

Beasts of Legend

Coldwood Codex



By Tim Hitchcock, Jason Nelson, and Rich Howard



BEASTS OF LEGEND:

Coldwood Codex

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WHAT YOU WILL FIND INSIDE THE

Beasts of Legend: Coldwood Codex

A good game can never have enough monsters, and the *Coldwood Codex* brings you 10 brand-new creatures suitable for use in any 5th Edition campaign, especially if your heroes are wandering in search of their fortune through the cold, desolate woods of the northern wilds. These creatures add a delightful bit of novel menace equally split between fey spirits bursting with the raw and wild energies of life and vile undead seething with the power of death. Drawing upon real-world folklore, classic fantasy tropes, and the design skills of the top creative minds in the business, the *Coldwood Codex* is an indispensable addition to any GM's monster toolkit.

Future installments of the *Beasts of Legend* series will continue introducing richly detailed monsters carefully tailored to specific campaign themes, like the wintry menaces *Boreal Bestiary*, the pitiless creations of the *Construct Codex*, and the wide-ranging Asian adversaries in *Beasts of the East!* The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



Introduction

This product deals largely with spirits of the living and the dead. In the case of the former, it features a quintet of fey that each brings something new and different. They have none of the whimsical joviality and curiosity of the kind of “Fair Folk” that first come to mind when fey are discussed. These are spirits of wild, raw, and untamed nature, and they are not in the least intimidated by or interested in getting along with the forces of so-called civilization. At low levels, **bokereyders** represent the inversion of humanoids’ attempts to tame the wilderness, causing domesticated beasts trained for battles and burdens alike to revert to a wild and even feral state. At the highest levels is the **chernobog**, the Black Lords of the Otherworld, hateful and resentful of the influence of the “new” gods in pushing out the ancient spirits of the land. In between you will find the **naekk**, a seductive rivermaiden whose beguiling song and pleasant countenance put observers in mind of a curious nixies or friendly freshwater mermaid, yet her enticements both lyrical and lascivious are but a lure to draw its prey into a drowning rapture or a phantasmagorical feast of blood. The deliquescent **amadan** is a strange spirit indeed, the living distillate of curses, unluck, and misfortune, walking unseen among those who have avoided misfortune but whispering degenerate urgings wherever they go, collecting unnumbered tears of misery here and sowing them in a new bitter harvest wherever they go. Lastly, the inscrutable **totemoq** is less cruel than the other fey presented here, if no less invested in the reversion of the world to a more wild and primal state. Born of ancient winters, totemoq wish nothing less than the return of the great ice ages, plunging the world into a frozen casket of forever snow.

The balance of these Beasts of Legend are the spirits of the dead, unliving foes of surpassing malice and menace. The ravening **faleich-wyrm** was created as an undead engine of destruction but proved too powerful and deadly for even its creators to control, now broken free and spreading leech-ridden plague and corruption wherever they go. The ancient and terrible **slough** is an undead druid spreading blight and corruption as they gnaw at the heart of the woodlands and wild lands they once protected. The sadistic **ugrohter** once was fey itself in life, but its lineage has been left far behind, replaced by a murderous impulse to dole out cruelty with deadly ensorcelled needles. Finally, a pair of wights haunt the cold woods, moors, and downs of the north. The **barrow wight** is an undead warlord, deadly skilled with a sword but also with nightmarish sorcerous incantations that make escaping its haunted demesne nearly impossible, unless it lets you escape for its own fell purposes. But woe betide any who seek to carry off even a scrap of its hoarded gold. The **boreal wight** is far less regal, the spirit of the dead abandoned in the depths of the cold woods, its hate making it one with the forest floor where it has lain in a shallow grave, dragging others down to musty death.

Amadan

A smallish, stunted humanoid stands before you, its hairless flesh sloshing liquidly in uncountable jowls and folds, while a sagging pannus nearly hides its tiny webbed feet from view. Its rheumy eyes glare malevolently above a drooping mouth filled with hundreds of needle-sharp teeth, while rivulets of clotted tears run down every crease. Its mottled, pasty skin is everywhere beaded and slicked with blood-tinged sweat that drips constantly from every pore.

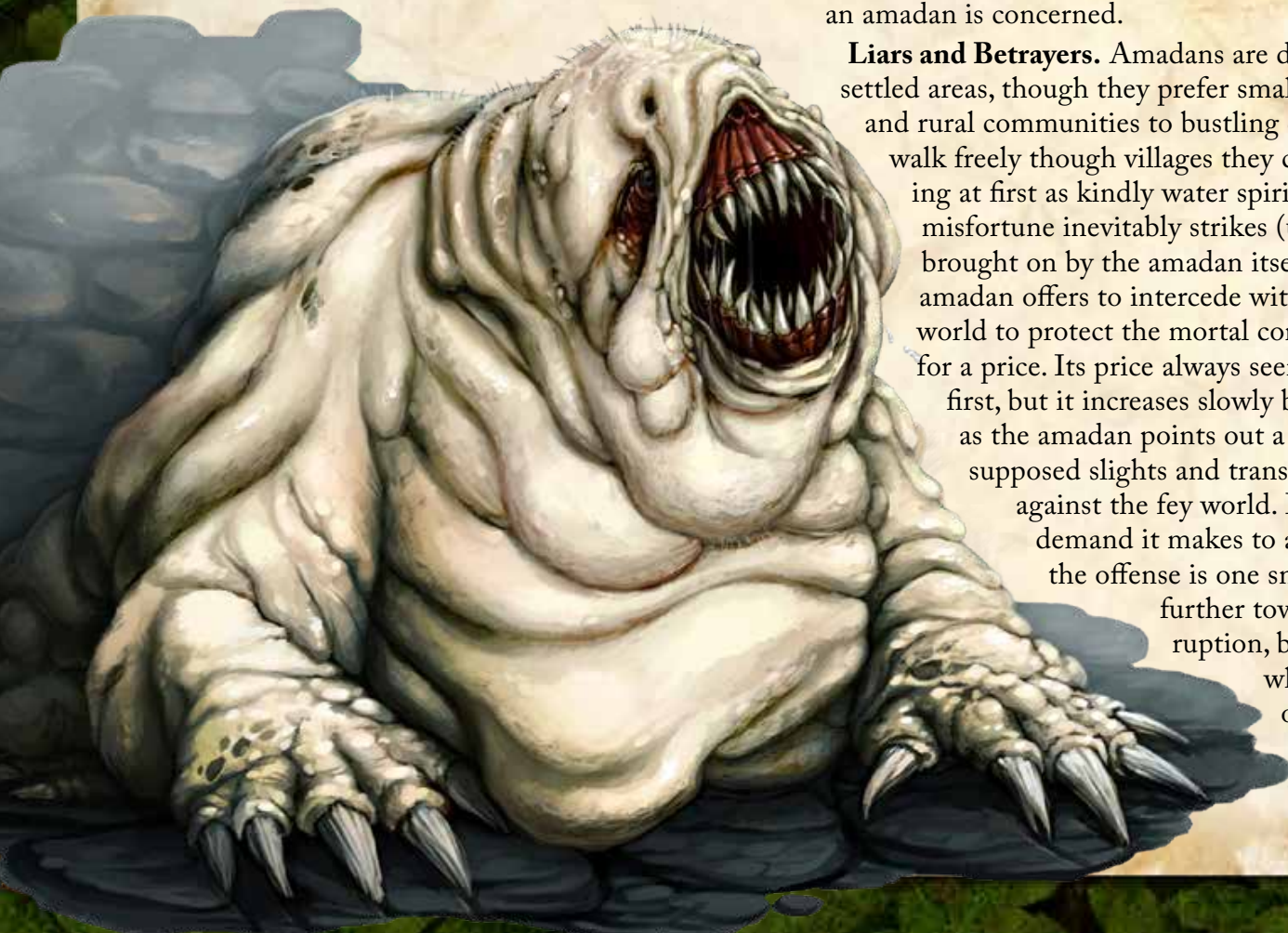
An amadan is vaguely humanoid, but alternately shrunken and swollen like a half-melted wax figure. Its skin is pallid and near-translucent, and on close examination every fold and flap bears the impression of an anguished face, the lingering legacy of some accursed ancestor whose residual tragic destiny the amadan has absorbed. Beneath the amadan's skin there is no flesh, no bone, no organs of any kind; its skin is but a membrane holding the turgid distillate of a thousand curses within it.

Living Curse. An amadan is a living curse, a being of cruel chance and malformed destiny. The first amadans were created by the Eldest fey

lords, the spiritual embodiment of misfortune given breath and life, the vengeful emissaries of the Eldest upon those who impugned their honor. An amadan is a living weapon of terror, and few dare speak ill of the fey or their Eldest masters where an amadan might hear, lest they fall under a curse of withering and death, or be spirited off to the fey realms never to be seen again. Since the time of their original creation, however, some have come into being spontaneously, congealing into life from the emotional and magical effluent precipitated along the fringes of the fey realms, especially along borderlands and boundaries that have seen an eternity of feuding, enmity, and generational strife.

