashing

Damage Vulnerabilities cold

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Pheromones. When a swarm of berserker wasps finds prey it calls more of its kind. 2d4 rounds after a scout finds prey the first swarm arrives, with another arriving each round thereafter until a total of 1d4 + 2 swarms have arrived.

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

ACTIONS

Stings. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 14 Constitution saving throw or become paralyzed and poisoned. At the end of each of its turns it may make another saving throw, but on a success only the paralyzed condition is ended and the poisoned condition remains. A creature that is stung while already poisoned makes its next saving throw with disadvantage.

Fair Weather Fiends. The berserker wasp does not build nests, instead using large animals as living hosts for its eggs. The wasps are dormant in the winter, emerging from burrows in the earth early in the spring to travel through the forests and grasslands, looking for creatures in which to lay their eggs.

Long Range Hunters. Berserker wasps are drawn to the scent of blood, and their sensitive olfactory bulbs can sense a wounded person or animal at surprising distances. When a victim is found, the swarm envelops it, stinging it repeatedly to keep it paralyzed. Then the queen burrows into the still-warm body to lay her eggs. After the eggs hatch the young feed on the host body, then fly off, leaving nothing but a skeleton.

Invasive Species. Although the species originated in the equatorial rain forests of Termana, their swarms have made slow but steady progress northward, encroaching into more densely populated lands.

Tactics. Berserker wasps are drawn to the smell of blood, so the first scouts will often arrive during or at the end of combats, and if food is found they quickly summon the swarms. A swarm will attack injured targets, will keep attacking those it paralyzes, and then feed once a target is dead, but will immediately switch to any creature that attacks it. As long as berserker wasps have a target, uninjured creatures that do not attack berserker wasps will generally be ignored.

