

OLD GUS' ERRATA: TALES FROM THE WEIRD WEST

ADVENTURE GUIDE

v2.01 (January 2023)

An unfinished volume of mechanics, adventures, treasures, creatures, and cryptids for Dungeons & Dragons 5th Edition

Designer's Notes

Old Gus' Errata: Tales from the Weird West Adventure Guide, v2.01 (January 8, 2023). This document provides rules and mechanics to supplement Dungeon & Dragons 5th Edition, and includes revisions to material previously available in the *Tales from the Weird West Monster Manual*. This material is not officially part of the game and isn't permitted in Dungeons & Dragons Adventurers League events. This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast LLC.

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Illustration by Clóvis Amaral Matzembacher

Howdy, Partner~

What follows is a loose record of travels on one of many worlds, within many systems.

Anyway, if you're reading this, I'm already long gone. Checked out to another plane of existence. I don't regret the time I spent here. Even an old fool like me managed to forge a few lasting connections, but sometimes you gotta pack up and move on. And as is my M.O., there's a right mess in my wake.

So don't expect any updates, or fixes to the ugly patches on this here shambolic tome, ya hear? You want 'em fixed, you fix 'em. It's your world now, and you're more'n capable and twice inspired. That's why you're here readin', ain't it?

Well, either that or you're some soulless hack looking to steal, make a quick buck, or otherwise clamp down on the imaginations of others, in which case, you can go to hell, you sumbitch.

~Old Gus

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Illustration by Michal Kváč

INTRODUCTION

Probably the first thing that people expect from a Western is the Western landscape. And it is a bit of a blank page—the blank, empty desert waiting to be written on—an empty stage in a lot of ways. And onto that stage, we can project many different kinds of stories. Genres create a way of communicating in a kind of shorthand through clusters of meaning that had gathered around these various stock characters, plot devices, themes, and images: a way of expressing pretty substantial sets of values and associations with minimal means.

At their most profound, Westerns deal with the intersection of the individual and society. You have a sense of what is gained and what is lost by belonging to a community as opposed to living in the wilderness where, as an individual, you're completely free. It's the arrival of civilization in the form of those ranchers and farms and small towns that means that the hero is going to have to sacrifice some of that freedom.

The classical Western is fundamentally concerned with the coming of law that defines a new society. The central irony of the classical western is that the law has to be established through exactly the kind of personal force, strength, violence that the law is meant to suppress. So, the hero is the perennial outsider who has to use the methods of the outlaw to fight the outlaw—and he's too much of an outlaw, ultimately because he has killed, because he has seen this other side of life, to ever be fully accepted by the townspeople he's been defending. So, the hero sacrifices himself for the sake of the law, and he—in a way—wills his own extinction in the name of civilization.

— *Dave Kehr*

Excerpted from “HOW TO SEE / Westerns: Is the Genre Dead?” <https://youtu.be/T0eMHxBgShs>



Illustration by Roman Chaliv

CHAPTER 1: RUNNING THE GAME

Dave Kehr's video essay on the Western in film provides insights on the genre's strong points, and is well worth a watch, as are many of the films it features footage from.

To ensure the game truly *feels like a Western*—and beyond that, still *feels like Dungeons & Dragons*—this section explores elements to consider the following important mechanical or narrative elements to consider when planning your game.

After that, this document will explore the elements of the *weird* western, which is a sub-genre, and the pretext for fusing the elements of the *Western* genre within the multiverse of *Dungeons & Dragons*.

As with any document that is primarily DM-facing, players may wish to avoid reading these contents to preserve surprises for themselves, and DMs should not feel bound to the contents and are encouraged to take ownership of the material and to make any changes that will benefit the game they run.

Wear sunscreen. If I could offer you only one tip for the future, sunscreen would be it. The long-term benefits of sunscreen have been proved by scientists, whereas the rest of my advice has no basis more reliable than my own meandering experience.

~Mary Schmich

Referring to Official Material

Most spells appear in Chapter 11 of the *Player's Handbook*. Most monsters are detailed in the *Monster Manual*. Other official volumes are referred to as follows:

ERLW Eberron: Rising from the Last War

GOS Ghosts of Saltmarsh

GGR Guildmaster's Guide to Ravnica

MTF Mordenkainen's Tome of Foes

SCAG Sword Coast Adventurer's Guide

TCE Tasha's Cauldron of Everything

VGM Volo's Guide to Monsters

XGE Xanathar's Guide to Everything

Referring to Old Gus' Errata

OGE Old Gus' Errata: Wanderers of the Infinite Skies

TWW Tales from the Weird West Adventure Guide



Illustration by John Powell

SETTING OVERVIEW

SUGGESTED TIMELINE

A

This timeline takes the world to a state of high technology followed by a ruination of much of the world's land and people. While it might initially seem depressing, there is the strength to survive in the war's inheritors, ambition in those who seek to rebuild what was lost, and wisdom in those who seek to avoid repeating the past's mistakes. That's where your adventures come in to play!

THE FIRST GREAT WAR (~1000 YEARS AGO)

Firearms are invented, triggering a rapid succession of invasions and repulsions as the new technology spreads.

THE SECOND GREAT WAR (~950 YEARS AGO)

More advanced firearms are developed. Millions die.

THE THIRD GREAT WAR (~900 YEARS AGO)

The first wizards take up gunsmithing. Artificers manufacture the **burnished golemite infantry^{TWW}** which quickly end the war, and a short peace is enjoyed.

THE FOURTH GREAT WAR (~600 YEARS AGO)

Terrifying biological weapons are unleashed, both on the battlefield, and into densely populated areas.

THE FIFTH GREAT WAR (~500 YEARS AGO)

Energy weapons are developed from essences of powerful spellcasters, and other more advanced automatons are created.

Elsewhere, extraplanar forces are summoned to help fight back, often ending in tragedy as tenuous alliances with vile demons and alien aberrations backfire.

SIXTH GREAT WAR (~450 YEARS AGO)

The two remaining world superpowers unleash magical superweapons, which wipe entire civilizations off the map and ruin landscapes.

The seas recede, becoming heavy and salty. Mass extinctions occur as most of the world's wildlife is destroyed or displaced.

THE SEVENTH GREAT WAR (~400 YEARS AGO)

Crops fail, high technology can no longer be maintained, and young and old alike are conscripted to defend what's left.

Ghouls begin to emerge from the scarred wastelands and exact revenge upon former allies.

RECONSTRUCTION (~350 YEARS AGO)

As the final wars that reshaped the world concluded over three centuries, much was lost.

Knowledge, culture and most of the world's civilizations were abandoned in favor of survival amidst ever-unfolding chaos. The inability of nations to feed their armies sees most of them disband. Thousands of soldiers become outlaws.

Where wisdom prevailed, survival took precedence over old hatreds. The most successful fledgling societies claim what arable land remains, and organize themselves to manage and defend it.

At the same time, the seas finally finish their long recession, and a rush for newly revealed minerals and ore create an economic and technological boom as the brave, desperate, and industrious seek to make their fortune.

PRESENT DAY

Centers of culture and learning are well-established, and a few scattered city-states thrive, even deep in deadly wastes.

Gunsmithing advances again, and railroads crisscross some of the most dangerous parts of the world.

In some parts of the world, the high technology of the ancients is reclaimed and reactivated. Whether or not they have learned to master their use responsibly remains to be seen.

You may also find additional influences useful, for example, *Fallout*, Kieft Baker's *Eberron*, and Monte Cook's *Numenera*.



Illustration by Raphael Lacoste

TIME, TRAVEL, AND THEME

MOUNTED SCENERY AND STORYTELLING

Herds of domestic or wild animals, environmental challenges and other “slow-time” tasks can feel very rewarding in a setting like this. Set aside some time to enjoy the stars at night or sing a song around the campfire.

DOWNTIME, INJURIES, AND MORALE

Other optional mechanics like *Injuries*, *Massive Damage* and *Morale* have a lot to offer in the weird western setting! Consider reviewing them beginning on page 272-273 of the Dungeon Master's Guide.

If a party member becomes seriously injured and needs time to recover, the Downtime Activities on page 127 of the *Dungeon Master's Guide* can be a great way for their companions to spend time as they recover.

HONOR AND SANITY

Depending on the nature of your game, consider utilizing the *Honor* and *Sanity* ability scores as described in the *Dungeon Master's Guide* on page 264.

ACTION BEYOND COMBAT

Chases, escapes, trains, wagons, and carts can provide action at high speed that make ideal skill challenges that might use a similar initiative system to combat.

WEIRDING THE WESTERN

Dungeons & Dragons' is heavily influenced by *the Lord of the Rings*, but already considerably “weirder” by its supplemental influences: *Conan the Barbarian* and Lovecraftian *Cthulu* mythos. The *Weird Western* setting expands this palette of influences further.

PLAYER RACES

The *ghoul* and *jackalope* player races presented in *Old Gus’ Errata: Wanderers of the Infinite Skies* pull in almost two opposite directions—the **ghouls**, scarred ancient survivors draw from both the kinds of anxieties about nuclear war (the *Fallout* series of games, *the film Mad Max: Fury Road* and the films of George Romero)—these folk are often met with fear and suspicion.

Paradoxically, the **jackalope** evokes the animated films of Tex Avery or Chuck Jones. Westerns, too, range from comedic (*The Three Amigos*), dramatic (*Shane*) or even bordering upon the supernatural (*Bone Tomahawk*).

The systemic extermination of indigenous languages, cultures and lives of First Nations peoples is a pernicious aspect of the Western genre. *Please don’t use this material to recreate it!* Your game world is not our own, so be sure to give your world a unique history.

THE WASTELAND

After the development of firearms, the world was beset by a series of wars, which left the world’s forests and grasslands have blasted away by the magical equivalent of nuclear weapons. Much of the seas burned away, and folk thought it was truly the end... until it suddenly just *wasn’t the end, after all*. In the new world, survivors learned to forget old hatreds and began about rebuilding some of what was lost.

This contrivance allows a player to simply play a *druid of the circle of the land*—they need not even own a gun (as Cane in the *Kung Fu* television series from the 1970s). While much of the world has rediscovered firearms, not everyone dedicates themselves to their use.

Additional optional rules like Creature Swarms, Duels, Escalation Counter, and Exhaustive Death Saving Throws provided in Chapter 6 of *Old Gus’ Errata: Wanderers of the Infinite Skies* can make be very useful in this setting!



Illustration by Isaiah Sherman

CREATURES AND FOLK

Creatures and monsters marked with a ^{TWW} are drawn from statblocks presented in the *Tales from the Weird West Adventure Guide*. The concepts for many of the creatures are drawn from the Western genre, the influences listed above, folklore, post-apocalyptic fiction (Octavia Butler’s *Parable of the Sower* or Margaret Atwood’s *The Year of the Flood*), and pulp horror (for example, *The Island of Dr. Moreau* or *The Creature from the Black Lagoon*).

Whenever you introduce a new creature, consider their history, culture, or modus operandi: perhaps they are survivors mutated by the great wars, or bio-engineered animals that were bred to ease survival, or weapons of war that were once deployed against a civilization in a deathly swarm.

As characters gain levels and explore more of the world, they might discover its lost history, learn about the wars that shaped it, rediscover high technology, or make contact with long-lost civilizations that have weathered the long centuries uninterrupted.

A host of new creature statblocks are provided in Chapter 4.



Illustration by Matt Lau

SLICES OF LIFE

Slices of life is a narrative device that reminds us that although the story takes place in a large, fantastic world, the focus of the story remains about characters, and their connections to the world outside of the adventures at-hand. Almost no one spends their *entire* life running around killing, and ensuring time is made to who people are when these are not the primary activity of the day keeps the story grounded as a western. At any time, but especially whenever a new adventure begins, ends, or involves downtime, consider exploring player character's lives individually in their daily routine.

These scenes can establish who the player characters are *in the manner of a western*: in these moments, **let them be defined by their words, actions, and choices**. They should be constructed individually around the player's playstyle and vision for their character. Carefully consider their ancestry, class, background, and any other relevant character history you can use to build toward a group dynamic. What kinds of challenges for this set of scenes are best? Keep difficulties in mind, and allow players to use their abilities and show off who they are and what they can do.

The key contrivance of each *slice of life* should be to encourage the players establish their character: who they are, their methods and basic ethics, and how they gravitate toward one another, where the adventure begins in earnest shortly thereafter. As the DM, your job is to pass the narrative hat around, establishing each character individually in their own context.

In time, these “opening scenes” will become second nature for the players, and you will find them seeking each other out earlier and earlier in the process at your prompting and foreshadowing.

Slice of Life. Explore a character’s daily life, family ties, usual methods or ambitions. The scenario should allow the player to lean into their favorite aspects of their character: usually either their *backstory*, their *abilities*, or their *personality*.

Quandary. What are the everyday occurrences or challenges this character faces?

How they handle these kinds of daily challenges says significantly more about who they are than their race, class or background.

Foreshadowing. Some evidence of the adventure looms on the horizon, or other dramatic events are to come in their personal life.

How does news or evidence of what’s to come reach each player character?

Pacing. A scene should be less than 15 minutes of real-life before moving on to another character.

After two rounds of each player character’s scenario, the party is gathered in the same place and time.

Some example *slices of life* are presented in Chapter 2.



Illustration by Chris Regnault

RULES

FIREARM AND ROPES

Many of the creatures listed in this document make use of firearms. Be sure to review the firearms rules provided in *Old Gus' Errata: Wanderers of the Infinite Skies*.

Ranged attacks in close combat

Firearms are ranged weapons. Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a Hostile creature who can see you and who isn't Incapacitated. Experienced players might use falling prone as a tactic in combat. Be sure to do a thorough review of the movement rules for crawling while prone in the *Player's Handbook*.

How else do firearms change combat?

Consider a firearm's limitations as well as advantages. Firearms have higher damage dice, and a more generous reload mechanic than crossbows. However, they are more expensive, create noise, and lack longer ranges, and gunpowder doesn't work when wet.

TRAGIC MISFIRES

Use this optional rule if you want to prioritize reload mechanics and give a boost to characters who do not use firearms. When a creature attack roll with a firearm, roll a d20. If the firearm makes attack rolls, you can use that d20's result. On a 1, the firearm suffers a tragic misfire. Roll a 12, and consult the following table:

d12 Misfire Effect

- | | |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1–2 | Whoopsie-Daisy. The firearm discharges unexpectedly. Make a DC 12 dexterity saving throw. If you fail, you drop the firearm and lose any unused object interactions you have remaining, and your reaction. When you end your turn, the firearm attacks a random creature in range (with no attack or damage bonus). |
| 3–4 | Blowback. The gun backfires, firing in the opposite direction. Make a DC 12 Dexterity saving throw, taking the firearm's damage on a failure, or half the amount on a success. |
| 5–6 | Stovepipe. The round's casing is mangled in the chamber. You can pry it loose with a DC 14 strength ability check. If you are proficient with tinker's tools, you can make this check with advantage. |
| 7–9 | Trigger Jam. You can use your object interaction to tap it, making a DC 10 Charisma ability check at the start of each turn to get it working again until it leaves your hand. |
| 10–12 | Dud Round. You should probably stop skimping and buy ammo from a more reputable supplier. You can discard the dud when you reload. |

Tragic misfires can add drama to combat, but they also might frustrate many players. If players acquire unique or magical firearms, such as the arcane avenger wizard's *spellslinger*, it might be wise to exempt from tragic misfires.

COVER

Cover can be a significant part of combat in a world where bullets are constantly zipping around. When preparing your notes, include the amount of cover obvious objects might give a creature. Through the clever employ of hiding places, ambushes or tactical movements, creatures using melee attacks are as deadly as they ever were. Make a thorough review of the rules for cover in the *Player's Handbook* or in *Old Gus' Errata: Wanderers of the Infinite Skies*.