Darkest Fey. Amadans are everything other fey are not, hideous rather than beautiful, bringing sorrow where other fey bring laughter and misery in place of delight, replacing happiness with torment and despair. Amadans are often blamed for all manner of disasters and even small misfortunes. Outsiders and those yet untouched by their power often scoff at the superstitious signs made to avert the attention of an amadan, but those who have felt their bitter affections have learned it does not pay to tempt fate where an amadan is concerned.

Liars and Betrayers. Amadans are drawn to settled areas, though they prefer small towns and rural communities to bustling cities. They walk freely through villages they claim, posing at first as kindly water spirits. When misfortune inevitably strikes (usually brought on by the amadan itself), the amadan offers to intercede with the spirit world to protect the mortal community, for a price. Its price always seems small at first, but it increases slowly but surely as the amadan points out a litany of supposed slights and transgressions against the fey world. Each new demand it makes to atone for the offense is one small step further toward corruption, but those who object or refuse its demands



Amadan

Small fey, neutral evil

Armor Class 16 (natural)

Hit Points 114 (12d6+72)

Speed 20 ft.; Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	22 (+6)	17 (+3)	19 (+4)	22 (+6)

Saves Wisdom +9, Charisma +11

Skills Deception +16, Intimidate +11, Insight +16, Stealth +8

Damage Resistances Non-magical weapons

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

Languages Common, Aklo, Sylvan, Aquan

Challenge 13 (10,000xp)

Innate Spellcasting. The amadan may cast the following spells without components. Its spell casting ability is Charisma, spell attack bonus +11, spell DC 19.

At-will: *blight*, *blindness/deafness*, *control water*, *ray of enfeeblement*

3/day: *bestow curse*, *symbol*

1/day: *imprisonment*

Accursed Veil. The amadan is under the effects of *greater invisibility* at all times. Creatures under the effects of a curse can see the creature normally.

Amphibious. The amadan can breathe both air and water.

Illuck. As a bonus action each round, the Hamadan may choose any number of creatures within 30 feet.

Those creatures reduce their attack rolls and ability checks by 1d4 until the amadan dies or the creatures leave the aura.

Tainted Tears. Any creature that successfully attacks the amadan with a melee weapon or natural attack, or who is hit by the amadan's bite or claw attack, must succeed on a DC 19 Wisdom save or become cursed. Roll 1d6 to determine which ability score is affected (1 = Strength, 2 = Dexterity, etc). The target has disadvantage on ability checks and saving throws made with that ability score for 1 minute, or until the curse is removed by a *remove curse*, *dispel good and evil*, or similar magic. The target may repeat the save at the end of each of their rounds.

ACTIONS

Multiattack. The amadan may make two attacks, one with its bite and one with its claws.

Bite. melee 5 ft., 1 target, +11 to hit, 1d6+6 (10) piercing damage

Claws. melee 5 ft., 1 target, +11 to hit, 2d6+6 (13) slashing damage

find themselves suffering mysterious accidents or terrible fates. Whispering doom into the ears of the low and high alike, amadans build cults of misery, tribute, and eventually living sacrifice. Through imprecation and insinuation, amadans drive their unwitting subjects to mounting acts

of depravity until their community collapses into madness, savagery, and a bloody orgy of violence, before the amadan moves on in search of new victims, leaving carnage-strewn anarchy in their wake.

Bokreyder

Disturbingly, this scrawny and hunched creature resembles the misanthropic results of breeding a human with a goat. Curved horns sprout from his brow and just below its gangly wrists vestigial hooves protrude from its forearms. Its unnerving rectangular pupils flicker with soulless malice.

With their unnervingly goat-like features bokreyders share a few physical similarities to tieflings, with thick curling horns, long faces, rectangular pupils, and great scraggly beards. While they are sometimes mistaken for animals or bestial humanoids, they have only minimal connection to the natural world. Noted for their brutish behavior and foul tempers, they rarely interact with humanoid races, except through violence.

Nomadic Murderers. Sinister and malicious, bokreyders trace their ancestry to the outcasts of primitive tribes that rose during the dawn of humanity. Those criminals, thieves, and murders exiled from the first nomadic tribes bonded together in wild and violent gangs. Some tales imply that these outcasts lay with their beasts while other speculate they formed pacts with maleficent spirits that bestowed upon them their dark powers and warped their features making them wholly inhuman.

Tribal. Bokreyders organize themselves in loose nomadic tribes lorded over by a dominant alpha male. An individual's status is determined by his strength and cunning. For this reason, constant infighting erupts as each tribe member struggles to claim his status. Leaders live only as long as they can defend themselves against rivals. Conflicts for leadership typically result in death, with winners proudly wearing the horns of those they have defeated in combat. Only during raids do tribal members interrupt their infighting.

Pillage and Plunder. Having no magical talent and limited intelligence, bokreyders tribes survive entirely upon plunder taken from violent raids. Gleefully engaging in both theft and murder, they pillage easy targets such as

Bokreyder

Small fey, neutral evil

Armor Class 13 (leather)

Hit Points 27 (6d6+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	8 (-1)

Skills Animal Handling +5, Perception +3

Damage Resistances poison

Condition Immunity disease, poison

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 2 (450xp)

Innate Spellcasting. The bokreyder may cast the following spell without components.

At-will: *Speak with animals*

Keen Senses. The bokreyder gains advantage on Perception checks that involve smell.

Bestial Gaze. As an action, a bokreyder can gaze at any one domestic animal of its choice within 30 feet that can see it. The animal must succeed at a DC 13 Wisdom save or become feral. A feral animal must move toward any creature other than the bokreyder or its allies on its round, and use its action to attack that creature. If no creatures are within movement range of the beast, it will follow any orders given to it by the bokreyder that affected it. A *calm emotions*, *dispel good and evil*, or *remove curse* spell will calm the creature for 1 hour per level of the spell or until the spells duration ends (whichever is longer), but does not remove the feral condition. A successful DC 13 Animal Handling check administered over an hour on a calm animal will return it to domesticated status.

Feral Goat Companion. The bokreyder is rarely found without its mount. See Feral Goat Companion below.

ACTIONS

War pick. melee 5ft., 1 target, +3 to hit, 1d6+1 (5) piercing damage.

small, undefended villages located in remote and isolated regions. They live in mountainous, hilly regions and are rarely active during the day. Bokereyders are omnivores, and they have been known to scavenge and eat their victims.

Corruptors. Bokereyders possess the ability to communicate with domesticated animals such as cows, dogs, goats, pigs, horses, and sheep, and use their talent and guile to turn these animals from their static lives of servitude back in to free-thinking, wild feral beasts. They empathize most with goats and often raise large, feral versions



FERAL GOAT COMPANION

Medium beast, neutral evil

Armor Class 12 (natural)

Hit Points 22 (4d8+4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	8 (-1)

Skills Athletics +6, Perception +4

Damage Resistances poison

Condition Immunity disease, poison

Senses passive Perception 14

Languages -

Challenge 1 (200xp)

Charge. If the feral goat moves at least 20 feet before making an attack on the same round, the target takes an additional 5 (1d6) damage and must make a DC 12 Strength save or be knocked prone.

Keen Senses. The feral goat companion gains advantage on Perception checks that involve smell.

Mountain Born. The feral goat companion gains advantage on Strength and Dexterity ability checks.

ACTIONS

Ram. melee 5 ft., 1 target, +4 to hit, 1d8+2 (7) bludgeoning damage.

Stomp. melee 5 ft., 1 target, +4 to hit, 1d6+2 (6) slashing damage.

of these animals as mounts. They are talented riders and take great care in grooming their mounts. Bokereyders give their mounts elaborate burial rituals for they believe that when their mounts die, the animal's soul merges with their own, making them stronger and more powerful.

Chernobog

Poised as if ready to pounce, this mammoth, fiendish beast-thing glares with fire-red eyes. Its fleshy face resembles a skinned grizzly bear fitted with jagged, cruel-looking stag's horns. From the thick cables of muscle wound around its shoulders stretch a pair of broad, leathery bat-like wings.

Chernobogs, the Black Lords of the Otherworld, stand as some of the most powerful and capriciously malevolent of the nightmare fey. Monstrous creatures, they are near demonic in appearance, standing nearly 20 feet tall and weighing several thousand pounds. Where a chernobog treads, darkness falls and the lands transform into twisted nightmares filled with thorns bushes, venomous vermin, wild beasts, and wicked fey.

Enemies of Civilization. Ferocious, clever, and brutal chernobogs embody the stark and emotionless cruelty of nature, which many mortals falsely believe is deliberate. The chernobog's need to inflict wanton destruction upon humans and other beings belonging to civilized cultures makes them the bane of civilization. Still, they find some humans to be excellent pawns, and readily lure and tempt

IRON THORN ZOMBIE TEMPLATE

An iron thorn zombie is a freshly slain corpse animated by the iron thorn plant. Treat an iron thorn zombie as a standard zombie, but with the following special qualities.

Plant Traits. This zombie's animation is provided not by necromancy but by the plant that grows throughout its body. Iron thorn zombies lack undead traits. They are treated as plants, not undead, for the resolution of magical effects and attacks.

Thorn Spikes. Long sharpened thorns jut from the zombie's flesh. The zombie's slam attack is considered magical and deals an additional 1d6 points of piercing damage, while anyone successfully attacking the zombie with an unarmed strike takes 2d6 piercing damage, or 2d6 per round the grapple is maintained.

individuals to their causes, particularly those of weak will and shattered moral compass. Chernobogs tempt such individuals with magic gold, driving them to commit wanton acts of destruction against humanity.

Enemies of the Gods. Chernobogs harbor an extreme loathing for deities, particularly nature gods who arrogantly believe they hold dominion over the fey. Able to smell the stink of divinity, they eagerly attempt to snuff it out at every opportunity. Chernobogs define life through death and hold death as all-important to both change and survival. Likewise, they bare malice against any creature bold enough to think they can withstand the fury of nature. Rot and decomposition are to them, sacred. For this reason, they despise both undead and healing magic. Despite their animosity for deific authority, many chernobogs are themselves worshipped by evil fey that flock to their service. Some chernobogs claim entire kingdoms and grow great castles of thorns from which they sadistically lord over courts of groveling sycophantic evil fey.

Blood makes the Grass Grow. When entering into conflict, a chernobog relies on the magic of his great horn to disable opponents from a distance while summoning evil fey to riot and rampage. Still, a chernobog can more than hold his own during a melee encounter. With all the fury of nature itself, it charges down upon enemies, savaging them with bestial attacks, goring and rending, and gleefully sowing the earth with the blood of their foes.



Chernobog

Huge fey, chaotic evil

Armor Class 19 (natural)

Hit Points 250 (20d20+120)

Speed 40 ft.; Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	22 (+6)	20 (+5)	19 (+4)	24 (+7)

Saves Strength +14, Dexterity +9, Constitution +12, Intelligence +11, Wisdom +10, Charisma +13

Damage Resistances Weapons without the magical or cold iron properties

Damage Immunities cold, poison

Condition Immunities poison

Senses Truesight 120 ft., passive Perception 14

Languages Common, Sylvan, Undercommon, Telepathy 30 ft.

Challenge 18 (20,000xp)

Magic Resistance. A chernobog has advantage on all saving throws against spells and spell-like effects.

ACTIONS

Multiattack. The chernobog may make three attacks, two with its claws and one with its gore. It may instead choose to maintain playing its horn of reclaiming and make a single gore attack.

Claws. melee 5 ft., 1 target, +14 to hit, 2d8+8 (17) piercing damage.

Gore. melee 5 ft., 1 target, +14 to hit, 2d8+8 (17) slashing damage

Horn of Reclaiming. As an action, the chernobog can play its terrible horn. Divine casters within 300 ft. of the chernobog must attempt a DC 19 Wisdom save any time they wish to cast a spell with a verbal component. On a failed save, the spell is unsuccessful and the spell slot is lost.

In addition, all plants within 100 ft. of the chernobog animate, entangling any creature not allied with the chernobog. Creatures targeted must make a DC 19 Dexterity save or become restrained. As an action on each of the creature's turns, it may attempt a DC 19 Strength save to remove the condition. At the start of any round in which a creature is restrained, it takes 21 (6d6) piercing damage. The area within 100 ft. of the chernobog is also considered difficult terrain.

These effects end when the chernobog stops playing, drops to 0 hit points, or is affected by a *silence* spell or similar magic.

Iron Thorn (3/day). On a successful gore attack, the target has a prong from the chernobog's horns imbedded deep in its body. 24 hours later the iron thorn begins to grow. The target must succeed on a DC 19 Constitution save or have its hit point maximum reduced by 2d10 (11) points per day. When the creature's hit point maximum reaches 0 it dies. One minute after dying, the corpse animates as an iron thorn zombie (see template below).

A DC 25 Medicine check removes the seed, allowing the creature's hit point maximum to increase by 2d10 (11) points per day until it reaches its original maximum.

A *greater restoration* or *heal* spell destroys the seed, allowing full hit point maximum to return after a full rest.



Faleich-Wyrm

With raging fury the terrifyingly monstrous rotting corpse of a 40-foot-long snake with a dragon's head and wickedly clawed forearms rises up upon its great serpentine coils. Tiny gray maggots swarm its putrescent flesh, as if driving the lifeless beast to infernal insanity.

A Faleich-wyrm is 40 to 50 feet in length and weighs over 100 tons. Their great scales are a moldering brownish-green and its dried leathery flesh clings tightly to its skeletal, undead frame. They exist only to reap destruction and once awakened rampage without stopping, attacking anything, living or dead within their path. Still, Faleich-wyrms tend to target living things first and once attracted to a live target continue to hunt it down until they rend it into tiny pieces.

Beasts of War. In centuries past, the king of the wild Northlands entreated a cabal of sinister necromancers known as the Faleich-Mar to create for him the penultimate undead war-beast to obliterate and devour the armies of his enemies to the south. To meet his request, the Faleich-Mar bred monstrous-sized tatzlwyrms, infested them with undead leeches that drove the creatures insane, turning them into raging violent beasts before slaying them. When necromancers raised their corpses, the result proved undeniably destructive. Yet the arcane madness that once afflicted their living brains caused their deterioration, making them impossible to control in undeath. Once risen, the monstrous undead wyrms rampaged through the wildlands, sowing paths of destruction and terror. The best the necromancers could hope for was to point their volatile creations south and hope they encountered as few of their own peoples' settlements as possible before they reached enemy territory. After numerous trials and failures, the king ordered the Faleich-Mar to abandon their efforts. Undaunted, and driven by their own desires the Faleich-Mar continued their research, slowly moving across the Northlands, seeking out remote areas to perform their work.

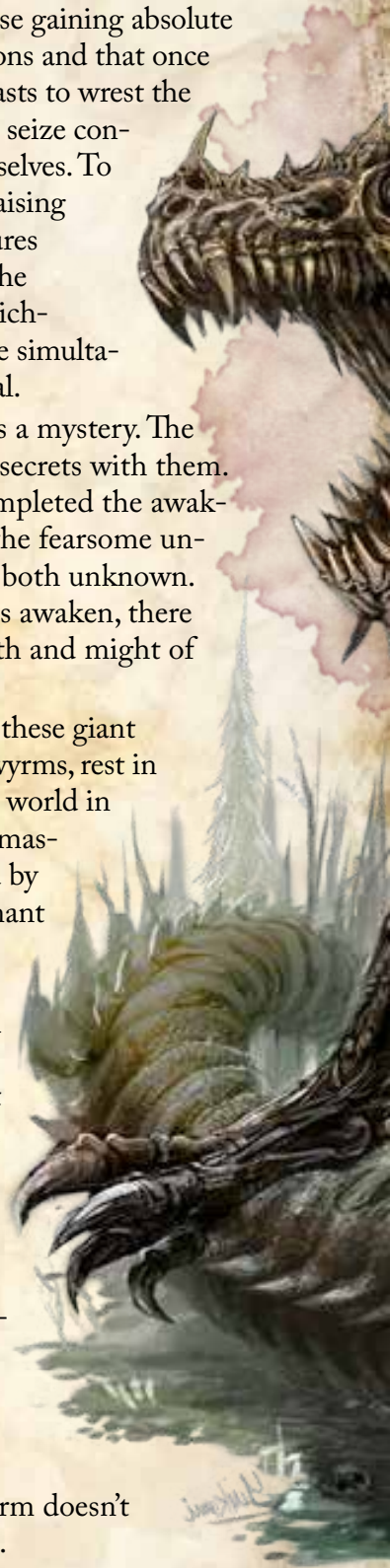
Each time, the results were equally chaotic and destructive. The king tried to condemn their work, until it was revealed that he had initially commissioned the cabal to construct the monstrous crea-

tures. This revelation broke the trust of the kingdom and inspired revolt and rebellion throughout the northlands. Publicly demonized and shunned, the Faleich-Mar were driven underground where they continued their work in secrecy. The necromancers believing they were close gaining absolute control over their ghastly creations and that once mastered, they could use the beasts to wrest the rule from blood-born kings and seize control of the Northlands for themselves. To retain secrecy, they altered the raising ritual, placing the undead creatures in a sort of stasis. This allowed the cabal to create hundreds of Faleich-wyrms that they could later raise simultaneously, using a single final ritual.

What happened next remains a mystery. The cabal disappeared, taking their secrets with them. Whether the necromancers completed the awakening ritual and how many of the fearsome undead creatures they created are both unknown. Still, when these sleeping giants awaken, there exists little doubt as to the wrath and might of the Faleich-Mar.