Additional Combat Rules To Consider

The *Mighty Combat* set of rules in Chapter 6 of *Old Gus' Errata: Wanderers of the Infinite Skies* can be used to make melee combat more dynamic, reward high Strength characters, and arrange for dramatic duels and standoffs.

DESTRUCTIBLE ENVIRONMENTS

You can assign an Armor Class and Hit Points to a destructible object, for example, a wooden barrel that a creature is using as cover. You can also give it immunities, resistances, and vulnerabilities to specific types of damage if appropriate.

Armor Class. An object's Armor Class is a measure of how difficult it is to deal substantial damage to the object when striking. Suggested AC values for various substances follows:

AC	Material
11	Cloth, paper, rope
13	Crystal, glass, ice
15	Wood, bone, Aluminum
17	Stone
19	Iron, steel
21	Mithral
23	Adamantine

If a creature makes an attack roll at a creature behind cover and misses, but the attack roll was higher than the AC of the object providing that cover, the damage is dealt to the object. Suggested Hit Points for fragile and Resilient objects that are Large or smaller:

Size	Fragile	Sturdy
Tiny (bottle, lock)	2 (1d4)	5 (2d5)
Small (chest, cactus, water trough)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier, window)	4 (1d8)	18 (4d8)
Large (cart, doorframe, saloon bar)	5 (1d10)	27 (5d10)

Devise your combat scenarios with ranges and available cover elements in mind. Adding piercing damage resistance to substantial cover is a great way to give non-firearm-wielding characters a way to shine in combat.

DON'T FORGET ABOUT THOSE EXPLOSIVES!

Explosives are used in several industries, notably mining and railroading as a fast way to clear rock and rubble. They also have combat applications. Be sure to review the explosives rules in *Old Gus' Errata: Wanderers of the Infinite Skies*.

Cover Destruction. The use of explosives is a great way to degrade or destroy unwanted cover.

Chain Reactions. Flames or other explosions might light the fuses of dynamite, or cause explosions from nearby powder horns, powderkegs. A lightning strike might create the same effect.

Bury the Line. Explosives and fuse lines can be buried through clever uses of spells like *mold earth*^{XGE} or through more conventional means like a simple shove. Outlaws often fortify their defenses with stolen explosives, making frontal assaults more difficult.



Illustration by Mike Phillips

MOUNTS

_MOUNTED COMBAT

The additional speed of mounts creates the opportunities for exciting chases and escapes. Be ready to deal with combat at high velocity! Review the rules for mounted combat in the *Player's Handbook* or in *Old Gus' Errata: Wanderers of the Infinite Skies*.

MOUNT TRAITS

This optional rule if you want to emphasize mounts in your game. Mounts require daily care to stay alive and healthy. During travel through extreme conditions, you may wish to consider the biological needs of a mount. For example, a **giant riding tortoise** might be able to go longer without water than a **draft horse**. You might wish to ensure your player characters appropriately feed, watering and bond with their mounts. If the mounts are intelligent or the party has spells such as *speak with animals*, you might be called upon to time to assume their character.

You can use the following table to help you define a mount's individual personality. Some beasts have excellent memories, and you can assign these traits temporary or permanent basis due to recent experiences, maturity or special training.

Mount Traits

d20 Trait

- 1 **Easily Spooked.** When this mount rolls initiative, it must succeed a DC 10 Charisma saving throw or attempt to flee combat. The mount also has disadvantage on saving throws to avoid becoming frightened, for example through the *fear* spell or an opposing Charisma (Intimidation) check.
- 2 **Unbreakable Spirit.** This mount does not like to be mounted. A creature that does not make a successful DC 13 Wisdom (Animal Handling) check before mounting the creature must succeed in an Athletics contest against the mount or be bucked from it.
- 3 **Loner.** This mount doesn't seem to notice anyone or anything sometimes, or it doesn't want to. It might wander off occasionally to entertain itself for its own purposes during long rests or if left unattended.
- 4 **Disobedient.** Every now and then, this mount will challenge the rider's will. Once per day when a rider attempts to change direction or requires the mount to make a Strength (Athletics) check, it will disobey the order.
- 5 **Docile.** This mount must succeed a DC 10 Charisma saving throw before making an attack roll.
- 6 **High Strung.** This mount does not like to be approached, especially from behind or by strangers. When an unfamiliar creature comes within 5 feet of the horse, it must succeed a DC 10 Charisma saving throw or use its reaction to kick the unfamiliar creature. This mount forgives, but does not forget. It will remember any offense it has experienced from any party.
- 7 **Curious.** This mount is always getting into something—food stores, wasp nests, you name it. It has disadvantage on Wisdom (Insight) checks and Wisdom saving throws.
- 8 **Good-Humored.** This mount loves to play and clown around. It might sight, grown, snort, whinny or nicker at moments of levity.
- 9 **Gassy.** The flatulence this mount produces is legendary.
- 10 **Teamster.** This mount is happy with a simple life of duty and service. It also works especially well in a team of other work animals.
- 11 **Dancer.** This mount has an infectious energy that takes the form of moving, jumping and dancing. Riders who perform on such horses have advantage on Charisma (Performance) checks they make.
- 12 **Spirited.** The mount has advantage on Charisma ability checks and saving throws it makes.
- 13 **Alert.** This mount has a +5 bonus to its passive perception, and will warn other creatures friendly to it if it detects anything out of the ordinary.
- 14 **Hardy.** This mount has advantage on saving throws to avoid exhaustion.

- 15 **Intelligent.** This mount can count to four, and learn basic command phrases like 'stay', and can perform simple object interactions using its action. Such mounts are often escape artists, and enjoy escaping from their pen.
- 16 **Strong Back.** This mount is exceptionally strong, and can pull twice the weight of other creatures its size.
- 17 **Sensitive.** This mount has advantage on Wisdom (Insight) checks and initiative rolls.
- 18 **Dominant.** This mount is a natural leader, and has advantage on ability checks it makes to influence other mounts.
- 19 **Fleet-Footed.** This mount's base walking speed is increased by 5 feet.
- 20 **Eager to Please.** This mount remembers every individual it encounters. It would die for a treasured friend.



Illustration by James J. Krause

Horseflies^{TWW} are popular mounts among wastelanders. They are cheap to feed, easily reared and loyal to a fault. Read through the *Wasteland Creatures* for more interesting and exotic mounts!

Mount Health at Higher Levels

If you are doing a great deal of mounted and mobile combat, consider adding 1d4 hit points to a mount for each character level of its rider or owner.



Illustration by Adrian Virlan

CHAPTER 2: HARD RIDE TO SALINAS

AN ADVENTURE FOR 4–5 PLAYER CHARACTERS (SUGGESTED LEVEL: 6)

Brought together by fate, and fleeing an ancient evil, a group of strangers are thrust into the deadly wastelands with only one other to depend on for survival. They must cross barren deserts, rocky wastes, war-scarred lands and stay ahead of the ancient terror that pursues them.

ADVENTURE SUMMARY

Pulled from their plans daily lives, the heroes are handed a mysterious **Cloudstone** by **Old Gus**, the oldest man in the town of **Eran**. Soon after, the town is attacked by **the Sand Phantom^{TWW}**, a living sandstorm capable of laying waste to entire cities. Old Gus requests the adventurers ride for their lives, across a dangerous wasteland to the city of **Salinas**.

For the majority of the adventure, the adventurers will need to work together to stay ahead of the Sand Phantom, keep their mounts alive (or pile onto an ever-dwindling number of available mounts), and cross the dangerous wastelands with the Sand Phantom in hot pursuit.

As the DM, your role is to stay with the players' trials and tribulations, and provide both compelling reasons to take decisive action, and to keep moving ahead in the face of adversity, exhaustion, and injury as the unrelenting storm follows behind them.

HOW LONG IS THE JOURNEY?

You are the DM! While a map for the Salinas region is presented in Chapter 3, the distance and time required to complete *Hard Ride to Salinas*, so can be as long and include as many side-quests as you like! However, a distance of 100 miles (4 days' worth of hard riding, as depicted on the map in Chapter 3) is a good minimum. The number of challenges, combat and social interaction from NPCs or opportunities for antics that you add along the way will have a big impact on the module's runtime. You might find you can complete the adventure in one five-hour session, or it could take three to four sittings if you have a group that really enjoys combat and wants to get the most out of their character's abilities, or wants to play it out as roadshow campaign.

ADVENTURE HOOKS

Hard Ride to Salinas is, at its heart, the classic “strangers in a lifeboat” scenario. At the Dungeon Master’s discretion, the **Sand Phantom** looming presence on the horizon should serve as a sufficient motivation to keep the party moving south toward their goal. Most adventurers will fund sufficient motivation in the following three hooks:

DO THE RIGHT THING

“We must save the City of Salinas and prevent this catastrophe!”

FAME AND FORTUNE

“Saving a city is not a bad road to fame and fortune—especially one as wealthy as Salinas! Imagine how grateful the citizens will be if we actually pull this off. The reward might be worth a little sand-burn.”

SURVIVAL

“That... thing is after us, and if we just mount up and get this done, I’ll live to see another day.”

Yellow boxes are cues you can read aloud to your players. You should not look at them as a script, but rather as a prompt for crafting your own version of the narrative.

Green boxes contain lore and information for the DM.

BEFORE THE STORM

If you are playing with more inexperienced players, or would prefer to start at a lower level and enjoy a more classic western experience you can use to build local and character history before things get truly *weird*, you can use the prompts below to help you play out a few adventures, all which could all take place (mostly) within the boundaries of Eran and the surrounding valley before the **Sand Phantom**’s arrival.

Eran Adventures

d6 Scenario

1 The Ranch/Empire Story

Ma Kunkel (LW human **commoner**) is being pressured by representatives (two **gunslingers**^{TWW} and one **drover**^{TWW}) of railroad tycoon **Garnet Minhas**.

Possible Outcomes. The party might Make a powerful ally in Salinas or inherit Ma Kunkel’s farm.

2 The Lawman’s Story

Railroad tycoon **Garnet Minhas** has been sending his men (1 **gambler**^{TWW}, 1 **perfectionist**^{TWW}, 1d2 **gunslingers**^{TWW}) to intimidate local folk into selling their land. At night, they are making life difficult for the townspeople and visitors in the local Saloon.

Possible Outcomes. The party might Make a powerful enemy in Salinas or become a local hero.

3 The Outlaw Story

A band of cattle rustlers led by the infamous exile **Black Barthes** (1 **outlaw leader**^{TWW} with 2d4 **outlaws**^{TWW}) have stolen a herd of 6d6 **aurochs** from **Fildrol Greenwich** (LG halfling **commoner**) and moved it into deep into the foothills to the north. A bounty of 20 gold a head for the safe return of the herd has been placed, and a bounty of 100 gold if Barthes is brought back to Eran alive to be remanded into the marshals’ custody.

Possible Outcomes. The party might gain the support of an upstanding member, earn fame as a bounty hunter, or earn fame with the sheriffs and marshals of Salinas.

4 The Revenge Story

People in town are suffering from a mysterious illness caused by **Tobias Greely** (NE human **cleric of pestilence**^{TWW}), who has been selling a poisonous magical patent medicine.

Possible Outcomes. Depending on if (and how quickly) the party finds an antidote, the party might save or lose a treasured friend, or they might live with complications, such as severe paralysis.

5 The Conservator’s Story

A breeding pair of **gumberoo**^{TWW} are spotted at the edge of the valley and are wandering into the forest. Someone must find and safely dispose of them!

Possible Outcomes. Valuable forest or crops are saved or lost.

6 The Wagon Train Story

When a shipment of silver from Tull goes missing in **Sidewinder Canyon**, a reward is posted for its safe retrieval. The carriage was attacked by wild animals, and a band of 3d4 **outlaw goblin musketeers**^{TWW} riding **giant lizards** have looted the wagon train.

Possible Outcomes. The party earns local fame or pockets the goods for themselves.

SLICES OF LIFE

The goal of each character's opening scenes of **Hard Ride to Salinas** is to move each individual character's story from what brought them to Salinas (perhaps they were born here, perhaps they are waiting for a train, or making a regular journey and have visited the town before) and establishing the looming threat of the Sand Phantom, which is still hidden behind the high mountain walls that keep Eran insulated from the wastelands outside.

As *slices of life* moves into a second round, look for opportunities to overlap their scenarios, size each other up and exchange a few pleasantries on the way to the town square. When *slices of life* goes well, the party should be chomping at the bit to meet one another to explore their group dynamic. After two rounds, the party should all be maneuvered within earshot of the Eran town square.

THE SCOUNDREL

Slice of Life. In over your head again, aren't you? That's all right, you always shine when the chips are down.

Quandary. You are knee deep in a tense game of cards or trainyard brawl. What will you use to escape your latest misadventure? A show of force, or perhaps a clever misdirection?

Foreshadowing. A freak gust of wind interrupts the fracas at an opportune (or inopportune) moment, giving the character a chance to escape (or scattering some of their hard-won profit)

THE BOUNTY HUNTER

Slice of Life. Pursuing your latest quarry in an empty barn or chasing them through a field of high corn, a wanted murderer is on the loose. Catching such folk is your bread and butter, and it's time to go to work.

Quandary. Your bounty is accused of several crimes, and is wanted dead or alive. Dead is easy, but alive, they are worth far more. *How do you deal with this criminal?*

Foreshadowing. No matter now. Best thing is to get this bounty turned in back at the office in Eran.

THE RANCH HAND

Slice of Life. In the foothills, your herd grazes lazily. After a season away from town, it's finally to head into town and collect a hard-earned paycheck.

Quandary. The herd is spooked. At near-stampede crossing a river, a young calf is carried away by the current, bleating in panic. *Will you rescue them? How?*

Foreshadowing. A character with a high perception score might notice unusual coloration on the herd, revealing bitter-tasting sand. Whatever is spooking the herd grows steadily worse.

THE TRADE SHERIFF

Slice of Life. Assigned to guard a shipment of incoming harvested crops from Eran, you are arriving from Salinas by rail. It has been routine journey thus far. Some of the other passengers are obviously comforted by your presence, others see your badge as a reminder of everything that can go wrong on long journeys across the wastes. At least you have your partner to talk to.

Quandary. Not long after the train disappears in the long final tunnel toward Eran, A **bloated minotaur zombie**^{TWW} attacks the train. *Can you and your partner defeat it before any of the passengers are injured?*

Foreshadowing. What was that thing doing attacking a train, anyway?

THE VISITOR

Slice of Life. Another stop on an endless journey, you are killing time shopping and eating before you catch your train toward (or away from) Salinas. As a person of means, the amenities of the town are open to you.

Quandary. After ordering an expensive at a restaurant, your meal is spoiled by a harsh, bitter taste in the food. *How do you treat the confused wait-staff?*

Foreshadowing. No matter, it's nearly time for you to catch your train and continue your journey. Your clean clothes are soiled by a freak wind that kicks up dust and filth from the town square.

THE HERMIT

Slice of Life. High above the valley in the peaks, you care for ancient rocks, streams, trees and wild animals. A vicious-looking sandstorm looms on the horizon, dead on course for your simple dwelling. The first harsh gusts of wind of the Sand Phantom blow into your face. It feels like sandpaper.

Quandary. You greet the sunrise, but something about the color is off—usually it is pink, but today it's a dim, burnt orange. *Do you seek to save your own skin, or warn the citizens of Eran of oncoming danger?*

Foreshadowing. You are forced to head down the mountain in search of better cover and shelter, or perhaps to warn the denizens of Eran what is headed their way.



Illustration by David Villegas

ERAN

Eran is a peaceful **agrarian valley**, inhabited by ranchers and farmers. It serves as the breadbasket for the nearby city of **Salinas**, two days' ride to the coast. These days, most folk and goods travel by train, bypassing most of the dangers of the wastes. Salinas' marshals patrol the roads and rails, keeping the area outlaw-free and ensuring the city has a food supply to handle an ever-growing populace.