Hidden Horrors. At present, these giant undead tatzlwyrms or Faleich-wyrms, rest in secluded areas; hidden from the world in great stone temples, caverns, or massive burial mounds. Left behind by their creators, they remain dormant until the unlucky or overly curious accidentally awaken them. Created over the span of several decades, the awakening processes vary, but generally consist of a few runes which when read aloud, cause the beast to rise. Once awakened, the creature flies into an unstoppable rampage of destruction. Rumors remain that at one of these locations, there exists a powerful ritual that if properly executed will simultaneously awaken all these creatures at once.

Undead Traits. A faleich-wyrm doesn't require air, food, drink, or sleep.



Faleich-Wyrm

Gargantuan undead, chaotic evil

Armor Class 18 (natural)

Hit Points 370 (20d20+160)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	26 (+8)	5 (-3)	14 (+2)	22 (+6)

Saves Str +15, Con +13, Wis +7

Damage Resistances cold, necrotic

Damage Immunities non-magical weapons, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poison

Senses darkvision 120 ft., passive Perception 12

Languages Understands Common

Challenge 16 (15,000xp)

Leach Infested. Any creature attacking a faleich-wyrm with a melee weapon or natural attack must succeed at a DC 19 Dexterity save or be showered in undead leeches. Creatures grappling the beast or who are swallowed by it must make a save at the start of any round in which the condition continues and must make the save at disadvantage.

A creature infested with leeches must make a DC 19 Constitution save at the start of each of its rounds. On a failed save, the creature has its hit point maximum reduced by 1d10 (6) and acts as if under the effects of a *confusion* spell until the start of its next round.

An infested creature that takes fire damage automatically succeeds on the Constitution save for 1 minute as the leeches go dormant. Any effect that removes a disease destroys the leeches and allows the creature's hit point maximum to be fully restored after a full rest. A *heal* spell destroys the disease and restores the creature's hit point maximum to full before applying its healing effects.

Magic Resistance. The faleich-wyrm makes saving throws against spells and magical affects with advantage.

Turn Resistance. The faleich-wyrm makes saving throws against turning effects with advantage.

ACTIONS

Multiattack. The faleich-wyrm may make three attacks, one with its bite and two with its claws.

Bite. melee 15ft., 1 target, +15 to hit, 2d10+10 (21) piercing damage, plus 2d10 (11) poison damage. If the target is Large or smaller it must succeed on a DC 19 Dexterity saving throw or be swallowed. A swallowed creature gains the blind and restrained conditions and has total cover against any attacks or effects originating outside the faleich-wyrm. In addition, the target takes 8d6 (28) acid damage at the start of each of the faleich-wyrm's rounds.

If the faleich-wyrm takes at least 35 damage in a single turn from a swallowed creature, it must succeed on a DC 21 Constitution save or release all swallowed creatures. Creatures released in this way land 10 ft. from the creature and fall prone. If the faleich-wyrm is killed, swallowed creatures lose the restrained condition and may escape the faleich-wyrm's corpse by using 20 feet of movement and exiting the creature prone.

Claws. melee 10 ft., 1 target, +15 to hit, 2d8+10 (19) slashing damage.

Poison Breath (Recharge 5-6). The faleich-wyrm exhales a cone of poisonous gas 60 feet on a side. Creatures in the area of effect must succeed on a DC 19 Constitution save or take 56 (16d6) poison damage and gain the poisoned condition for 1 minute. A successful save reduces the damage to half and prevents the poisoned condition. Creatures poisoned by the faleich-wyrm's breath weapon may repeat the save at the end of each of their rounds to end the effect.

Naekk

A lithe humanoid with pale green skin and long hair the color of moss splashes in the water. Its lower body tapers into a long, slender eel-like tail the color of a muddy, algae-slicked log.

Once the target reaches the body of water, it may make a second save. On a success, it stands at the edge and stares into the water as long as the naekk sings. On a failed save, the creature enters the water and submerges itself. On its next round it begins to drown and will continue to do so as long as the naekk sings. The creature is allowed a new saving throw at the end of each of its rounds to break either of these effects.

Naekks are malicious water-spirits infamous for their beautiful, ethereal voices that echo in the tinkling rush of flowing water or even in the faint dripping or lapping of still water in subterranean lakes and pools. The entrancing music of the naekk calls travelers to the water's edge and captivates many to cast themselves into the water in quest of the source of the angelic refrains they hear. Some stop short of immersion and simply sit entranced at the water's edge, where they may see the lithe and beautiful naekk dancing upon the currents below.

Deadly Beauty. Naekks' upper bodies are beautiful by human standards, with delicate elfin features and eyes and hair of deepest sparkling green. However, their visage changes radically whenever they open their mouths, which are filled with hundreds of jagged green teeth, or distend their unnaturally long arms to grasp their prey.

Fool's Gold. Naekks are known to hoard precious metals, but even among the greedy only the foolish seek them out, as their cry is said to be an omen of death.



Naekk

Medium fey, chaotic evil

Armor Class 15 (natural)

Hit Points 85 (10d8+40)

Speed 10 ft.; Swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	11 (+0)	14 (+2)	19 (+4)

Damage Resistances Weapons that are not made of cold iron

Senses Tremorsense 120 ft. (water only), darkvision 60 ft., passive Perception 12

Languages Aquan, Sylvan

Challenge 7 (2,900xp)

Amphibious. The naekk can breath both air and water.

ACTIONS

Multiattack. The amadan may make to attacks, one with its bite and one with its claws.

Bite. melee 5ft., 1 target, +11 to hit, range 5 ft., 1d6+6 (10) piercing damage.

Claws. melee 5ft., 1 target, +11 to hit, range 5 ft., 2d6+6 (13) slashing damage

Change Shape. The naekk takes on the form of a beast with a challenge rating equal to or less than its own or back again. Any equipment the naekk is carrying becomes a part of its new form, and it returns to its original form when killed. While in its beast form, the naekk retains its alignment, Intelligence, Wisdom, and Charisma scores, and its ability to speak, as well as the ability to change its shape. Otherwise, it takes on the abilities of the beast it is imitating.

Mournful Cry. The naekk wails its sad song. All creatures within 30 ft. of the naekk that are not allied with it must succeed on a DC 15 Wisdom save or reduce their attack rolls and ability checks by 1d4 for 10 minutes. The affect can be removed by a *calm emotions*, *remove curse*, or similar spell.

Phantasmal Bite. If the naekk makes a bite attack against a creature charmed by its Riversong, the charmed condition ends and the target must make a DC 15 Wisdom save. On a failed save, the target becomes frightened for 1 min and takes 4d10 (22) psychic damage per round. They may repeat the save at the start of each of their rounds to end the effect.

Riversong. The naekk can sing its hauntingly beautiful melody. All creatures within 100 ft. who can hear the naekk must succeed on a DC 15 Wisdom save or become charmed by the creature. Charmed creatures must move at their full speed value toward the nearest body of water. The body of water must large enough to submerge the creature.

Slough

The overwhelming stench of decay surrounds this gristly walking corpse. Adorned in the jewelry and headdress of an ancient shaman and tattooed with druidic symbols, the creature's undead flesh rots and peels from its bones.

A slough is powerful undead creature, a former druid that steals her power directly from the earth she once swore to protect. To sustain herself in undeath a slough manipulates a specially prepared dolmen known as a *weirdstone* to siphon life from the earth, which she then feeds upon to empower for her own dark and malevolent existence.

Temptations of Power. All slough begin as mortal druids who become corrupted by using *weirdstones*. Though the *weirdstone* can supply a mortal with great power, using these artifacts also drains the life energy of a mortal user, eventually slaying that individual and forcing its body into a constant cycle of decomposition and regeneration. Upon dying, the mortal sheds her skin and transforms into a slough.

Wandering Corruption. Unlike most undead, sloughs show great discontent at the thought of becoming pent up in musty underground tombs or web-filled catacombs. Instead, sloughs tend to be nomadic, for their survival depends of draining untainted lands. If a slough remains too long in the same area, she completely drains the earth, turning it to near lifeless salt bogs filled with zombie beasts. Often times, slough will gather followers, such as primitive humanoid tribes, and promise them power in exchange for sacrifices. These groups travel at night and each dawn when they arrive at a new location, erect a massive tent for their lord. The slough lord typically remains inside the tent, while his followers bring their issues and sacrifices before him.

Solitary Bonds. Sloughs also meet informally, drawn by their weirdstones to ancient caves where lost civilizations of beast-men performed blood rituals documented in pictographic paintings and ancient runes lining the cavern walls. In these sacred caves also hide the secrets

of the dolmens and manipulating the brutal and earth-draining magic practiced by the first slough lord. There are also unconfirmed rumors that describe a book of wood-carved plates and sealed with a thick wooden cover sealed with hardened amber. The book contains several lost spells of great concern to the slough and slough magic.