Blessed by the archdruid Erana in the final years before the war, her magic still keeps the valley fertile year-round, and occasionally results in giant livestock or produce: a valuable commodity in the blighted landscapes of today. Drovers herd animals high into the mountains, driving the herds down to the bottom of the valley for sale, slaughter or transport by rail. The land is carefully managed and maintained by the locals.

A Patch of Green. In order to secure the valley's valuable crops and livestock, **sheriffs**, **marshals** and **bounty hunters** prowl the valley on the lookout for unwanted pests or other dangerous creatures that might start a forest fire or set crops ablaze, such as the **gumberoo**^{TWW}.

Wandering cowpokes can find work on the Farms that dot the valley's roads, growing everything from apples to raspberries, onions, corn, potatos and the occasional more exotic fare. There is also steady ranch hand work: looking after livestock, breeding and breaking horses, and—for the brave—training Eran's most prized livestock export: the **domesticated owlbear**^{TWW}.

Eran is an egalitarian society where every member of society are expected to contribute to the greater good of all. Death sentences are rare, but repeat transgressors are expelled to the wastes, and for particularly heinous crimes, they are hauled to **Salinas** by the marshals to stand trial. Life is so good in Eran that few risk exile, and even thieves make themselves useful and keep their crimes to subtle fare, targeting mostly tourists.

Demographics. Most of Eran is populated by humans, elves and half-elves, but dwarves and halflings are commonplace. The town square is no stranger to all manner of folk, traveling to or from Salinas to elsewhere. Food is so valuable in these times that a successful farmer or rancher can be as wealthy as the titans of mining industries, and so Eran is a strikingly well-dressed town. Silk hat-bands, brightly colored scarves and embroidered leather clothing mark citizens of means.

Random Encounters. The following table provides ideas for the sort of encounters that can take place here.

Regional Random Encounters

d10	Encounter
1	1 giant owl
2	1d2 outlaws ^{TWW}
3	1d4 deer
4	1 cow
5	1 panther
6	1d4 wolves and 1 dire wolf
7	1d2 black bears
8	1d6 aurochs
9	1d2 perytons
10	1d4 twig blights
11	1 cave bear
12	1d6 elk
13	1 giant spider and 1d4 swarm of spiders
14	1d2 swarms of ravens
15	1d4 vultures
16	1d4 giant goats
17	1 owlbear and 1 owlbear cub ^{TWW}
18	1 chupacabra ^{TWW}
19	1d2 arboreal octopus ^{TWW}
20	1 sasquatch ^{TWW}

TERROR FROM BELOW

Once the party are all within earshot of the Eran town square, any four-legged beasts, especially those with tremorsense, such as **horseflies**^{TWW} become spooked. Dogs or other similar creatures may be barking in the distance. Succeeding a DC 14 Intelligence (Nature) or Wisdom (Animal Handling) check will reveal the source of the animals' fear to be subterranean in nature.

A blood-curdling scream rings out from the town square. In the center of town, an **Ma Klunkel** (LG human **commoner**) seems to disappear into the earth. Her scream is immediately muffled as an **infant sandworm**^{TWW} bursts from the hard-packed road in Eran's town square.

The **infant sandworm**^{TWW} grapples **Ma Klunkel** in its jaws and will attempt to drag her down into its tunnel unless the party intervenes.



Illustration by Imad Awan

OLD PORTENTS

Old Gus (CN mountain dwarf **arcane avenger**^{TWW}), an infamous crazy old coot, and the oldest man in Eran immediately recognizes the signs: strong winds and unusual sandworm attacks and recalls the legend of the Sand Phantom to the group. He praises the adventurers' prowess at dealing with the attacking sandworm, and reveals his precious treasure: a **mysterious, cloudy stone**.

The wind continues to accelerate, and the sky darkens. Is it evening already? No.

"Aw, tarnation," says Old Gus.

Pressed for more information on what is going on, Old Gus responds cryptically:

"Pilotfish. You ever been down to the ocean, kid? Little fish, about a foot long, maybe two. But the pilotfish are just what comes to feed first. First you got the little fish. And a little while later, the shark arrives."

Old Gus licks his thumb and jams it in the air for a few seconds, before sucking on it and spitting into the ground. Afterward, he frowns and gazes to the darkening sky. In the distance, plumes of what looks like dark orange smoke rise from the mountaintops at the edge of the valley.

"Too sentimental. Knew I should've kept moving. What's coming, it's after me... well, it's after this, anyway. Held onto it for old time's sake, a memento of the old days, you know."

He reaches deep into his coat pocket—his arm disappearing all the way up to the elbow, and when it emerges, in his palm is a glittering opalescent stone.

The adventurers must succeed a DC 8 Strength saving throw or be knocked prone by a sudden gust of wind. Creatures with a passive perception of 13 or higher notice orange dust on their clothing as the first evidence of **the Sand Phantom**'s arrival reaches the valley floor.

Flecks of orange, blackened sand are left behind by the sudden gust, creating the shape of a long, slithering snake, in crude mockery of the now-deceased sandworm.

Old Gus has been a fixture in Eran since the end of the last wars 350 years ago. Most folk in town consider him just a crazy old man who tells wild stories about how it all used to be. He has been known to claim to be over 1,000 years old, which is impossible for a dwarf... isn't it?



Illustration by Lunart

THE CLOUDSTONE

Wondrous item, legendary (requires attunement by a druid, a cleric of the nature domain, or an oath of the ancients paladin)

The Cloudstone appears as an egg-shaped opalescent stone 3 inches in diameter. The surface moves slowly, as if storm clouds and rainbows were lazily drifting over its surface. It sheds dim light in a 5-foot radius. It has the druidic symbol for *rain* inscribed upon it. The stone has 6 charges and recovers 1d6 charges daily at dawn.

While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *create or destroy water* (1 charge), *fog cloud* (1 charge), *prayer of healing* (2 charges), *skywrite^{XGE}* (2 charges).

If the attuned user is a cleric or druid of 15th level or greater, they can use their action and expend 6 charges to cast the *Control Weather* spell from the stone, which consumes the stone entirely. The spell produces no wind, only the *precipitation* aspects of the spell, and always rainfall at a cool temperature.

Like Water. When you are attacked by a hostile creature, you can use your reaction and expend 1 charge to impose disadvantage on the attack roll.

A *detect magic* spell reveals the stone is charged with several magics, but primarily magic of the transmutation school.

A remnant of long-forgotten high druidic technology, **Cloudstones** are heavy rainstorms condensed into a solid stone. They were once produced to create rainfall in dry or blighted areas. However, the methods for the creation of such artifacts are long lost, and they are extraordinarily rare.



Illustration by Vincent Van Hoof

ENTER SAND PHANTOM

The **Sand Phantom**^{TWW} is at the center of 10-mile wide sandstorm that is 2 miles deep and 1 mile high. The area is coated in a layer of sand at a rate of no less than 1 inch per minute. This edition of the Sand Phantom can be deprived of its *granular form* trait.

A heavy metal groan cuts through the roar of the gathering wind, and the lumbering silhouette of a locomotive sails overhead, tearing the roof off of the saloon, sending wood and glass splintering in all directions.

Above you, silhouetted against the limited sunlight filtering through the reams of sand, a dark form glides smoothly and effortlessly through the storm—no, it is the storm. Several long limbs of swirling sand extend from it, each grasping something—livestock, the remains of a grain silo, a pine tree, wagons, wooden carts and carriages, some of them bearing screaming living passengers, others occupied by only rattling skeletons in tattered but fine clothing.

Upon reaching Eran, the Sand Phantom unleashes havoc by dropping heavy objects on nearby people and structures. Carts, wagons, horses and tree trunks fall from the sky, glass windows shatter, and the roofs of nearby buildings begin to shear off in the intense winds as its center draws ever nearer.

As the Sand Phantom draws nearer, pay close attention to where the party is going, and leverage the Sand Phantom's abilities to cut the party off from any final distractions or create dramatically tense moments where they are separated from friends and loved ones in the unfolding chaos.

The Sand Phantom knows where the cloudstone is at all times, and intends to bury it forever. It will relentlessly pursue the adventurers so long as the stone remains in their possession.

OLD GUS' SACRIFICE

At the sight of **the Sand Phantom** looming overhead, **Old Gus** hands his treasure, **the Cloudstone** to the most trustworthy member of the party (as determined by the prior *Slices of Life*), and addresses the party:

"Crazy Old Gus, what does he know? I know what's real, that's what. I never forgot. Never let anyone tell me it was just a bad dream or a ghost story, and I held on to this in case it ever came back."

"It looks like we're out of time, kids... You're going to have to ride it. Ride long, ride hard, and get that stone to Salinas. Take it to the Prelate in the **Temple of Water** at the top of the city and you've got a chance. She'll know what to do."

"I'll stay behind and... see if I can't save some folk and slow the damned thing down."

"Good luck, now ride, damn you, RIDE! And you... (addressing the Sand Phantom Directly and squinting into the sandstorm) C'mere, ugly! Yeeeeee-haw!"

Old Gus unholsters a heavy gunmetal grey pistol (a *spellslinger*, the signature weapon of an *Arcane Avenger*), which crackles with lightning, and he casts *fly* upon himself, rising into the sky, disappearing into the swirling orange sands above.

For the remainder of the scene, make occasional, judicious use of **the Sand Phantom's** *drop object* action, and its *bury*, *flesh-stripping gale* legendary actions to impress upon the party the lethality of their situation: *they need to get out of here if they want to live, and fast.* The Sand Phantom will continue to use these abilities until they retreat.

After mounting on their own mounts (or whatever lingering panicking animals are available in the town

square), the adventurers must escape deeper into the valley to the east.

Following **Old Gus'** instructions leads the party east, until the railway breaks away from the road— the road leads south into **Sidewinder Canyon**, while following the railway will lead the party into **the Minhas Tunnel**. Either option is a reasonable place to seek shelter from the winds and head toward **Salinas**, but each way poses dangers of its own. The mining town of **Tull** lies halfway between.

The wind reaches a gale force, and remaining standing is becoming difficult work. The wind is so loud that everyone is deafened by it. The sound of the wind is occasionally punctuated by a burst of thunder and lightning, evidence of **Old Gus'** struggle against the terrifying creature laying waste to the once-peaceful town.

Clearing the Deck

Use the Sand Phantom's abilities to destroy any lingering townspeople or other distractions introduced in the *Slices of Life*. Be as gruesome as you need to within the limits of what your group can handle. The Sand Phantom leaves little but dry bones behind when a creature is reduced to 0 hit points by its flesh stripping winds and necrotic sand.

After the adventure, consider any other lingering characters that were introduced that might have survived the attack. This may be especially important if your players created a character who is native to Eran and longs to see its wide green pastures again.

Teamwork and Tension

While mounted over open terrain, the adventurers can outpace the Sand Phantom. Taking unnecessary rests, the neglecting their mount's health, or dawdling too long might result in the Sand Phantom catching up with the adventurers. Reward long stretches of riding with the opportunity to take a much-needed rest.



Illustration by Imad Awan

THE HARD RIDE BEGINS

LEAVING ERAN

There are two feasible paths out of the valley that lead toward Salinas. This information would be well-known to residents of Eran, and also to any visitors who are familiar with the rail line.

A *Map of the Salinas Region*, including Eran valley is provided in Chapter 3.

From this point forward, the written material abstains from assigning checks or DCs. Be sure to directly address all the things a player character knows and has lived experience or expertise with. For example, a character who was a former outlaw might recognize the signs of an ambush ahead in a way others would not. Likewise, treasures and valuables are listed sparsely, and left for the DM to populate to taste.

SIDEWINDER CANYON

Sidewinder Canyon is nearer to **Eran**, and is the best land-road to the south. The valley a twisting tunnel carved through the canyon, formed by a river that has long since run dry. Now caravans use the twisting canyon to export goods to and from settlements in the wasteland. As a result of goods needing to move through, bandits regularly stage ambushes and chokepoints, extorting travelers of their livelihoods. However, since the completion of the Minhas Tunnel, travelers and goods have been able to freely move to Tull, and ambushes are much more difficult to stage in the open wastes. This has made encounters with the now starving and desperate outlaws even more dangerous. While still under open skies, the canyon's deep walls provide cover from the storm.

Tull lies to the east of the canyon's exit to the **Outer Wastes**.

MINHAS TUNNEL

Completed 20 years ago by the prestigious **Minhas Railroad Company**, this tunnel connecting the eastern end of **Eran** valley to **Tull**, and by extension, to **Salinas**. The construction was not without scandal, however, as questions about dangerous working conditions plagued the construction project, which took years longer than expected to complete. The tunnel's enclosed walls are completely insulated from the sky.

Tull lies to the south of the tunnel's exit to the **Outer Wastes**.

SERVANTS OF THE SAND PHANTOM

Locked in battle with **Old Gus, The Sand Phantom** sends two powerful servants after the party. If you need to raise the tension and the situation is appropriate, deploy one or both of these servants against the party at some point during the ride to Salinas.

GHOST RIDER

The **ghost rider^{TWW}** prefers to terrorize and kill its quarry. It will remain invisible and learn what it can about the adventurer's fears in order to exploit them. It rides a terrifying **ghostly steed^{TWW}**.

BYAKHEE

The **byakhee^{TWW}** is an opportunistic spy, and means to steal the stone away. It will use flight and its invisibility, and attempt erase the memory of itself from anyone that sees through its trickery, searching for an opportune moment to steal **the Cloudstone** away.

The Sand Phantom can sense the Cloudstone to a distance of one-hundred miles, and loathes fears it, for it has ability to make the Sand Phantom truly vulnerable, and so seeks to bury it forever. It will command its servants to locate and recover the Cloudstone, or kill the ones that carry it, preventing it from reaching **Salinas** and dooming the city.



Illustration by Adrian Virlan

SIDEWINDER CANYON

Flanked by high walls of crumbling rock, this narrow canyon was probably once a fertile streambed. Sidewinder canyon tends to stay abandoned except for well-defended caravans. Dangerous creatures seeking shade or shelter and outlaws make use of the ample hiding spaces the rocky spires of the canyon.

The sound of the wind dies down as you make your first turns through the winding canyon's walls. Above, the sky is filled with an unnatural gradient of orange to cerulean blue, a reminder of what pursues you all. You are making good time, for now.

Ahead of you can hear the clopping of your mounts' hooves echoing back toward you, and every now and then a crumble of rock drifts down the canyon walls.

Dangerous Wildlife. Leaving Eran presents the party with the harsh reality of the wilderness: plants are limited to shrubs and cacti, and many of the creatures that inhabit the area are hardy survivors or show signs of mutation. **Outlaws** and **wastes boar** make their dens in the canyon, and they will defend their home—sometimes working together together—with gun, tusk and hoof.

Bandit Ambushes. The canyon's many loose boulders might produce obstructions to the adventurer's path—at least to their mounts. They also provide anywhere from half to full cover for the **outlaws^{TWW}** that inhabit the area. Some outlaws are true wastelanders, and some are exiles from **Eran** and hold a grudge against its citizens. A well-organized **outlaw gang** will set up an ambush, employing the clever use of **explosives** to block the road or trap an unwary group of travelers in, or circle around them riding **wastes boar**.

Random Encounters. The following table provides ideas for the sort of encounters that can take place here.

Regional Random Encounters

d8	Encounter
1	1 poisonous snake
2	1d6 griglings^{TWW}
3	1 pangolosaur^{TWW}
4	1 pale rider^{TWW}
5	1d4 wastes boar^{TWW}
6	1d2 ankhegs
7	1 blightboar^{TWW} and 1d2 blightbugs^{TWW}
8	1 outlaw leader^{TWW} , 1d2 outlaws^{TWW} , 1 outlaw demolitionist^{TWW} , 1 outlaw orc marauder^{TWW}



Illustration by Dominique Buttens

THE MINHAS TUNNEL

The tunnel is haunted by dead workers, miners, spiders who have begun to reclaim their territory, learning to avoid the locomotives that now barrel through. Underground **grue** also dwell here.

Upon entering the tunnel, a final howling blast of wind fills the entire tunnel entrance with sand and debris. It would take hours to dig your way out the way you came.

Rusty tools, relics of a long-dry copper mine dot the walls of the train tunnel, which is half natural-cavern. The cavern is dark except for occasional light flickering down from crevices that reach the surface above, each now filtering sand down in every available opening, a lingering reminder of the terror that pursues you.

Deep Darkness. The tunnel is too dark to see in for creatures that lack darkvision. Most mounts do not have darkvision, so a light source will need to be provided in order for them to continue to navigate efficiently in the rocky tunnel. Mounts that cannot see become afraid or turn their ankle if they step somewhere they cannot see, especially as the haunted winds, monsters.

Haunted. The spirits of the dead do not rest easy in this place, and corpses encounters have a twenty five percent chance of becoming undead when touched by the living.

Random Encounters. The following table provides ideas for the sort of encounters that can take place here.

Regional Random Encounters

2d4	Encounter
2	a swarm of bats descends, spooking any mounts
3	1d8 + 1 wastesroaches ^{TWW}
4	1d2 + 1 bloated minotaur zombies ^{TWW}
5	1d4 + 1 chitines and 1d4 spiders
6	2d4 grue ^{TWW}
7	1d2 + 1 mine ghosts ^{TWW}
8	1 ghost rider ^{TWW} with its ghostly steed

Random Features. The following table provides ideas for the sort of features that might appear in this region.

Regional Features

d6	Feature
1	a pit with a 20-foot fall.
2	1d4 sticks of dynamite .
3	A foreman's helmet with a working battery. For up to 8 hours per day, the helmet can emit a bright light in a 30-foot cone, and dim light for an additional 30 feet.
4	a ruined locomotive contains the skeleton of an engineer with a set of tinker's tools and a shovel .
5	a leather pouch containing 25 gp .
6	an untapped vein of adamantine ore .



Illustration by Tom Garden

THE OUTER WASTES

The outer wastes are a dusty scrubland. A few brackish rivers still run through the harsh landscape, and scattered settlements and ranches manage to graze a meager herd of hardy animals, but many find the risks posed by outlaws or dangerous wildlife to be too much for them.

After climbing up from the canyon floor, a great expanse of scrubland opens up ahead of you.

Behind you, the swirling mass of the Sand Phantom's form is already beginning to emerge from the tops of the mountains. Thank goodness for small favors, the mountains appear to have slowed it down, for now.

Impure Water. Wasteland water is often salty and brackish, leaving humanoids who drink of it even more parched than they were, and potentially poisoned for 8 hours (a DC 9 Constitution saving throw). Wisdom (Survival) checks might reveal a potable water source, or the use of spells such as *purify food and drink* or *shape water*^{XGE} might be used to render an impure source more potable.

Caecuraptor Packs. The *caecuraptor*^{TWW} is a ubiquitous creature of the wasteland—and a tri-segmented mandible jaw, these creatures roam the wastes and will kill and eat anything they can get their claws into. Caecuraptors have the *pack* tactics trait, and will seize upon anything one of their pack members has gotten its jaws into, but will retreat together. Raptors will attempt to attack potential prey from both sides, surrounding them with the members of the pack. In a prolonged chase, packs can run down an exhausted mount, but spells like *entangle* or *slow* can hamper an entire pack long enough to press on without getting into an encounter.

Random Encounters. The following table provides ideas for the sort of encounters that can take place here.

Regional Random Encounters

d10	Encounter
1	1d2 lost camels
2	1 hunting bulette
3	1d4 scavengng pteradons
4	1 debbie warren ^{TWW}
5	1d4 gibby owls ^{TWW}
6	1 caecuraptor alpha ^{TWW} , 1d2 caecuraptors ^{TWW} , and 1d2 caecuraptor pups ^{TWW}
7	1 mammoth rat ^{TWW}
8	1d4 moosociraffes ^{TWW}
9	1d4 wastes drakes ^{TWW}
10	1 monument to ruin ^{TWW}

Random Features. The following table provides ideas for the sort of features that might appear in this region.

Regional Features

d4	Feature
1	The skeleton of a recently deceased person and horse decomposes along the road and is being picked at by 1d4 vultures.
2	A lone desert fig tree contains a hive of 2d6 buzzgrigs ^{TWW} .
3	A series of tall cacti rise against the sky, which, when opened contain potable water.
4	A small horsefly ^{TWW} ranch is visible in the distance, becoming more visible at night due to the livestock's <i>bioluminescent</i> trait. If the party requires new or fresh mounts, they can trade their existing mounts in or purchase a horsefly for 40gp (plus any additional tack and harness fees).



Illustration by Dave Jones

TULL

Tull is a mining town, which tends to be mostly empty during the day while the locals are working in the mines, but comes alive at night as prospectors, miners and others gather in the local saloon to gamble and drink their day's wages away. The town also contains a few run-down and abandoned buildings.

Unlike Eran and Salinas, Tull welcomes ghouls, and a sizable portion of the town's population of miners and prospectors are ghouls themselves.

As the sun sets, there seems to be little evidence of what's following you, other than the lack of stars on the horizon.

A creature with knowledge of constellations of the Night Sky can calculate the party's lead time over the Sand Phantom by succeeding a DC 14 Intelligence (Nature) or Wisdom (Survival) check.

Tull is an ideal location for the party to stop, blow off a bit of steam, or perhaps warn the local populace about what is following them, and manage to *just* finish a long rest before resuming their long and dusty journey south toward Salinas.

In the morning, the Sand Phantom will likely have nearly caught up with the adventurers. If the party has time, Tull offers several shops or amenities the adventurers may want to interact with.

Train Station. The railway station might contain a train full of angry passengers, unable to continue their journey toward Eran, and unable to return to Salinas, as an automatic system has notified a frustrated railroad engineer that track outages exist in both directions, stranding the train and its passengers in Tull.

The Panhandle Saloon. A local fixture for almost 100 years, local tavern is owned and operated by the flamboyant Li Na (CG ghoul **commoner**).

The tavern provides travelers and has several card tables. Local miners and ranch hands from nearby wasteland ranches frequent the establishment at night to drink and gamble. However, the tavern is booked solid due to the train outage and resulting stranded passengers. Local ranch-hands know the location of a ranch where horses can be purchased. A room, horse or sum of money can be won by gambling with the locals.

Franzen's General Store. This general store owned and operated by **Franzen Squigg** (LN rock gnome **commoner**) sells vital provisions, mostly to miners, such as rope, rations, waterskins and also imports barrels of fresh, clean drinking water from Salinas. The shop is closed in the evenings, and Franzen sleeps in an apartment above it. Facing a potential shortage of goods, he has raised his prices and limited sale quantities.

The Broadhead. This blacksmith and gunsmith storefront is owned and operated by **Gormuz Steel-Arm** (TN half-orc **berserker**). The shop is closed in the evenings. The shop sells mining tools, and silver ammunition in addition to ammunition for firearms. Gormuz sleeps in a small house around the corner from his shop.



Illustration by Ken Tan

THE ROCKWASTES

The site of an ancient bombing campaign, the rockwastes are full of unusual rock formations created by ancient explosions. The strange angles created by the rocks make navigation difficult, and provide ample hiding places for ambush predators such as the dreaded **mantisaur**.

An expanse of high, jagged rocks begins to protrude from the sand, gradually rising to a height of 15 to 30 feet high. Each jagged spike of rock casts a shadow, and the heat is already rising from the surface of the rocky sand. The entire expanse is eerily silent.

High Heat. Temperatures in the area are subject to extreme heat at midday as described in chapter 5 of the *Dungeon Master's Guide*. Traveling in the shade alleviates some of these effects.

Lack of Water. The region is consistently parched. Plant life is scarce, and potable water is unavailable.

Jagged Rocks. The treacherous, jagged rocks underneath the sands make large swaths of the area difficult terrain for mounts, and they might injure themselves if they attempt to run.

Bewildering Passages. The concentric nature of the jagged rocks can easily cause travelers to become lost, or travel in a circle.

Stalking Predators. Hardy predators and other dangerous creatures stalk the wastes, ambushing anything foolish enough to become lost in the winding passageways between the rocks.

Random Encounters. The following table provides ideas for the sort of encounters that can take place here.

Regional Random Encounters

d10	Encounter
1	2d4 swarms of locusts ^{TWW}
2	1 mantisaur ^{TWW}
3	1 blood hawk
4	1 howling manticore ^{TWW}
5	1 gumberoo ^{TWW}
6	1d2 super-mutants ^{TWW}
7	2d4 gremlin gunners ^{TWW}
8	2d4 dust mephits
9	1 adult sandworm ^{TWW} and 1 infant sandworm ^{TWW}
10	1 way of the rolling stone monk ^{TWW}

Random Features. The following table provides ideas for the sort of features that might appear in this region.

Regional Features

d4	Feature
1	A broken, rusted metal cylinder 40 feet long and 8 feet wide lies strewn among the rock, containing rotting leather cases with fine clothing inside.
2	A rare and valuable medicinal herb (equivalent to a potion of greater healing) grows out of a rock.
3	The corpse of a mantisaur lies decapitated. Its 1d4 <i>revenging spines</i> can be removed by succeeding a DC 14 Strength check. The spines have the properties of darts with the <i>returning</i> property.
4	The ruins of a cart, carrying jars of spices such as cinnamon and saffron lie nestled in a rockslide.



Illustration by Imad Awan

THE SCAR

The blighted edges of the rocks that make up the scar are full of sharp edges, shredded by a fantastically powerful weapon unleashed hundreds of years ago. The remains of a long-dead city are fused into the rock, jutting out at all angles. Most of the structures are unnavigable, filled with dust and rock fused to buildings by what must have been an incredible amount of heat.

The thud of your mount's hooves over the sands becomes a gentle splashing as the terrain underneath you transitions from dry sand to thick and slimy. The pace of your mounts automatically slow as the ground has an almost sponge-like give to it. Rubble and ruin are everywhere, the last remaining sign of a pre-war civilization.

Sponge-Like Terrain. For creatures in heavy armor, the terrain of the scar is difficult terrain.

Wasteblight. A by-product of whatever hit this landscape creates pools of ruined life force known as **wasteblight^{TWW}**, which lay in hiding, indistinguishable from the terrain itself, before springing to life and attempting to drag anything it can grasp into the earth below.

Noxious Hazards. Vents of toxic gas occasionally burst from seams in the rock, producing effects identical to those *stinking cloud* spell (DC 13).

Ghoul Conversion. Those who stay too long in the scar and do not perish may find themselves becoming a **ghoul**. See *Old Gus' Errata: Wanderers of the Infinite Skies* for more information on the ghoul race.

Random Encounters. The following table provides ideas for the sort of encounters that can take place here.

Regional Random Encounters

d10	Encounter
1	2d6 flesh-spiders^{TWW}
2	1 quillrat^{TWW}
3	1 spawn of kyuss^{VGM}
4	1 democroc^{TWW}
5	1 centaur cambion^{TWW}
6	1 byakhee^{TWW}
7	1d2 wasteblights^{TWW}
8	1d6 wastes boulders^{TWW}
9	1d2 fallen gunslingers^{TWW}
10	1 ghoul druid^{TWW}

Random Features. The following table provides ideas for the sort of features that might appear as a part of the landscape in this region.

Regional Features

d4	Feature
1	A vast chasm 20 feet across blocks the adventurer's path. They must find a way to cross.
2	A series of noxious vents erupt in an unpredictable pattern, emitting a poisonous, flammable gas.
3	A rusted metal tower lies crumbling among the rock. Inside is an ancient magical revolver (bearing a +1 bonus to attack and damage rolls).
4	A lost and dying woman who has recently become a ghoul begs the adventurers for help.



Illustration by Misko Tenev

THE FLATS

The remains of a long-receded ocean, many of the creatures that live in the flats are descended from the former ocean's original inhabitants.

The sky is reflected in the land in the distance, and the horizon disappears behind a hazy blur of hot, rising air. In the distance, the hill and the golden domes of Salinas glitter in the distance.

Tiny Tide Pools. the last few miles before of the ride to Salinas flood at high tide, and then dry out at low tide, leaving behind a thick rime of salt on the desert floor, which is later harvested and exported by the people of Salinas.

Wide Open Space. Riders on the open plains often attract attention, sticking out like sore thumbs from the endless expanse of heat-distorted mirage.

Cloud Rays. Cloud Rays are like whales of the sky. Sighting one is rare, but they are not inherently violent beasts. At one time, they were hunted for the oil their body produces to light the lamps of Salinas, nearly driving the species to extinction. They glide effortlessly above the wastelands, and are gentle filter-feeders of the sky.

Sandworms. Sandworms burrow in the sand underneath the flats, and can pose a threat to wagon trains or anything else that moves upon its surface.

Random Encounters. The following table provides ideas for the sort of encounters that can take place here.

Regional Random Encounters

d6	Encounter
1	1d2 giant crabs
2	1d2+1 wastes drakes ^{TWW}
3	1d2 outlaw goblin musketeers ^{TWW} , 1d2 outlaw orc marauders ^{TWW} , and 1d2 waste boars ^{TWW}
4	1d2 infant sandworms ^{TWW}
5	1 adult sandworm ^{TWW}
6	1 cloud ray ^{TWW}

As you ride across the salt flats at full speed, you feel a strong wind at your back, and a shadow blots out the sun, removing the glitter from the salt. Tendrils of orange-black sand fall into the salty pools, staining the water, and sending small desert crabs scrambling toward the seas.

Cloud Ray

A cloud ray can make for a dramatic encounter at this moment of the story, and is large enough to blot out the sun in a manner reminiscent of the Sand Phantom, making them a great jump-scare that quickly subsides. The cloud ray may also be fleeing the oncoming storm itself, and might be convinced to carry the party directly to the top of Salina atop its enormous back, but the adventurers would need to abandon their mounts.



Illustration by Zhang Yinan

REACHING SALINAS

Once an isolated island temple, Salinas attracted an increasingly large population after the seas receded, as the **Temple of Water** produced enough fresh water to sustain a large population. Over the centuries, the city continued to expand down to the coast, creating five tiers.

Riding through the gates, you find yourself in a slum. Garbage is strewn about the streets and intermingling with horse manure, all of which is receiving a thick coating of swirling sand. All around, people dart around in panic, or desperately boarding up their ramshackle dwellings. Ahead and above you, a series of alarm bells are ringing, barely audible over the roaring winds.

Crossing the threshold into the city, the Sand Phantom begins its final desperate charge to stop the party before they reach the **Temple of Water** on the fifth tier of the city.

Living Storm. As the adventurers make their way through the city, the Sand Phantom's storm completely envelops it, making the area **heavily obscured**. Gusts of high wind destroy buildings. High above, the Sand Phantom will use its *drop object* action and unleashing an occasional *flesh-stripping gale* to slow the adventurers down or destroy them.

City Streets. If anyone in the party is from or has visited Salinas before, they may know their way around. If not, the party will have to get directions or find it through other means.

Trials of the Citizenry. During the ascent to the top of the city, the adventurers might come upon citizens in need of assistance or other situations they may wish to intervene in.

Trials of the Citizenry

d6 Feature

- | | |
|---|--------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Just inside the city walls, an orphanage has burst into flames, leaving four children stranded inside. |
| 2 | On the first or second tier of the city, a criminal locked in an abandoned sheriff's paddy wagon begs to be set free. |
| 3 | On the second tier of the city, a group of lost foreigners begs a shop owner to let them in from the storm. |
| 4 | On the second or third tier of the city, a sheriff is trapped underneath his dead horse, and is beginning to suffocate on the accumulating sand. |
| 5 | On the third or fourth tier of the city, a woman searches for a pram carrying her infant child. |
| 6 | On the fourth tier of the city, a gang of criminals take advantage of the chaos to loot a series of expensive storefronts. |

With each tier of the city the adventurers rise through, they become more exposed to the winds and sand. Any of these scenes might be interrupted by the Sand Phantom's attacks. It is easy for a mount, or even multiple mounts, to die in the process of the ascent unless the adventurers find a safe place to leave them. Use the Sand Phantom's abilities to create the maximum amount of tension possible.