Less frequently, a group of sloughs may form a cabal. Cabals perform group rituals in which they combine their weirdstones by placing them into mystic circles to capture even greater earth energies. Cabals usually don't last long, and more often than not, when they dissolve their power hungry members immediately begin plotting against each other.

Undead Traits. A slough doesn't require air, food, drink, or sleep.

THE SLOUGH'S WEIRDSTONE

A *weirdstone* is magical item that serves as the source of the slough's mystic power. A typical *weirdstone* is a roughly egg-shaped boulder about three cubic feet in volume and entirely scribed with strange runes. *Weirdstones* weigh roughly 4,000 lbs.

Blasphemous versions of dolmen and similar druidic stones, the slough's *weirdstone* draws energy directly from the earth. This allows the slough to use the earth's energies to restore her own druid powers even though she herself is an abomination that violates the druidic code.

Weirdstones allow the user to cast spells as a druid with a caster level equal to the creator at the time of its creation (minimum 7th). As these dolmen are typically handed down or stolen by their users, the caster levels of acquired *weirdstones* varies.

Undead creatures that cast druidic spells in their previous life may tap into the *weirdstone's* power automatically. A living creature who wishes to use a *weirdstone* must spend 8 hours in meditation. At the end of 8 hours, they may attempt an Intelligence (Arcane) or Intelligence (Nature) check (DC 8 + the stone's caster level). A successful check attunes the stone to the user and allows them to cast spells as a druid of the *weirdstone's* level until they take a full rest. After a full rest, the user loses attunement and must attempt to attune the *wierdstone* again to regain use of its powers. Each attempt by a living creature to attune the stone reduces the creature's hit point maximum by 2d10 (13) whether or not the skill check is successful. The user's hit point maximum returns at a rate of 1d10 (6) per full rest.

Slough

Medium undead, neutral evil

Armor Class 16 (natural)

Hit Points 135 (18d8+54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	15 (+2)	22 (+6)	16 (+3)

Saves Con +8, Wis +11, Cha +8

Skills Arcana +7, Intimidation +13, Nature +11, Stealth +11

Damage Resistances acid, cold, lightning, necrotic, non-magical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poison

Senses darkvision 60 ft.

Challenge 14 (11,500xp)

Magic Resistance. The slough makes saving throws against spells and magical effects with advantage.

Spellcasting. The slough casts spells as 16th level druid. Its spellcasting ability is Wisdom. Spell attacks +11, Spell DC 19

Cantrips *acid splash, druidcraft, poison spray, produce flame, thorn whip*

1st (4) *charm person, entangle, inflict wounds, fog cloud, ray of sickness*

2nd (3) *acid arrow, darkness, hold person*

3rd (3) *call lightning, dispel magic, stinking cloud, water walk*

4th (3) *blight, freedom of movement, giant insect, locate creature*

5th (2) *conjure elemental, insect plague, scrying, tree stride*

6th (1) *conjure fey, wall of thorns*

7th (1) *mirage arcana, symbol*

8th (1) *trap the soul, tsunami*

Rejuvenation. When a slough is destroyed, its body rapidly decomposes and the weirdstone immediately begins absorbing her essence creating a foul and putrescent smelling bog that surrounds stone. This process takes about a month. The bog begins as a shallow bog covering a 10-foot-square area and spreads at the rate of an additional 10 square feet per day. For every 40 square feet of bog that emerges, 10 square feet turn to deep bog. After about a month passes, the slough emerges from the bog fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Stench. Any living creature that starts its round within 10 ft of the slough must succeed at a DC 19 Constitution save or gain the poisoned condition until the end of their next round. If a creature makes a successful save, they become immune to the stench effect of sloughs for 8 hours.

Turn Resistance. The slough makes saving throws against turning effects with advantage.

ACTIONS

Multiattack. The slough may make two attacks; one with a cantrip and one withering touch.

Withering Touch. +11 to hit, one target within 5ft., 1d8+6 (11) necrotic damage. The target must succeed on a DC 19 Constitution save or be affected by a withering curse for 1 minute. At the start of each of the target's rounds, they must succeed on a DC 19 Constitution save or have their hit point maximum reduced by 2d10 (11). A successful save ends the effect. The target's hit point maximum returns to normal after a full rest.

Undead Wildshape. The slough may take on the form of a beast with a challenge rating no greater than 7 or change back again. Any equipment the slough is carrying becomes a part of its new form, and it returns to its original form when killed. While in its beast form, the slough retains its type (undead), alignment, Intelligence, Wisdom, and Charisma scores, as well as the ability to change its shape. It also retains its resistances and immunities, including magic and turn resistance. Otherwise, it takes on the abilities of the beast it is imitating.

The slough may not cast spells in this form, though it may maintain concentration on any spell it cast before changing shape.

Totemoq

Floating within a miniature blizzard is a strange nearly disembodied face, resembling an aboriginal ceremonial mask of polished wood and bone, surrounded by a beaded and braided fringe. Cold blue light gleams in its dark eyeholes, and a barely visible emaciated body the size of a doll's flutters in the wind behind the mask, shrouded in a tattered, diaphanous robe.

Totemoqs are nomadic fey of the winter winds, roaming as the snow-clouds go and seeking ever to extinguish light and heat and return to the world to its proper state of perpetual winter, never spring. Totemoqs are curious about the lands and people through which they travel, settling in one icicle-hung tree, cave, or ledge for some days until they feel they have exhausted the potential for amusement in that place. Independent but sociable, totemoqs frequently trade tales with one another, boasting about their latest exploits and swapping hints about potential allies to call upon (or at least hungry beasts that can be aroused to hunt).

Greedy and Gluttonous. Totemoqs often lurk just outside of warm windows listening to town gossip or stealing things that interest them. Totemoqs can be bribed with sweets and liquor, which they can consume in prodigious amounts belying their small size. They also love offerings of beads and fine carvings, and if made friendly can offer information or advice about the lands and people through which they have traveled. Their friendship is ephemeral at best, however, and a totemoq might offer false or misleading information to draw people away from the warmth of hearth and home and into



the cold and lonely places of the wilderness, where they become the totemoq's playthings. It douses their lights and disrupts their sleep with illusory sounds of beasts and bandits, whispered voices and faraway music, and always terrible scratching and pawing at windows and tent flaps for days on end. If attacked, they use their magic to call upon their kin or to draw predatory animals and monsters to prey upon those that threaten them.

Hidden Storm. In combat, totemoqs use stealth and misdirection to separate opponents and avoid counterattack. They dart quickly into and out of combat and will flee if confronted with fire or opponents too numerous or strong to easily defeat. In this case, they lurk at the fringes of their enemy's range, harrying them with their magic and seeking to delay them long enough for creatures they have called to arrive and devour their enemies. If multiple totemoqs are present, they use their *sleet storms* in sequence to blind enemies, with one of their number keeping theirs in reserve to cover a retreat. They will follow creatures that have angered them for days, wearing them down with their fell whispers and infecting them with cackle fever, closing in with allies when their enemies have begun to succumb.

The body of a totemoq dissolves into snow after death, but its mask-like skull remains. Treasure hunters often mistake these skulls for handcrafted masks and buy and sell them as trinkets, and this trade in their mortal remains is often cited as the reason totemoqs are rarely friendly with humanoids.

Totemoq

Tiny fey, chaotic neutral

Armor Class 16 (natural)

Hit Points 28 (8d4+8)

Speed 0 ft.; Fly 40 ft.

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

Damage Resistances Weapons that are not made of cold iron

Damage Immunities cold

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 11

Languages Aklo, Auran, Common, Giant, Sylvan

Challenge 3 (700xp)

Innate Spellcasting. The totemoq may cast the following spells without components. Its spell casting ability is Charisma, spell attack bonus +4, spell DC 12.

At-will: *druidcraft*, *dissonant whispers*, *ghost sound*, *gust of wind*, *mage hand*, *misty step*, *ray of frost*, *speak with animals*

3/day: *conjure woodland creatures*, *sleet storm*

Stormchaser. The totemoq is unaffected by natural and magical winds, as well as the effects of *sleet storm*, *ice storm*, and similar spells involving winter weather.

ACTIONS

Multiattack. The totemoq may make to *ray of frost* attacks.

Ray of Frost. ranged 120 ft., 1 target, +4 to hit, 1d8+2 (7) cold damage and all of target's speed ratings are reduced by 10 ft.

Hibernal Sigh (Recharge 6). The totemoq exhales a cone of cold and despair. Creatures in a 15 ft. cone must succeed on a DC 12 Dexterity save or take 2d6 (7) cold damage. A failed save also requires the target to make a DC 12 Constitution save after their next full rest. On a failed save, the target contracts *blinding sickness*.