THE TEMPLE OF WATER

The doors to the temple of water are made of a dense stone, and require a successful DC 14 Strength ability check to open wide enough for a Medium sized creature to squeeze through in the high winds of the storm.

Inside the temple, the air is cool, the floors are smooth marble and fountains and pools cascade down the walls in stark contrast to the journey across the wastes. A few dozen citizens are taking refuge inside, and the injured among them are tended to by **Acolyte Aloka** (NG tiefling acolyte) and **High Priest Hal'Amon** (TN loxodon druid).

The party will need to convince either Marin or Hal'Amon to escort them to the **Prelate's** chamber, who is praying in their chamber. Hal'Amon has the age and experience that allows him to recognize what **the Cloudstone** is, but he will likely harbor doubts about the adventurers and their story.

THE PRELATE

The **Prelate** (NG sea elf priest) is nearly 250 years old—old by today's standards, even for an elf, as the harsh realities of modern have reduced most individuals' average lifespan considerably. They are stern, but kind, with a heavy understanding that the temple of water is the beating heart of the city that has grown with other centers of power around it now.

You are led you through a confusing set of curved hallways, and up several sets of stairs before timidly opening a heavy stone door. Pools of water rise and fall as if breathing, cascading from one height to another on all sides of the room. A stern-looking elf sits on a high marble throne adorned with concentric rings of pearls. Their eyes are closed and their face is serene, in a trance, or perhaps, lost in prayer.

The Prelate will recognize **the Cloudstone** immediately, and escort the adventurers to the roof via a hydraulic elevator, where **the Ancient Machine** awaits.

The chamber grinds and rotates, and water begins to seep onto the floor, rising to a height of a full foot under your feet. and you feel yourself moving upward as if by some unseen force as the cool water drains away. Finally, the door opens, and the harsh, sandy wind greets you again. Above you, the wind takes on the sound of an undemanding scream of torment, as the Sand Phantom's howling maw greets you, it's black sand tendrils already creeping over the edges of the chamber, spilling piles of rough, black sand over the smooth marble flooring.



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Illustration by Anne Terkelsen

THE ANCIENT MACHINE

Exiting to the roof of the temple, the adventurers find themselves in a circular chamber with high stone walls, and a series of heavy stone pillars arrayed in grooves set in circles orbiting one another scattered around the chamber.

Each pillar contains an impression of a different shape and design. One of the pillars contains a depression marked with the same symbol etched into **the Cloudstone**. Locking the stone into the pillar's depression activates the machine. If **the Prelate** is holding the stone, they will perform this task or request the individual holding it do so.

You hear a loud thumping from somewhere deep underneath you, and runes suddenly illuminate with a gentle blue glow. The Stone pillars begin traveling around the room, anchored by grooves on the floor. Segments of the domed roof begin to retract, exposing the sandy, stormy skies above and the howling winds, as the dark core of **The Sand Phantom's** shadowy tendrils begins to seep over the walls, and across the chamber's floor.

Roll Initiative!

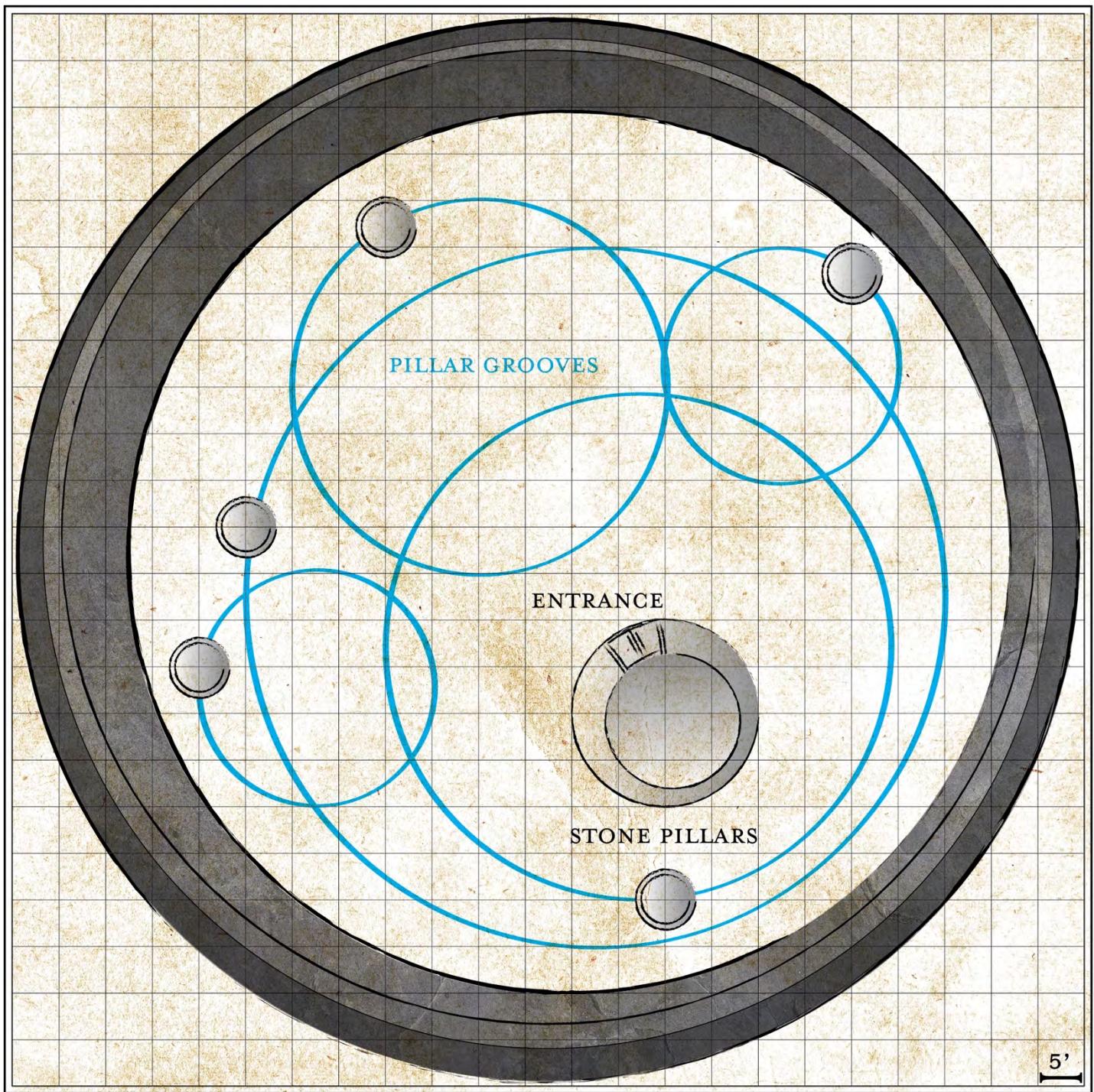


Illustration by Partario Flynn

BATTLING THE SAND PHANTOM

The high, thick stone walls of the chamber insulate the adventurers from the worst of the **Sand Phantom's** attacks, rendering them immune to its *flesh-stripping gale*. At the start of each of their turns, any creature must succeed a DC 12 Constitution saving throw or be deafened by its roaring winds.

The Ancient Machinery. On initiative count 0, the ancient machinery, powered by the **Cloudstone** increases the level of rain over the city by 1. The magical rain creates detrimental effects to the Sand Phantom's statistics as noted in the following table.

Cloudstone Rain Effects

Rain Level	AC Penalty	Effects
1	-1	A few raindrops manage fall. Creatures with a passive Perception score of 15 or higher notice a cool raindrop striking their clothing, armor or skin. The sand phantom loses resistance to non-magical attacks, and its <i>flyby</i> trait.
2	-2	Whenever the Sand Phantom it hit by a weapon attack, the attack deals an additional 1d4 cold damage.
3	-3	The area becomes difficult terrain as the Sand Phantom's sand becomes intermingled with rain, producing a muddy sludge. All of the Sand Phantom's attacks and other abilities have number of their damage dice reduced by 1 (to a minimum of 1), and it can only use 1 legendary action.
4	-4	The additional cold damage dealt to the Sand Phantom by weapon attacks increases to 2d4.
5	-5	The Sand Phantom's speed is reduced to 0. All of the Sand Phantom's attacks and other abilities have their damage dice reduced by 2 (to a minimum of 1).
6	-6	The Sand Phantom is blinded, and the additional cold damage dealt to the Sand Phantom by weapon attacks increases to 3d4.

Also on initiative count 0, the stone pillars rotate a distance of 20 feet concentrically around the chamber. The moving of the pillars will change the locations of usable cover the adventurers might be using against the Sand Phantom's attacks.

When initiative count 0 is reached, take a moment to narrate the change in environmental conditions, for example, the sand becoming mud, rain soaking the adventurer's clothing, and the Sand Phantom's increasing sluggishness.

Even with the benefits of the Cloudstone, this encounter can be exceedingly challenging for the party.

The Prelate's Tactics. During the battle, the **Prelate** will bless the adventurers, and on their turn, use their remaining to heal the adventurer who is most in need, allowing them to stay alive and keep the fight up against the Sand Phantom while the rainstorm wears it down and makes its attacks less lethal to the party. The Prelate is prepared to die for the city they have dedicated their life to.

OUTCOMES

After the battle, the adventurers can descent back into the temple, where word of their attempt has already spread thanks to **Acolyte Marin**.

Having saved the city and been blessed by the Temple of Water, the adventurers will begin their time in Salinas as something of local celebrities. Their tale may be met with gratitude or dubiousness, but the various factions in Salinas are sure to take note of them.

If you wish, you can introduce one of the NPCs included in the *Politics and Factions* section presented later in the next section.

If the Prelate is slain in the battle against the Sand Phantom, **High Priest Hal'Amor** will assume the role of **Prelate**, and will blame the adventurers for his predecessor's death. Hal'Amor bears the city of Salinas and its denizens no great love, and will be less likely to assist the city (or even the adventurers) than his predecessor.

Depending upon the events unique to your *Hard Ride to Salinas*, the adventurers' story might benefit from a fitting epilogue. The adventurers might enjoy their first proper meal in days, or mourn the loss of a beloved friend (or even a lost, especially loyal mount). A significant figure from the city's government, law enforcement, or other important institutions might approach the party with a new quest.

You have completed Hard Ride to Salinas!

You can use the next section of this document to continue to create more *Tales from the Weird West* adventures within the city of Salinas, or in nearby wildernesses and beyond.

Lingering Questions

This adventure serves primarily as an introduction to the world and concepts of the Weird West, it leaves several questions unanswered, which the DM and adventurers can begin to answer for themselves to their own satisfaction in further adventures.

A few of the questions that players characters may have at the end of the adventure could be:

- What exactly was **the Sand Phantom**? Where did it come from? Why did it attack now?
- What fate befell **Old Gus** and the people of **Eran** and **Tull**, and how long will it take to **repair the railroad line** between Salinas and Tull, or **clear the tunnel** back to Eran?
- What is the nature of the technology that powers the **Temple of Water**?



Illustration by Zhang Yinan

CHAPTER 3: SALINAS

SHINING CITY ON A HILL

The hill Salinas now sits upon was once an island, but the swiftly receding seas left it on what was now the coastline during the last of the great wars. Atop the former island sat the **Temple of Water**, an endless fountain of fresh, clean drinking water in the middle of a vast coastal desert wasteland. The priests of the temple took in as many refugees as they could, and those survivors founded what would become a mighty city-state over the coming centuries.

As time passed and the fledgeling town grew, mining operations, trade routes and eventually railroads connected a growing populace to the rest of the world by land as well as by sea, as folk from all over the world flocked to the shining city on a hill to find a better life and make a name for themselves.

A complex network of aqueducts, pipes and tunnels offer most of the city a rare and precious convenience: indoor plumbing. Citizens enjoy the ability to have a cool bath or glass of drinkable water just about anywhere, and fountains are popular attractions in the city's parks and squares.

DEMOGRAPHICS

Salinas' population is roughly 35,000 individuals: a significant metropolis for this day and age. Immigrants flock here from across the seas and wastes in search of a stable life away from the wilds and wastes, or fleeing political instabilities or dwindling resources of other significant settlements.

Carving a niche out for yourself in a dense and diverse city is no easy task, and many immigrants live out their days trapped, living in inescapable debt at the edges of the city, but holding onto hope for a better life for their children.

Salinas Population by Tier and Income

d100	Living Quarters	Average Daily Income
1–11	Outer City	1 gp
12–34	First tier	5 gp
35–69	Second Tier	10 gp
70–89	Third Tier	25 gp
90–98	Fourth Tier	50 gp
99–100	Fifth Tier	500 gp



Illustration by Álvaro Fernández

Salinas Population by Race

d100	Race
1	Other
2	Plantfolk ^{OGE}
3	Monstrous Folk ^{OGE}
4	Fey Folk ^{OGE}
5-6	Beastfolk ^{OGE}
7-8	Dragonborn
9-10	Tiefling
11-13	Orc
14-16	Half-Orc
17-22	Goblin
22-28	Elf
29-37	Gnome
38-45	Dwarf
46-54	Halfling
55-79	Half-Elf
80-100	Human

Blending the Western and the Fantastic

Tales from the Weird West assumes that the majority of what you already love about *Dungeons & Dragons* is still true!

Salinas has a nearly 400-year history, and has been expanded by numerous new arrivals. It should feel like a rich tapestry of peoples whose ancestors survived the great wars and banded together to form a thriving, cooperative, imperfect society.

Details on additional races mentioned in this section appear in *Old Gus' Errata: Wanderers of the Infinite Skies*. If you do not wish to incorporate these additional races in your world, make a substitution of your choice!

CITY POLITICS

Salinas is a city-state of many industries, drawing natural resources from nearby productive mines and oil wells, harvesting fish and salt from the coast, and growing food in as much of the available arable land as possible. There is no standing military. Dynamic trade with other cities by sea and by rail, is important to keeping the city fed, secure, and prosperous.

IN THE WAKE OF THE SAND PHANTOM

It takes over a week for workers to clear the streets and remove sand and mud that have piled up across the city. Several buildings are burned down, leaving two thousand people homeless. Extreme debt and crime spike in the coming days, straining the city's Marshals and Sheriffs, but hefty paydays for bounty hunters.

The **Temple of Water** remains able to provide fresh water for the city and its orchards. However, the extreme damage to Eran's crops has raised fears of starvation in coming months and years.

In addition, the railroad lines between Salinas and Tull, including the tunnel between Tull and Eran are damaged and unusable, preventing easy travel to Eran until such time as they are repaired.



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Illustration by Anne Terkelsen

THE TEMPLE OF WATER

While the guilds of the city provide the citizens with everything else they need—food, shelter, and clothing—the fresh, clean water that flows from the temple of water truly is the lifeblood of Salinas. In the time before the seas receded, the temple stood atop a remote island, isolated from the rest of the world, and was a holy place to the sea elves that inhabited the region. As the city's population grew around the temple from the top of the hill, winding downward, the priests did what they could to keep the growing wasteland population fed and watered. As industry sprang up again in the fledgling city, the focus of the temple has since shifted from spiritual matters to more of an administrative function, much to the dismay of some of the priests that serve within its walls.

A cleric of the *life* or *nature* domains or a druid of the *circle of the land (coast)* might find free room and board at the temple if they serve its needs caring for city's sick, or working with the city council to manage the water the temple produces. The temple employs the services of engineers, artificers and plumbers to ensure all citizens of Salinas have access to the temple's life-giving water at all times.

THE PRELATE

Born **Jowenys Remben** (NG sea elf **priest**), the **Prelate** is the last direct descendant of the original sea elf inhabitants of the island that would become the city of Salinas after the great wars, most of whom died off in the century following the seas receding. They gave up their name and assumed the role of Prelate at the age of only 100. In their time as Prelate, they have inducted the first non-elves to the order, and watched the once humble settlement at the foot of the Temple grow into a mighty city. The prelate embodies both the patience and formlessness of water, altering the form of the temple and the services it provides to help the people who flocked to hide behind the city's walls and drink of its waters.

Personality Traits. Patience of Water. The Prelate is kind, patient and often speaks in metaphor, teaching others the wisdom and patience of water.

Ideal. Nourishment. The Prelate has dedicated the Temple to the people of the city, their spiritual needs, comfort and nourishment. Priests of the temple are expected to offer impartial counsel and therapeutic services to the people of the city. Occasionally, a judge might sentence a criminal to mandatory counseling or some number of hours of service to the temple's priests.

Bond. Legacy. The Prelate's heart aches for their lost brethren and family, and does their best to honor their legacy by ensuring the continued preservation of the Temple.

Flaw. Non-Confrontational. The Prelate once sat upon City Council, but agreed to relinquish the Temple's representation in hopes they could be a beacon for all people of the city, but the high walls and divisions of an increasingly segmented city have cut access to temple off for many. They spend a lot of time in meditation, much to the consternation of the temple's more mechanically-minded priests, such as **Hal'Amor**.

ACOLYTE ALOKA

Acolyte Aloka (LG tiefling **acolyte**) is a blind albino child, orphaned in the city sewers as an infant, and discovered by a temple priest overseeing an expansion of the city's ever-growing water distribution system. She has lived at and served the temple ever since and is now in her early teens.

Personality Traits. Eager. Aloka has a pure heart, and will do whatever she can to help whoever she can. She will remember and be grateful to any of the heroes who destroyed the Sand Phantom and saved the city.

Ideal. Reciprocity. Aloka hopes to do for others what the priests of the Temple did for her.

Bond. Orphaned. Aloka does not know who her parents were, but often wonders about them.

Flaw. Naïveté. Living a cloistered life at the temple, Aloka lacks exposure to life outside the Temple's walls.

HAL'AMON

Hal'Amon (TN loxodon **druid**) sees the Temple's loess of their seat on City Council as an abdication of power and responsibility, and resents the ever-increasing demands of the City on the temple's resources. Despite his taciturn nature, he is dutiful and oversees most of the temple's apportionments of fresh water to the city's sewer and plumbing systems, and coordinates with the city government over expansions to that system.

Personality Traits. Gruff. Hal'Amon is short with words and easily frustrated, but practiced at regaining his composure.

Ideal. Balance. Hal'Amon considered the use of the Temple to nourish the city as anathema, believing it to be a pool of unnatural chaos.

Bond. Loyalty. Hal'Amon is loyal to the Prelate, even though he often disagrees with them, and will make efforts to continue their legacy, even at the cost of his own personal discomfort.

Flaw. Pessimism. Hal'Amon tends to think the worst of any situation.

Depending on the outcomes of *Hard Ride to Salinas*, Hal'Amon may have assumed the role of **Prelate**.

CITY COUNCIL

Salinas is a City-State governed by a Council whose composed of individuals elected from members of various Guilds. Each guild's election cycle and internal bylaws are written independently. Operating a business within the city limits means applying for and having approved a license to operate a business at a specific location, which are issued by the guilds. These fees can be exorbitant if one is attempting to enter an especially competitive or crowded field.

The fees and taxes the guilds collect form the basis of the city's treasury. The city's gentry and are set aside to fund the work of the city state's **marshals** and **sheriffs**.

The seven members of city council include the *Agriculturist's*, *Artisan's*, *Briner's*, *Courier's*, *Fisher's*, *Miner's* and *Rancher's* guilds. The council hold private sessions twice a week and public hearings once a week at **City Hall**. A quorum of 5 members is required to hold a vote, and laws are passed by a simple majority. Votes can be called for in public or private.

Guilds compete for power, influence, or money, and their individual representatives for prestige and affection among the city's people.

City council sessions might be closed, limited attendance, or open to the public. Representatives from the Temple of Water, Bounty Hunter's Union or Salinas University are frequently called to appear.

AGRICULTURIST'S GUILD

This guild is composed of farmers and also includes Salinas' hospitality industries such as owners of restaurants, saloons, casinos and inns all pay dues to the agriculturist's guild.

Lum Grumby (LG varkind^{OGE} **commoner**) is the portly, gregarious leader of the Agriculture guild. Born to a wealthy farm family his farm to the north off the **Boggy Creek Line** had long been the largest provider of food to Salinas before the **Minhas Line** made Eran importing food so easy. He is weathering decreased influence with jovial aplomb.

Salinas' hospitality industry, especially those that favor of gambling and debauchery, are marshalling a campaign to find someone other than Grumby to represent them, citing high taxes placed on two constituencies. The courier's guild has been courting establishments with an emphasis on entertainment.

Personality Traits. Agreeable. Lum is easy-going and eager to make new friends and allies. He prefers a hearty handshake, and to discuss business (or anything, really) over a cold drink or slice of pie.

Ideal. Plenty to Go Around. Lum believes life does not need to be a zero-sum game, and that wealth, like food is best shared.

Bond. Family Man. Lum has a wife and four young children he misses and loves dearly who live back on the farm.

Flaw. Pushover. Lum is so concerned that he might be disliked that he can be intimidated or persuaded into just about anything. Some of the other council members take advantage of this.

Agriculturist's Guild Quests

d6 Quest

- 1 An olive farm east of the city is plagued by a ravenous **mammoth rat**^{TWW}. Slay it or drive it off.
- 2 Assist **Old Man Gomez** and his daughter **Zoe** harvest his bumper crop of **corn** and deliver it to the city to be turned into **moonshine**.
- 3 A swarm of **buzzgrigs**^{TWW} have nested in the orchards of the city's central park. Convince the pests to leave, or exterminate them.
- 4 Investigate the rumors of a **ghoul druid**^{TWW} who is capable of revitalizing long-fallow farmland. Supposedly, they are a hermit somewhere deep in **Boggy Creek**.
- 5 To build favor with the **Artisan's Guild**, Lum Grumby has agreed to provide an annual outdoor **beer and spirits festival** with additional security to deal with the drunken revelers. A spicy new **Dragon's Breath** liquor is debuted.
- 6 Someone with a strong stomach is needed to enter a **pie-eating contest**. Each pie's concoction is more disgusting and revolting than the last.

ARTISAN'S GUILD

This guild includes craftsmen, which includes tailors, tanners, cobblers, carpenters, blacksmiths, gunsmiths, glassmakers, foundry workers, plumbers (who distribute the bounties of the **Temple of Water** around the city) and rug-makers. Over the last century, has become almost impossible to hold a seat on the artisan's guild without a graduate or honorary degree from **Salinas University**. After the University was founded 100 years ago, educators were inducted into the artisan's guild, resulting in an explosion of schools (of varying means and quality) across the city.

Ourmand Tinker (CG svirfneblin **powder hound**^{TWW}) is an explosives expert and ammunition producer.

Personality Traits. Problem-Solver. Ourmand is creative and his innate sense of how things work allows him to come up with creative solutions to problems and negotiate tense arguments among other members of the guild.

Ideal. Progress. Born at the tail-end of the last of the great wars, Ourmand believes that now that most of the old racial hatreds are put away, folk have a chance to make their future together for the first time, and that technological progress (and reclamation) are the best means toward that end.

Bond. Prestigious Reputation. Ourmand and his cantankerous husband **Weyoun Smith** (LN duergar **arcane avenger**^{TWW}) own and operate **Smith & Tinker**, a prestigious gunsmithery in the **Alto Horño** district of the city. Smith & Tinker produces most of the service firearms issued to Salinas' sheriffs and marshals, which has made them both wealthy men.

Flaw. Absent-Minded. Ourmand is often so consumed with work that he forgets to attend council meetings entirely, something the more unscrupulous guild members use to their advantage when calling for a vote.

Artisan's Guild Quests

d4 Quest

- 1 Three sewer maintenance workers have gone missing in the last week. Find out who or what is responsible. A school of 2d4 **grindylow**^{TWW} have been introduced into the sewers, probably abandoned by someone who mistook a youngling for a pet.
- 2 The pottery of a local designer has become all the rage in Laikonos. Strike while the iron is hot, and assist temperamental auteur Macchia Hamad (CN nocker ^FEY **bard**^{VGM}) in throwing, firing and glazing as much pottery as possible, escort them across the Great Salt Sea for a gallery showing and auction.
- 3 Skilled alchemists are needed to produce dyes for a celebratory fireworks display.
- 4 Noonan Smith is developing method for creating cost-effective elemental ammunition. Help him test the first batch.

BRINER'S GUILD

This guild consists of all trades that employ the use of salt. While salt surrounds Salinas in abundance, it is a valuable export, and so was made illegal to gather, sell or evaporate sea water for the purposes of salt-harvesting without a license, one of the few laws that is enforced outside the city's walls. The briner's guild also includes labor deemed too menial for the Artisan's guild, such as salting, drying and packing fish and other foods for export by rail or sea. As the city's population grew, the briner's guild grew to include junk-dealers and street peddlers with no permanent storefront.

Kana Kosk (CG lightfoot halfling **commoner**) fights for the protection and representation of the city's poor, an endeavor which often falls on deaf ears. A passionate advocate for the city's ghoul population, Kana finds it galling that such superstitions prevent the ghouls from building full lives within the city.

Personality Traits. Fighting Spirit. A tireless warrior for the underprivileged, Kana is not afraid to call out hypocrisy, inequity or injustice whenever she sees it.

Ideal. Equality. Kana does not see the citizens outside the walls as any less deserving of rights as those inside.

Bond. Barren. Kana's spouse **Halvas** is a ghoul. They have no children of their own, but together they have raised over a dozen adopted children that the city might have otherwise failed.

Flaw. Ideological Purity. Kana's fierce dedication to her ideals often prevent her from making much-needed alliances on the council.

Briner's Guild Quests

d6 Quest

- 1 Help Kona Kosk build a majority on the council to raise the minimum hourly wage in the city from 12 silver to 15 silver per hour.
- 2 The miner's guild is hauling salt back to the city with their minerals, putting dozens of the city's poorest workers out of a job. Convince the other guilds to support Kona Kosk's proposition to fine the miners for their illegal trading.
- 3 An outbreak of dengue fever is sweeping the Saltwharf. Convince the council to subsidize the Artisan's Guild's production of medicines to deal with the crisis before it spreads.
- 4 Loan sharks have been cracking down on debts, making life impossible for honest street peddlers. Convince them to lay off before someone gets hurt.
- 5 People in the Saltwharf are acting strange, as if they are not themselves. A brood of **mind-spiders**^{TWW} have taken over the bodies of several people, breeding and seeking more powerful hosts, including a notorious **bounty hunter**^{TWW}.
- 6 A run-down orphanage is in dire need of funds. Recruit the city's fighters, musicians, and artists to put on a benefit show for the orphanage, or find other ways to contribute to saving the children.

COURIER'S GUILD

This guild includes shipping, dockworkers and warehouse workers, including those at the railyards, but not those who work on the trains themselves. A ship carrying any cargo other than fish must hold a license with the guild in order to dock at Salinas' wharfs. Messengers, carriage and stagecoach operators, and wagon train outfits are also members. The rise of the railroads has reduced the guild's influence.

Delphine Lightfoot (CG half-elf **archer**^{VGM}) remembers names and faces and appears to take a genuine interest in anyone willing to tell her anything. A retired mail-carrier, she operates a successful wagon-operated freight company that hauls foot, mail and water to wasteland settlements. Her experience has taught her the beauty of the inexplicable interconnectedness of all things, from the iron in your fork to the peaches in your pie, and the smile of someone receiving a letter from a treasured friend.

Personality Traits. Gregarious. Delphine greets everyone with a disarming smile and a compliment, and never neglects to say thank-you via messenger.

Ideal. Live Boldly. Delphine favors bold action, and will make unexpected alliances toward her own ends.

Bond. Philanthropy. A sucker for admiration, Delphine makes regular philanthropic contributions to Salinas' orphanages and is a patron of the arts.

Flaw. Knows Too Much. Delphine operates on gut instinct, and her encyclopedic memory sometimes causes her to reveal too much of what she knows, leaving her with her foot in her mouth.

FISHER'S GUILD

This guild is composed of fisherman and whalers who sail the Great Salt Sea and haul their catch back to Salinas for sale. It also includes shipwrights and carpenters who make or repair boats.

Galitha Halsacz (CN orc **pirate captain**^{GOS})'s family has been fishing the seas of the great salt sea for nearly a century. She is proud of her family's integration, which now includes a fleet of over a dozen boats.

Personality Traits. Loud. Galitha is not shy about her opinions, and raises her voice when making a point.

Ideal. Hard Work. Galitha has no tolerance for lazy folk, and regards infirmity as weakness.

Bond. Family Legacy. A single mother, Galitha has a hapless son named **Oglub** she hopes will take over the family business someday.

Flaw. Proud. Galitha is short-tempered and can be manipulated by challenging her honor.

Courier's Guild Quests

d6 Quest

- 1 Fovrin Mine north of Tull has discovered a new vein of iron, and requires a shipment of dynamite to expand the mineshaft and expose it. Someone must take on the dangerous task of transporting the volatile stuff to the mine.
- 2 It's **caecuraptor**^{TWW} breeding season, and a shipment of guns and ammunition is needed at the Lazy Wing **horsefly**^{TWW} ranch to the west in order to properly defend the herd.
- 3 Defend a delivery of moonshine and ale to a nearby farming community for their annual harvest festival. Outlaw will seek the stuff to consume or to create makeshift explosives with. At the harvest festival, a **mammoth rat**^{TWW} makes an incursion to feast.
- 4 A payroll wagon is sent east to Bitter Ridge, a struggling gem-mining town deep in outlaw country. The law has been of no help, and the guild suspects the local sheriff is on the take.
- 5 A pair of star-crossed lovers from rich families need someone to deliver their communiques without tipping off their wealthy families. The pay is good as long as no-one gets caught, until the couple decides to elope.
- 6 Recruit the city's most prominent artists into the guild: dancers, musicians, prize fighters, sex workers, jockeys, and writers (including those from the popular newspaper *The Salinas Sundial*). In addition to granting lawful representation to these people, completing this quest increases strife with the Agriculturalist's Guild, who run the city's saloons and casinos.

Fisher's Guild Quests

d6 Quest

- 1 The agriculturist's guild orchestrated a lowering of tariffs on imported fish, putting hundreds of local fishermen out of work. Convince a majority of the council of the error of their ways.
- 2 Marauding **sahuagin** have captured two dozen fisherman and their boats, and are demanding a large ransom for their safe return. Their families are desperate to see them again.
- 3 A bonanza of oyster-bearing pearls is discovered offshore, but is a common feeding area for **sharks**. Clear the beasts away and help the fishing crews collect as many pearls as you can.
- 4 A school of **sharks** have been shredding the nets of fishermen. Help thin the herd and bring as many of the valuable creatures back in one piece as you can.
- 5 Orton Reed (LG cha'pa^{OGE} **commoner**) has developed a prototype of an ingenious fresh-water fish farm but the Artisan's Guild is refusing his construction application. Negotiate the contract between the two and oversee the fish farm's construction.
- 6 Sushi chef Nimo (LN githzerai **monk**) seeks exotic sea creatures to serve raw at a fancy catered event.

MINER'S GUILD

This guild includes those in the resource extraction trades: mineral, ore, and oil trades fall under the purview of the guild, as does the ownership and operation of railroads between other cities.

In no other guild is the disparity of rich and poor wider than within the miner's guild. Those who struck it rich on a claim increasingly turn to investment and banking, mining the populace of the city for gold instead of the earth. As railroads have connected Salinas to additional cities and rail lines, the concerns of those who labor in the mines far away from the city gates go increasingly unnoticed, and make the allure of a life of banditry all the more appealing.