Fell Whispers. All creatures within 30 ft. of the totemoq must succeed on a DC 12 Wisdom save or be haunted by ghostly whispers. The haunted target reduces all ability checks by 1d4. The haunting continues until the target rests for 1 hour or a *remove curse*, *dispel good and evil*, or similar spell is cast on the target. Once a creature is affected by fell whispers or makes a successful save, they may not be affected again until they've rested for 24 hours.

Ugrohter

Propping itself upon what appears to be a giant scalpel leans a cadaverous pixie-like creature with greenish decaying flesh crawling with maggots. Despite a wicked grin, its grey eyes lie sunken and dead in its withered skull.

Ugrohters are undead fey whose accursed souls become trapped upon the Material Plane. Exceedingly malicious, they delight in playing brutal and sadistic pranks that generally involve mutilating people or other fey. Every ugrohter carries a sack filled with dozens of long needles that the creatures carve from thorns or bones. They use their needles to tack their victims down by the skin before they begin their tortures.

Twisted Sadists. Ugrohters trace their origins to the bands of psychotic pixies that in lost eons allied themselves with Kryonis-Athym, a rebellious fey overlord whose radical proposals included bonding with humans in order to expand Otherworld's influence on the mortal planes. In the end, the lords of Otherworld sided against Kryonis, cast him out of Otherworld and then slew him. The severing of this bond caused those of his followers who had already taken up residence on the Material Plane to die. These unfortunate fey then rose from the dead, gruesomely transformed into ugrohters.

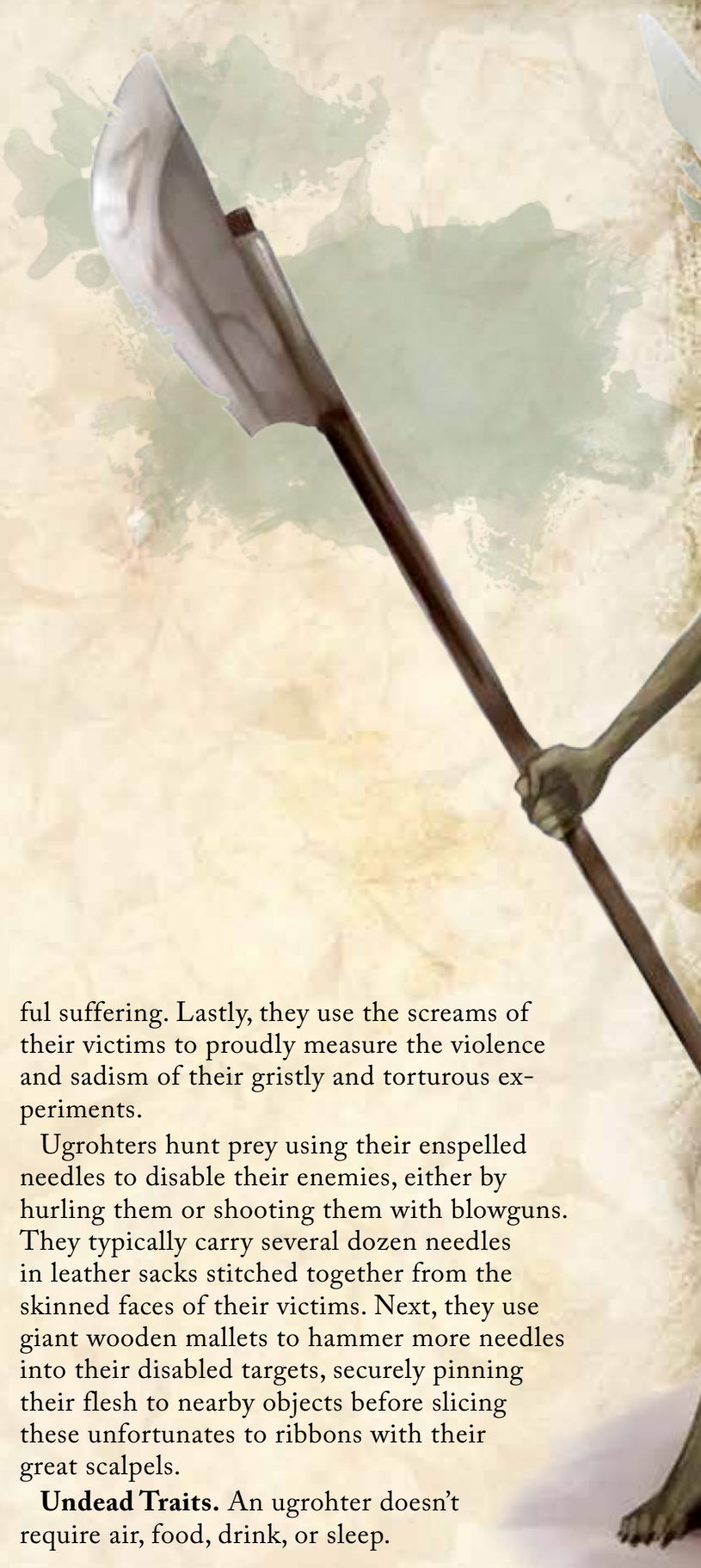
As a result, these tortured fey creatures turned violent and sadistic. Unable to feel physical pain, ugrohters believe that through pain they might reconnect them selves with the natural world from which they have been cut off. As such they seek to collect the pain and suffering in order to restore their master and in so doing this resurrect themselves.

Reapers of Pain. The ugrohters extract and store memories of death, dying, and torment and channel these memories creating storehouses of agony. Though they perceive pain as a human element, they also believe that sin caused their own anguished damnation. Still, they don't want to undo sin as much as they want to break it; an act they believe they can accomplish by the imposing extreme and pain-

ful suffering. Lastly, they use the screams of their victims to proudly measure the violence and sadism of their grisly and torturous experiments.

Ugrohters hunt prey using their enspelled needles to disable their enemies, either by hurling them or shooting them with blowguns. They typically carry several dozen needles in leather sacks stitched together from the skinned faces of their victims. Next, they use giant wooden mallets to hammer more needles into their disabled targets, securely pinning their flesh to nearby objects before slicing these unfortunates to ribbons with their great scalpels.

Undead Traits. An ugrohter doesn't require air, food, drink, or sleep.





Ugrohter

Small undead, chaotic evil

Armor Class 15 (natural)

Hit Points 36 (8d6+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	13 (+1)	15 (+2)	12 (+1)	13 (+1)

Skills Stealth +10

Damage Resistances weapons not made of cold iron

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 5 (1,800xp)

Innate Spellcasting. The ugrohter may cast the following spells without components. Its spell casting ability is Intelligence, spell attack bonus +5, spell DC 13.

At-will: *bane*, *chill touch*

3/day: *contagion*, *hold person*

1/day: *blindness/deafness*

ACTIONS

Scapel. melee 5 ft., 1 target, +7 to hit, 1d8+4 (9) slashing damage.

Enspelled Needle. melee 5 ft. or ranged 20 ft./60 ft., one target, +7 to hit, 1d4+4 (7) piercing damage, plus the target must succeed on a DC 13 Wisdom save or become cursed. Roll 1d6 to determine which ability score is affected (1 = Strength, 2 = Dexterity, 3 = Constitution, 4 = Intelligence, 5 = Wisdom, 6 = Charisma). The target makes checks with the affected ability at disadvantage for 1 hour. A creature cursed by one or more enspelled needles takes an additional 1d6 necrotic damage from attacks. The condition may be removed before the hour elapses by a *remove curse*, *dispel good and evil*, or similar effect.

Barrow Wight

This deathless warrior stands arrayed in the faded finery of a darkling prince of old, eyes lambent with hate in the shadows of its great helm. It brandishes a wickedly curved blade in a practiced battle stance, while an occasional rattling breath escapes its lungs in shuddering memory of life now corrupted, a misty exhalation bearing only the chill and stink of the grave.

Forlorn and fearsome, barrow wights were once warlords or princes of old. While some few came to their current state by the powerful curse of a darkling power, most earned an eternity of unlife through their own dire and dreadful predations, whether in war and conquest or in the oppression and exploitation of their own people.

Immortal Greed. Barrow wights are usually sealed in death within ancient burial grounds, in grand cairns and mausoleums meant as both memorial and remonstrance for future generations of the exploits and final fate of tyrants. Arising into unlife, some barrow wights harbor no grandiose ambitions, preferring to simply lie forever in dark repose upon their funerary biers, surrounded by the treasures carried with them into the afterlife. Despite their seeming quiescence, however, their undead spirit loses none of its potency, and the power of its avarice infuses its resting place as it jealously tallies and catalogues every relic of its former glory, ready to unleash hell itself upon any with the effrontery to rob them.

Reign of Death. Most barrow wights, however, seek to establish kingdoms of the dead (or rarely of the living), that they may continue their reign in death as in life, sitting enthroned as a lord of old upon thrones hewn from the very living rock. While greed runs deeply in the cold heart of a barrow wight, it is not only avarice but a thirst for power and authority that drives them into their restless undead state. They crave obeisance and honors from others, be they mindless corpses, undead spawn, or cowed living minion.