Prominent members of the mining guild also own many of the city's banks, concert halls, bordellos, apartment buildings, and newspapers.

Miner's Guild Quests

d8 Quest

- 1 A band of **outlaws**^{TWW} have stolen a load of explosives meant for a new railway tunnel expansion, and are now holed up in an abandoned ancient military fort. Someone must face the outlaws before they can deploy and use the explosives for their own nefarious ends.
- 2 Fovrin Mine north of Tull is plagued each night by a flock of **giant villoous moths**^{TWW} that are devouring the iron as quickly as the miners can extract it. Find where they are spawning and put a stop to it.
- 3 Expansions to a wasteland silver mine have accidentally released **mine ghosts**^{TWW} and a **mine strider**^{TWW}. Clear the mine out so work can resume.
- 4 A worker's strike has broken out on a railway expansion. Convince the workers to get back to work (or the foremen to improve their working conditions) before the project falls any further behind schedule.
- 5 Escort a shipment of priceless artwork and museum artifacts from any would-be intruders or attackers on a northbound train.
- 6 Garnet Minhas has an unusual and unethical proposition: rob his own train coming from the east that is full of gold bullion and escape as much as you can. This will drive the local price of gold to an all-time high. Leave no evidence behind, but try not to kill any valuable train personnel.
- 7 A salvage operation of a strange underground facility rich in adamantium has had workers disappearing. Investigating the site reveals invisible tears in reality. On the other side of the rifts, **devoured devourers**^{TWW} and **mutant mouthers**^{TWW} lie in wait in a strange, mist-laden pocket dimension.
- 8 An illegal demolition-mining operation has unleashed a **blob**^{TWW} from an underground reservoir, and it's rolling across the wastes unchecked. Destroy it before the law finds out.



Illustration by Asderuki

Garnet Minhas (NE fire genasi **faustian warlock**^{TWW}) owns the newest rail line that connects Salinas with Eran Valley and beyond. She won her seat on the council only recently after a highly contentious guild-wide referendum.

Personality Traits. Ambitious. Garnet cares little for the plights of the working man and seeks only to use her seat of power to expand her wealth and financial empire at every turn.

Ideal. Empire. Garnet desires to hold dominion over as much as she can, including people.

Bond. Faustian Bargain. Garnet's soul is owned by her patron, and is blessed to have the ability to acquire wealth and power, but cursed to never feel she has enough or to be able to enjoy any of her ill-gotten gains.

Flaw. Hypochondriac. Although not at all prone to sickness, Garnet recoils at coughs, sneezes or unwanted touch and avoids shaking hands.

Garnet is, in fact, a near-immortal who maintains youth by devouring the life essence of others to be rejuvenated. Her latest incarnation, "Garnet" appeared as a hitherto unknown heir to her "father" **Spiris Minhas'** vast mining and railroad empire.



Illustration by David Frasheki

RANCHER'S GUILD

This guild is composed of ranchers, cheesemakers and just about anyone else who makes their living off the sale or trade of livestock or animal by-products, including race animals.

Butatius "Buster" Basemus (TN centaur drover^{TWW}) owns the **Shady Rock Ranch** just east of Salinas. He maintains contact with the other ranchers of the region, and seen by them as fair-minded. His ranch serves as a funnel-point for all livestock that head toward the city.

Personality Traits. Cowboy Wisdom. Buster relies on folksy wisdom and common sensical maxims to make his points on council.

Ideal. Nobility of the Herd. Buster is direct and honest, and admires the way herds work and stick together for the safety of all. His staunch support for his fellow ranchers is appreciated by all in the guild, especially since few of them can spend much time in the city proper.

Bond. Open Skies. Buster loves nothing more than a beautiful sunset on a distant horizon.

Flaw. Disinterest. Buster is constantly frustrated with the council's internal squabbles and competitions for prestige, and would prefer a clear leader to follow. If someone else responsible would give him the chance to relinquish his seat on City Council, he would gladly give it up, and return to ranching full time.

Rancher's Guild Quests

d6 Quest

- 1 A wily **chupacabra**^{TWW} is attacking the livestock at Shady Rock Ranch at night and causing outbreaks of disease among the cattle.
- 2 The prized stallion Jack Jackalope is at Shady Rock Ranch, but nothing seems to get him in the mood to stud.
- 3 A herd of healthy-looking **horses** are lost and traveling through the salt flats, but they won't last long out there with nothing to eat or drink. Find them and drive them back to Shady Rock Ranch.
- 4 Famed racehorse Cinnamon Sugar is being stabled at Shady Rock Ranch before a race to be held at Salinas Coliseum. A few extra eyes are needed around the ranch to make sure she's safe, happy and secure.
- 5 A herd of 30 **aurochs** are to be driven back to Eran valley as breeding stock. Drive the herd to the valley and collect your pay. Your pay will be docked for each animal that doesn't make it.
- 6 The Busy-B ranch outside Tull is a **horsefly**^{TWW} farm. The herd there are being regularly attacked by a pack of nocturnal **mantisaur**^{TWW}, but the local law refuses to help.

SALINAS UNIVERSITY

Founded 150 years ago, Salinas' university is considered a singular accomplishment in the region: to establish a place of higher learning. Historians and archaeologists reclaim the cultural secrets world's lost past, including scholars, scientists, engineers, and artificers. Small private research laboratories dot the surrounding neighborhoods of the university, each seeking to push the boundaries of exploration and scientific discovery further than their rivals. Some of these scientists work to benefit all citizens of the city or world, and others seek only to advance technology in service of private enterprise.

While it receives considerably less public funding, the university's cultural arts programs stimulate the city's entertainment industry, providing higher education in music, dance, theater, and visual arts.

DR. BETUR RIDDLE

Dr. Betur Riddle (NG human **inventor**) is a prominent inventor. He holds seven advanced degrees, all from Salinas University, and is now a tenured research fellow. He has formulated medicines that have saved the city from pestilence several times, and designed several expansions of the city's water distribution systems that won him prestigious awards not just for their efficiency but also their architectural design.

A life of unbridled success and happiness ended fourteen years ago during a fateful journey. A massive **ancient sandworm** attacked a train carrying Riddle and his pregnant wife, **Philomena**. The accident left his wife dead, and Riddle paralyzed from the waist down. Thankfully, the baby was saved by a capable surgeon who also survived the accident.

A sitting City Council member for the Artisan's Guild and a prominent scientist at the university, the sensational story swept through Salinas, and the city mourned the loss of his wife, and celebrated the birth of his daughter.

Personality Traits. Optimistic Enthusiasm. A public champion of Salinas University and self-appointed ambassador to the City Council, Riddle tends to present an exuberant, excitable and optimistic persona.

Ideal. Technological Savior. Riddle believes that understanding and harnessing the sciences for the good of all will end starvation, cure disease.

Bond. Daughter. Riddle's teenaged daughter **Shae** is showing the early signs of ghoulism, and he would do anything to save her from a fate of exile from the city. The two keep this a secret while Riddle researches a cure.

Flaw. Blinded by Science. Riddle's enthusiasm for progress and faith that everything will work out blinds him to the risks his research and experiments might pose to the people of the city.



Illustration by Jakub Bazyluk

Sciences Quests

d6 Quest

- 1 A submersible vehicle design is reaching the end of prototype production, and a search for qualified crew to undergo intense training before exploring the depths of the ocean.
- 2 Dr. Riddle requires samples of plant life growing along The Scar, as part of his work to produce a cure for ghoulism.
- 3 An inert, but well-preserved **burnished golemite infantry** is recovered. Dr. Riddle requires assistance reactivating and reprogramming it in a secure manner. Consult *Old Gus' Errata: Turning the World* for rules on creating golem NPCs, or consider utilizing a guest star PC to play the golem.
- 4 The testing of an experimental fertilizer accidentally results in the creation of a **wood horror** that escaped and begins to prey on the citizenry. People begin to go missing in Salinas's Central Park.
- 5 A rock slide along the coast has revealed a mysterious metal door in the cliff. The adventurers join the expedition to discover how to open the door and see what's inside. Once inside the ancient facility, a **Nauls' mimic** blocks the only way out, threatening to turn the expedition against itself.
- 6 Dr. Riddle is ready to test his experimental "cure" for ghoulism on a live subject, and volunteers are needed.



Illustration by Youssef Samani

DR. PETER HORN

Dr. Peter Horn (NG haashir^{OGE} arcane avenger^{TWW}) is a famed, but retired explorer, currently serving as professor of history at the university. Born **Pujuvyash Hundī**, he adopted the pen name *Peter Horn* at the suggestion of sensationalist publisher **Bartius Bilforth**. Born with an insatiable appetite for travel and knowledge, he made a name for himself exploring the world's deserts and ruins. His works include *Riding with the Dustburn Dirigible Drivers*, *Relics of the Tribes of the Silent Salt Flats*, and the perennial best-seller *The Sights You'll See: Memoirs of a Railway Traveler*, which has sold thousands of copies, a rare accomplishment for an author in their lifetime. Dr. Horn is a popular contributor to Salinas' newspapers and published academic journals.

Personality Traits. Braggart. Dr. Horn loves to brag about his discoveries, books, journeys and his fame.

Ideal. Disturb Not the Dead. Dr. Horn has developed a deep-seated respect for the dead, and believes they should be left to crumble in peace, even if further knowledge could be gained from the remains.

Bond. Personal Assistant. Peter's ambition and overzealous personality are tempered by his serious-minded longtime personal assistant and photographer **Shelley Wind** (NG nychterid^{OGE} bard), who provides the amazing photographs for Peter's books.

Flaw. Musophobic. In a dusty ruin, Dr. Horn was swarmed by rats and nearly died from the infected bites they left him with. To this day, he cannot stand the sight of a mouse.

Archaeological Quests

d6 Quest

- 1 The Salinas Museum of Art and Natural History needs help to identify and catalogue artifacts.
- 2 An ancient black dragon's fossilized skeleton has been unearthed. An expedition from the university needs assistance escorting the priceless remains back to the university.
- 3 The Miner's Guild is sponsoring an exhibit of precious gemstones from around the world, and The Salinas Museum of Art and Natural History is hiring additional security. A thorough background check is part of the process.
- 4 The ruins of a walled city have recently been discovered, revealed by a blistering sandstorm. Join the excavation and discover what can be learned about its inhabitants, and return any interesting artifacts you can find for further study.
- 5 A bunker belonging to pre-war soldiers has been located, but is full of deadly traps and machinery. Disarm the devices and learn everything you can about its inhabitants.
- 6 An expedition to an underground vault is missing and has not been seen in some time. At first, they are nowhere to be found. Later, it is discovered that they have fallen victim to **Phun-Babuz, the Face Stealer**^{TWW}.

Law and Order

Law and order is divided between marshals, sheriffs, deputies and judges, who are appointed by the City Council. Legal enforcement deemed too inefficient or risky to spare sheriffs or marshals are offered instead to bounty hunters.

MARSHALS

Marshals wear gold stars, and are the closest thing to Salinas has to an organized military, and they enforce the city's law the city walls. They ride across the wastes to protect the city's interests as determined by the **City Council**. Their tasks might include providing trade security across railways in the territory, or hunting down outlaws or criminals who have escaped the city.

Some marshals are beacons of inspiration to the people of the wastes, and others are cruel taskmasters and loved less than the outlaws that prey upon the desperate.

Marshalls are empowered to commandeer the use of a mount or firearm from another person in defense of the city and its laws, including from other law enforcement personnel.



Illustration by Clonerh!

MARSHAL REDBURN

Marshal Catarina Redburn (LG half-elf **marshal**^{TWW}) coordinates the paramilitary force of marshals in coordination with city council. The position also makes indirectly in charge of the Sheriffs within the city limits, but the offices typically operate independently except in times of crisis. She rose through the ranks as an internal affairs investigator, exposing and bringing corrupt sheriffs across the wasteland to justice.

Personality Traits. **Wow.** The marshal doesn't mince words, and prefers to be addressed by her title, especially by law enforcement, and perhaps even more by bounty hunters, who she wishes were unnecessary.

Ideal. By the Book. Redburn believes in firm standards and practices for law enforcement personnel.

Bond. Bound by the Law. Years of serving Salinas' council inside the city has made Marshall Redburn weary, but she cares deeply for the people of the region.

Flaw. Fallen Idealist. Redburn has long since resigned herself to being a tool of the law.

Marshal Quests

d8 Quest

- 1 Everett Pickerin's hitherto unproductive mining claim in the salt flats has recently uncovered a cavern full of valuable minerals. But everything has been going wrong at the mine: equipment failures, suspicious injuries and a frightening creature that roams the salty, cavernous depths. Mineral magnate Marth Mallory (NE half-elf **powder hound**^{TWW}) has offered to buy the land, and is employing magic and costumery to scare miners away in hopes of purchasing the land for cheap.
- 2 A group of 5d4 prisoners (**thug**) doing hard labor in a nearby coal mine have captured their 1d6 guards and are now hiding in the mines below demanding the keys to their shackles. Resolve the situation peacefully, arrest the escaped prisoners and rescue the guards, if you can.
- 3 A group of **merfolk** have been attacking fisherman a few miles off-shore. Find out why, and put a stop to it with the bare minimum of bloodshed.
- 4 Irvine Finch, the cruel **sheriff**^{TWW} of Tull is being plagued by outlaws a gang of outlaws. The sheriff's methods not only ineffective, but brutal and anything but by-the-book. The citizens of the town, even inept mayor Fenton Cobblepot (NG gnome **commoner**) are afraid of the law, and anyone who dares speak up against the Sheriff are jailed by his deputies and forced to work in Finch's own copper mine. The sheriff and his loyal deputies will turn on the marshal if challenged.
- 5 A group of bandits have made three train robberies in the same canyon east of the city in the past month. Each time, they disappear without a trace. Find out where they are going and bring them in.
- 6 Notorious outlaw Karen "Lion Eyes" Scarfoli (CN human **outlaw survivor**^{TWW}) has been recognized at a horsefly ranch outside Tull living under an assumed name as a humble ranch-hand. She claims to have reformed, but her old gang, the notorious "Skeleton Crew" is after her, too, believing she stole the gang's hoard of treasure.
- 7 An abandoned fort on the edge of the scar has been taken over by a dangerous outlaw gang of ghouls. The gang is led by a Salinas **marshal**^{TWW} turned deserter, several **outlaw survivors**^{TWW} and **outlaw scorpions**^{TWW}. What's worse, the fortress' mounted machine guns make a frontal assault almost impossible.
- 8 A mineshaft collapses, accidentally unearthing a battalion of **burnished golemite infantry**^{TWW}. The disoriented machines slaughtered the miners and are continuing a bloody march through the wastes. Find the machines and render them non-operational.



Illustration by Simona Todorova

SHERIFFS

Salinas' sheriffs enforce the law within the city's walls and are also empowered on trains and railways. They patrol the streets and serve in city bureaucratic capacities to ensure the law is obeyed, and make arrests and present charges and evidence to judges. They also operate the city's jails and prisons and perform any required executions ordered by the city. A city sheriff is easily visible by the silver stars they wear on their person, usually on top of or just underneath the coat and lapel.

The city provides the firearms, ammunition and uniforms for the sheriff's department and their deputies, but prefers they find methods of dealing with situations that don't involve gunfire. Trained in tactics of de-escalation, a good sheriff is diplomatic, and appeals to folks' reason and better nature to get the job done. The popularity of sheriffs varies across different neighborhoods of the city, and many of the city's poorest consider sheriffs to be of no use to them.

Smaller towns and settlements also tend to have a Sheriff stationed there, either sent by the city to oversee law and order, or they are elected by the local populace.

Sheriff stories make excellent adventures small player groups. These stories can be played out as police procedurals, revolving primarily around talking to witnesses, following the evidence, convincing others to do the right thing, and making difficult moral choices about the spirit and letter of the law. A bare minimum of gunplay is not always a barrier to a good story! In other cases, the supernatural may have reared its ugly head, and the time for action is now.