Undead Traits. A barrow wight doesn't require air, food, drink, or sleep.

A BARROW WIGHT'S LAIR

The bleak moods of a barrow wight influence the natural world around its barrow as well, allowing them to maintain a rather dismal demesne if they so choose. Cannier barrow wights, however, create pleasant conditions to lure the unwary into their domain, before a sudden change in the weather swathes their land in chill winds, clinging fogs, or driving rain. Lost and terrified victims seeking shelter may be taken captive, spirited away beneath the hills and cairns and turned into living dead bound to the wight's will. Barrow wights sometimes release their captives after a dream-haunted slumber, imparting a bit of their deathless shadow into the target's heart, soul, and mind and corrupting their thoughts and dreams from afar. These unfortunates become the barrow wight's unwitting pawns in undermining its enemies in the waking world or just in sowing misery and despair. Perhaps cruelest of all are those the barrow wight turns loose after their capture, allowing them to hope for rescue or escape from their living nightmare if only they could find their way out of the wight's necropolis, but the twisted enchantments laid on the wight's barrow subtly steer disoriented victims right back into the dread creature's clutches.

LAIR ACTIONS

The barrow wight may take a lair action to cause one of the following effects on Initiative count 20 (losing ties).

- The barrow wight creates fog as though it had cast the *fog cloud* spell. The fog lasts until the end of initiative count 20 on the next round.
- The barrow wight animates the spirits of the former servants buried with it. The spirits attack one creature that the barrow wight can see within 60 feet. The target must make DC 17 Constitution save against the attack. On a failed save, the target takes 6d6 (21) necrotic damage and is weakened. Weakened

Barrow Wight

Medium undead, lawful evil

Armor Class 19 (plate, shield)

Hit Points 133 (14d8+70)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	13 (+1)	17 (+3)	20 (+5)

Damage Resistances weapons that are neither magical nor silver.

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poison

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Common, Dwarven

Challenge 11 (7,200xp)

Dream Haunting. The barrow wight may cast *scrying* on any creature currently affected by its nightmare touch without the use of components. It may also inflict horrifying nightmares on the subject, forcing the target to succeed on a DC 17 Wisdom save or take 3d6 psychic damage after it completes a full rest.

Innate Spellcasting. The barrow wight may cast the following spells without components. Its spell casting ability is Charisma, spell attack bonus +9, spell DC 17.

3/day: *fear, gaseous form, sleep*

1/day: *animate dead, call lightning*

Magic Resistance. The barrow wight makes saving throws against spells and magical affects with advantage.

ACTIONS

Multiattack. The barrow wight may make two falchion attacks, or one falchion and one nightmare touch attack

Falchion. melee 5 ft., 1 target, +10 to hit, 1d10+7 (13) slashing damage, plus 2d8 (9) necrotic damage.

Nightmare Touch. melee 5 ft., 1 target, +9 to hit, 1d6+5 (9) necrotic damage and the target must make a DC 17 Charisma save. On a failed save, the target's hit point maximum is reduced by the damage taken and the target is haunted by horrifying nightmares. While affected, the target gains no benefit from a full rest. Targets affected by nightmare touch may repeat the saving throw at the end of a full rest to remove the effects. *Greater restoration, dispel good and evil, or remove curse* will also end the effects.

On a successful save, a creature is immune to the nightmare effects of nightmare touch for 24 hours, but not the reduction of hit point maximum. A humanoid whose hit point maximum is reduced to 0 by this attack becomes a normal wight at the next sunset under the control of the barrow wight. The barrow wight may not have more than six wights under its control at a time.

targets make Strength and Dexterity checks and saving throws at disadvantage until the end of initiative count 20 on the next round. A successful save reduces the damage to half (10) and prevents the weakening.

- The barrow wight knows the exact location of any creature within 6-miles of its barrow that is carrying an item stolen from the wight.

REGIONAL EFFECTS

The region around the barrow wights lair is subject to the emotional whims of the creature, creating the following effects:

- The barrow wight can alter the weather within 6-miles of its barrow. This effect is identical to the *control weather* spell.
- The barrow wight can pierce the veil between the Material plane and the Ethereal within 6-miles of its barrow, causing visions of dead spirits to appear in the region. These spirits are typically mindless husks posing no physical threat to Material world, but a creature encountering one or more of these spirits makes saves against fear effects at disadvantage while in the region.
- The barrow wight can alter the appearance of the terrain within a 6-mile radius centered on its barrow. This effect is identical to the *hallucinatory terrain* spell.



Boreal Wight

This withered corpse is little more than a ragged skeleton grown through with thorn-vines and creepers, encrusted in mossy soil, shards of bone and horn, and wet clumps of evergreen needles. The fell light in its eyes, however, speaks of a burning hatred for the living as it creeps stealthily into view.

Boreal wights are the restless dead left unburied in the evergreen forests of the north. Like common wights, they possess a twisted and malevolent countenance, still vaguely recognizable to those who knew them in life but with leathery and desiccated flesh and eyes that burn with hate for those who yet live. They seek to share their undying pain with any living humanoid creatures they meet, filling the forests with victims who like themselves.

Natural Embrace. Unlike common wights, the undead flesh of boreal wights bonds in a strange way with the needle-strewn forest floor where their unburied remains are left to rot and corrupt. The tattered and shriveled remnants of their flesh and garments alike are stained brown and deep green, with bits of earth, jagged stone fragments, gnarled roots, and fallen evergreen needles clinging to them and knitting together into razor-edged vines threaded around and through the wight's flesh.

Vengeance on the Living. While boreal wights remember few details of their time among the living, they faintly recall their former habits as well as those things they can no longer enjoy. Their great bitterness at being left to die alone in the wild, far from those

BOREAL DISEASE

Boreal disease is an undead parasitic fungal infection that infects the bloodstream of its victims causing weakness, fatigue, and even death. 8 hours after contracting the disease, the creature's speed is halved and they make Strength and Constitution checks at disadvantage. Every 24 hours after the first effects take hold, the victim must succeed at another DC 14 Constitution save or have their hit point maximum reduced by 1d10 (6).

Boreal disease may be removed by a *lesser restoration*, *heal*, or similar magic. Alternately, the disease can be cured by the use of a rare herb called corpse-lily that grows on the bodies of some undead creatures (including boreal wights). Once acquired, a character with proficiency in herbalism and access to appropriate tools may take an hour to prepare packets of a curative tea. When drunk before a full rest, the tea grants advantage on saving throws against the disease. After three successful saving throws made with the assistance of corpse-lily, the effects of the disease are removed.



Boreal Wight

Medium undead, neutral evil

Armor Class 14 (natural)

Hit Points 39 (6d8+12)

Speed 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	14 (+2)

Skills Stealth +5

Damage Resistances non-magical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poison

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Languages Common

Challenge 4 (1,100xp)

Create Boreal Spawn. A humanoid killed by a boreal wight that is either restrained by its thornbind ability or buried in the earth rises as a boreal spawn after 1 minute. Corpses freed from the thornbind or removed from the earth before 1 minute are spared the transformation. Boreal spawn are under the control of the boreal wight that created them and have the same traits, though they take a 1d4 penalty to all attack rolls, ability checks, and saving throws. If their creator is destroyed, boreal spawn become independent and free boreal wights. A boreal wight may only have 4 boreal spawn under its control at a time.

Plant Traits. A boreal wight is susceptible to affects that target plant creatures, though it gains advantage on saving throws against such effects.

Rooting. As a bonus action the boreal wight may either root itself into the ground, or stop being rooted. While rooted, the boreal wight's speed is reduced to 0, gains advantage on checks to resist being shoved, and regains 3 hit points at the beginning of each of its rounds.

Thorny Hide. Any creature that grapples or deals damage to the boreal wight with an unarmed attack takes 1d4 (3) piercing damage and must make a DC 14 Constitution save or contract *boreal disease*.

Thornbind. Whenever the boreal wight successfully hits a target with two claw attacks in the same round it may force the target to make a DC 14 Strength save or become restrained. While restrained, the target takes 1d4 (3) piercing damage at the beginning of its turn. The target or an adjacent ally may use an action to attempt a Strength check (DC 14) to end the condition.

ACTIONS

Multiattack. The boreal wight may make two claw attacks.

Claws. melee 5 ft., 1 target, +3 to hit, 2d6+1 (8) slashing damage, and the target must make a DC 14 Constitution save or contract *boreal disease*.

Needlestorm (Recharge 5-6). A boreal wight can release a flurry of needles, thorns, jagged stones, and detritus from the forest floor in either a 15-foot cone or 15 foot radius centered on the wight. Creatures in the area take 2d4 (5) piercing damage and must succeed on a DC 14 Dexterity save or become blinded until the beginning of the boreal wight's next turn.

comforts of home and family and companionship, drives them to fits of malicious hatred interspersed with long weeks of brooding in despair. These pained reveries are often interrupted only by the advent of new prey to be had, shaking them out of their doldrums and inciting a new rash of violence. Once a boreal wight has taken a victim, ideally having made it his undead slave-spawn, he tracks his tar-

get back from whence he came and unleash a reign of terror upon his spawn's former home. This serves in part to garner new spawn, but its greater importance to the boreal wight is to show his new spawn the depths of true suffering to match or exceed his own.

Undead Traits. A boreal wight doesn't require air, food, drink, or sleep.

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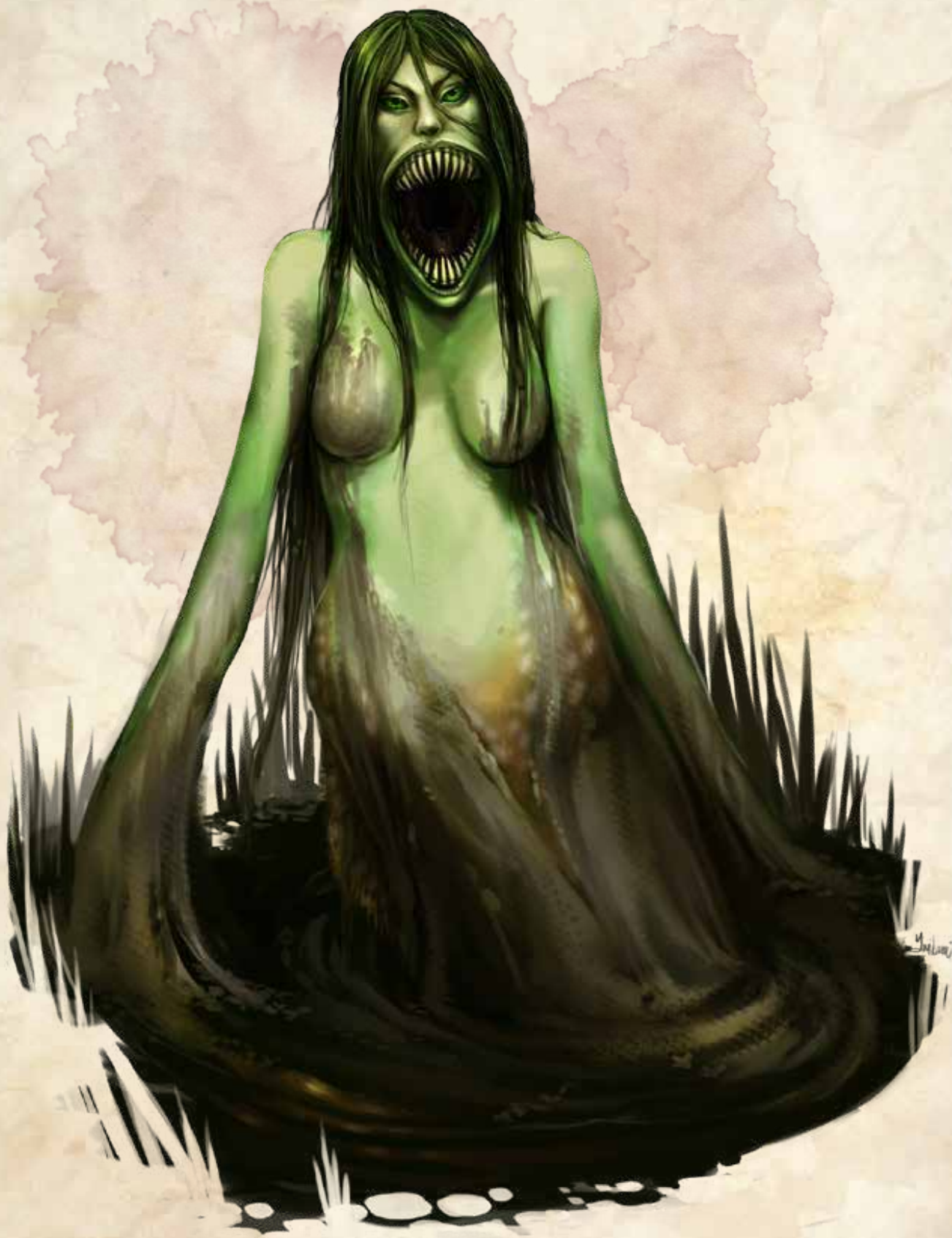
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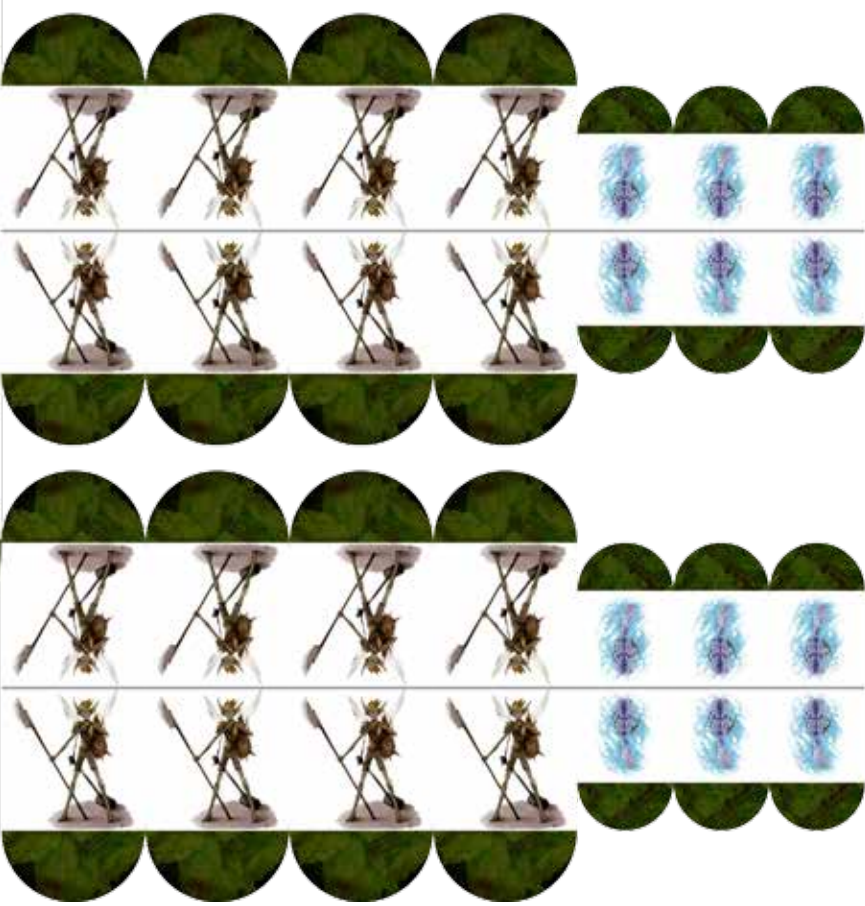
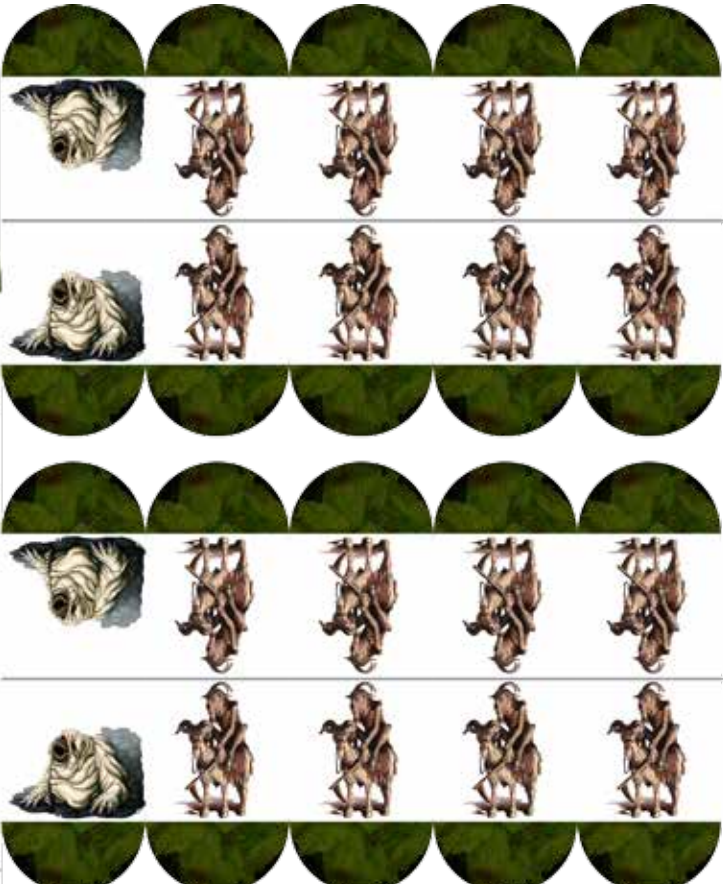
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