Sheriff Quests

d20 Quest

- 1 An old woman grieving over the loss of her outlaw son tries to help another young outlaw escape justice.
- 2 An attractive young man seeks help stopping two suitors are about to duel for his affections.
- 3 A beautiful young wife manipulates a naive bounty hunter into killing her older husband.
- 4 **Trigger MacDowell** (LG human **commoner**), an elderly blind ex-sheriff, is the only witness to a murder, making him the killer's next target. Protect him and solve the case. Trigger is thrilled to be a part of the law enforcement game again, and is liable to get in over his head.
- 5 A girl refuses to testify against the robbers who kidnapped her.
- 6 **Emile "The Amazing" Azam** (CN human **enchanter**^{VGM}) is a stage magician who uses his hypnotic skill to swindle money from the citizens of Salinas.
- 7 A woman kills her outlaw son to prevent him from turning himself in.
- 8 A missing young man is taken hostage by three con artists running a street gambling operation.
- 9 A drunken marshal is harassing people at neighborhood bar and attempting to provoke others into a gunfight with him.
- 10 A recently released convict jeopardizes his parole when he sets out to kill **Stephanie Withers**, the sheriff who arrested him.
- 11 A **Phun-Ni clown**^{TWW} prowls the city, preying on children.
- 12 An outlaw's young child kills a man during a botched robbery and is left behind as the outlaw gang escape the city.
- 13 A ranch hand is accused of stealing a horse by his former boss.
- 14 A dying storekeeper's last word is the only clue to finding the man who killed him.
- 15 **Almalia Valderamma** (CG half-elf **commoner**^{TWW}), a local journalist looking for a sensational story talks the sheriff into reopening a murder case. The prime suspect ends up being an ambitious deputy who regularly plants evidence at the scene of the crime to make himself look good.
- 16 A young boy asks you to save his mother from her alcoholic husband.

- 17 When a bounty hunter becomes engaged to a wealthy woman, he is suspected of murdering her brother, who objected to their union.
- 18 The friendship between business partners is jeopardized when one of them sustains a head injury at the hands of some ruffians operating a protection racket, changing his personality.
- 19 **Elmo Blatch** is superficially pleasant, but becomes a psychopathic killer devoid of restraint or remorse when ridden by a **boo hag**^{TWW}.
- 20 A timid bank clerk goes through a surprising change in personality, becoming a fearsome bank robber after learning she only has a short time left to live.

STEF WITHERS

A six-year veteran on the force, **Steffani Withers** (NG female human **sheriff**^{TWW}) is mockingly called “Bulldog” by her colleagues for her inability to let a case go. She keeps a disorganized file on strange happenings and unsolved crimes within the city’s boundaries, and unlike her fellow sheriffs, welcomes the assistance of the **Bounty Hunter’s Union**.

Personality Traits. Open-minded. Withers is a lateral thinker and doesn’t mind exploring all the angles in the pursuit of a case, sometimes leading her to discover other related criminal enterprises.

Ideal. Justice. Withers is dedicated to equal treatment under the law and loves to unearth and expose corruption within the city’s government or the ranks of law enforcement. This has earned her more than a few enemies among the city’s more unscrupulous sheriffs and deputies.

Bond. Spirit of the Law. Withers will occasionally “look the other way” in defense of the greater good.

Flaw. Always Late. Withers is always running late and almost never shows up anywhere on time.

Sheriff Withers can be utilized as a supervisor to a deputized player character, or as a colleague or even a partner NPC to a player character with a law enforcement background.

DEPUTIES

Deputies wear bronze stars, and work for sheriffs in administrative capacities and are employed around the city where policing presences may be needed. While deputies may detain and arrest people within the city limits, a deputy cannot bring formal charges against an individual on behalf of the city without approval of a sheriff or a judge.

In times of crisis response, or when the law needs additional help of people with extraordinary abilities that they don’t trust to bounty hunters, someone might be temporarily deputized by a Sheriff. A deputy is expected to uphold the law as an employed member of law enforcement would, and to defer to the Sheriff’s judgement at all times.

Temporarily deputizing a player’s characters that is not a lawman is a great way to involve them in Sheriff Quests.

JUDGES

Judges preside over criminal trials and sign off on legal warrants passed by the Sheriffs and Marshals to the **Bounty Hunter’s Union**.

Judgeships are lifetime appointments made by the council. Most judges are former lawyers with graduate degrees from, and a few are individuals with years of distinguished service as an officer of the law.

At publicly held criminal trials, a judge is empowered to determine a defendant is guilty or innocent, and to pass sentence in accordance with laws made by the **City Council**. A judge also appoints a prosecutor to argue the case on the city’s behalf. Defendants are not provided their own counsel.

Criminal sentences may take the form of fines, imprisonment, hard labor, community service and even death. Hangings, drownings, firing squads and electrocution are all employed as techniques for capital punishment, and the judge may order an execution be held publicly or behind closed doors.

JUDGE REINHOLDT

Judge Richter Reinholdt (LN hill dwarf **noble**^{TWW}) has sat on the bench of Salinas’ court system for 80 years.

Personality Traits. Fair-minded. The judge considers arguments, but suffers no nonsense. He is gruff, and keeps his sentences short and to the point, although there is a spark of joy in his eye whenever he holds someone for contempt of court.

Ideal. Corruption Fighter. Judge Reinholdt believes the biggest danger to the city is corruption from within, and is severe with sentences for city officials or law enforcement who are convicted of crimes, especially corruption.

Bond. Strict Constitutionalists. Judge Reinholdt takes the law seriously, and will not bend it, no matter his personal misgivings about a given situation.

Flaw. Blind. The judge is fair-minded to a fault. Something may be immoral, but if not illegal, Judge Reinholdt will rebuke any attempt to leverage the court’s powers against a citizen. If issuing a warrant for arrest or investigation, the Judge will require substantial proof.

BOUNTY HUNTERS

When a legal matter is just too petty, stupid or dangerous for Salinas' law enforcement, bounty hunters take the job instead. Some say bounty hunters are little more than contract killers for the state, but for some, access to an honest bounty hunter is the only path to justice.

As a union, the bounty hunters are not considered citizens of the city (not for lack of trying). A strict city licensure system is established to practice within the city limits, but even with these regulations, few bounty hunters manage to avoid seeing the inside of Salinas' jails for the entirety of their careers. Some bounty hunters take extralegal work as well, making a living as killers for hire, even breaking the law to fulfill a contract.

Bounty Hunter Quests

d10 Quest

- 1 A serial purse-snatcher is enjoying a hot streak along the docks. Local businesses have pooled to pay someone to stop the thief.
- 2 A couple of ruffians^{TWW} are roughing up businesses on the first tier, and the law is looking the other way.
- 3 A con artist is charming and robbing wealthy socialites in Techo Dorado. A sizable purse from a group of humiliated victims has been assembled, but this has to stay out of the press.
- 4 Wealthy industrialist **Garnet Minhas** (NE fire genasi faustian warlock^{TWW}) is interested in obtaining a sasquatch^{TWW} throw-rug for his parlor.
- 5 A troupe of 1d4 centaur cambion^{TWW} patrol the salty wastes, preventing trade and travel. The marshals call for patience, but the city's guilds will pay well to resume their disrupted trades.
- 6 A giant varkind^{TWW} is preying upon the livestock at the misleadingly named **Paradise Ranch**, and at the rate it's devouring them, it won't be long before it moves on to the ranch-hands. A reward has been placed for defeating the creature.
- 7 **Raggrim "Boom-Boom" Rockfist** (CN duergar perfectionist^{TWW}) is on the lam after beating an opponent to death in the **Ruidoso**, fleeing the city with exotic dancer **Esme Passionfur** (TN tabaxi bard). Find him and bring him in to stand trial.
- 8 A befouled elemental^{TWW} lurks in the sewers, poisoning drinking water around the city wherever it goes, threatening rich and poor alike. One way or another, someone must put a stop to it.
- 9 A mutating therianthrope^{TWW} wanders the wilds outside the **Leadglen**. When the bounty hunters come to investigate, the town is already full of lycanthropes.
- 10 **Leeni Qufira** (NG halfling commoner) seeks to claim his inheritance, a farm east of the city. The farm must be liberated from a group of Super-Mutants^{TWW} who have claimed it, and the Marshals don't consider it a priority.



Illustration by Michael Uwandi

JED MITCHELL

Jed Mitchell (LN human gunslinger^{TWW}) is most famous for killing **Solomon Kane** (CE ghoul assassin), the notorious "Salinas Slasher" who claimed dozens of victims. He can often be found drinking at **the Rail** in the **Barrio Bravo**.

Personality Traits. Surly. Jed is a loudmouth and a mean drunk. Tired of being hounded for his fame, Jed is rude to rival hunters he does not know or respect. He also harbors prejudice against ghouls, and believes they are cursed by the gods for their wickedness.

Ideal. Glory. Anything Jed has ever done has been to increase his own famous name. He is known to challenge others to duels if he feels his position as the most famous gunslinger in Salinas is in danger.

Bond. Famous Name. Due to his famous name, Jed is constantly in touch with those offering significant bounties. He's usually willing to share information with anyone willing to buy him a drink or pay off his tab.

Flaw. Alcoholic. Jed buries most of his feelings under twelve fingers of whiskey.

The body of **Solomon Kane** is rumored to have gone missing from police custody after Jed turned it in.

SLIM

"Slim" (TN ghoul **bounty hunter**^{TWW}) has been a fixture in Salinas since before hardly anyone in town can remember. Ghoulism has long since robbed her of most of the signifiers of her original race. She is lanky, knobby, and more sinew than skin. She enjoys her reputation, and that of **L'il Mama**, her beloved pre-war **implosion pistol**, kept in perfect working condition.

Slim travels the wastes— even to the ramshackle all-ghoul settlements most folk avoid, and organizes paying work for bounty hunters willing to work outside the city and deep into the wastes. While in town, she can be found drinking either at **the Rail** in the **Barrio Bravo**, or at **the Hanged Man** in the Southgate Slums. She uses her fame and charm to maintain a ghoul presence at **The Rail** on principle, but also coordinates bounty hunting work—the kind no one but those ghoul-kind can trust—from **the Hanged Man**.

Personality Traits. Gallows Humor. Around other bounty hunters, Slim loves to talk tough, crack wise and show off.

Ideal. Everyone's Someone. Life can make you hard. Long life, even more so. Slim makes a point to nurture her soft spot for those in need, but sleeps with one eye open.

Bond. The Old Gang. They weren't perfect, but Slim misses her days wandering the world with her friends and allies. She loves talking about her past.

Flaw. Tough Skin, Soft Heart. Although no fan of the law, Slim avoids shedding the blood of others.



Illustration by Chris Kuhlmann

In addition to applying ghoul racial traits, consider adding the following trait and replace the bounty hunter stat block's revolver attack with the following:

Keen Shot. Slim scores a critical hit on attack rolls of 19 or 20.

Implosion Pistol. Ranged Weapon Attack: +9 to hit, range 40/80 ft., one target, **Hit:** 7 (3d4) force damage. Whenever the weapon's damage dice result in a 4, roll another d4 and add it to the total.

THIEVES' GUILD

Salinas' thieves' guild is a small and intimate. They monitor the activity of and outsource work from time to time, but rarely do even the thieves of Salinas know who they are working with or for until inducted into the guild itself. To be admitted to the guild, an existing member must nominate you for consideration, followed by an something of a hazing ritual: the guild's members set a prospect's job up for failure via an elaborate ruse. Nothing puts a new member squarely in their place so much as a humiliating failure in front of your new peers.

Thieves' Guild Quests

d6 Quest

- 1 A shipment of gold bars must be swapped with a replica of the container filled with stones of equal weight so as not to introduce a discrepancy when it's loaded on to the train. No one must know about the theft until the train has left the station.
- 2 Procure a valuable **mechanical nightingale** from the parlor of a wealthy homeowner. The estate has multiple armed guards.
- 3 Assist a group of wasteland outlaws in stopping and robbing a passenger car carrying of wealthy passengers. One of them is carrying a valuable dossier of **investment futures** that any number of his competitors would love to see. Reign in the outlaws' hot-headedness, and try not to kill anyone. We're not assassins, and we don't need the heat.
- 4 A contract has come in for the theft of an antique wrought-iron hourglass. However, the one on display is merely a replica, and the original is locked away in the museum's basement archive. An exhibition of famous artist **Diana Shutterstock**'s latest work provides an opportunity to case the joint. The hourglass can be used to reproduce the effects of the *Slow* or *Haste* spells.
- 5 See to it that **Lorenzo Atherton** (LE half-elf **noble**), a wealthy visitor to the city is liberated of his possessions and as much of his dignity as possible.
- 6 Reach the evidence locker in a **sheriff's headquarters** and see to it a weapon slated to be presented as evidence in an upcoming murder trial goes missing.



Illustration by Bonnie Bugbear

LUCY PRIMROSE

Lucy Primrose (CN human **tattoosionist**^{TWW}) is a university dropout turned bespectacled-head of the thieves' guild in Salinas. Before she left, she studied both artificing and library sciences. Lucy prefers clothing that shows off her sleeves of complex tattoos, and uses her keen understanding of the vast array of knowledge collected in the university library to arrange thefts for hire. Lucy has a cover identity as a librarian in the rare books department at the **Biblioteca Historica** at **Salinas University**.

Her talents as an artificer have resulted in a complicated system of book-filing that only she, and possibly her confidant **Vrix** fully understand. Only library books filed at the proper place and time will allow anyone admittance into the guild by triggering a subtle *dimension door* spell that transports the user to the **thieves' guild** interior.

Personality Traits. Big-Brained. Lucy can seem disaffected and distant, but that usually because she is the smartest person in the room. She is always one step ahead of everyone and everything, prefers to head things off at the pass, and hates to have her time wasted.

Ideal. Caution. Lucy prefers safety to risk, and makes clear calculations as to the fallout that a given job might not cause.

Bond. True Love. Lucy has found true love with her changeling assistant and bodyguard **Vrix**, and the two would die for one another.

Flaw. Judgmental. Lucy's interests are primarily limited to books, tattoos, her artificing projects, and having more money. She cares little for people other than their efficiency and usefulness in her increasingly complex operation.

Tattoo Charms. Lucy can, over the course of 1 hour, apply a tattoo charm to another creature. The charms grant the bearer to use their action on their turn to expend the tattoo to perform one of the following options:

- **Cast a Spell.** The tattoo takes the form of a 1st, 2nd, or 3rd-level spell, whose imagery reflects the effects of the spell. The bearer of the tattoo does not need to concentrate on these spells, but Lucy does. Once expended, the tattoo is consumed and disappears from the bearer's person.
- **Summon a Creature.** The tattoo takes the form of a creature whose CR is equal to or less than 3. As an action, the bearer of the tattoo can summon the creature the tattoo depicts for 1 minute. For the duration, the summoned creature is acts on its own initiative, in accordance with Lucy's wishes. Once expended, the tattoo is consumed and disappears from the bearer's person.

Lucy's tattoos can only be activated within 10 miles of her, and she is immediately made aware of any spells cast, and the identity of the spell's target, or any creatures summoned by them. Using her action, she can end any spell created from her tattoo charm, or assume the senses and direct control of any creature created by her tattoos. When she does so, the creature is able to speak with Lucy's voice as if she were there.

Additional details on the **Tattoosionist** artificer specialization are available in *Old Gus' Errata: Wanderers of the Infinite Skies*. If Lucy is incapacitated for more than 72 hours, the magic in the books that maintains the library's entrance to the guild fades, forcing any thieves to use the far less pleasant entrance from the city's underground sewer system.



Illustration by Jakub Javora

VRIX

Vrix (LN changeling^{ELRW} spy) is a bodyguard and confidant of **Lucy Primrose**. They use their changeling abilities to maintain her cover as a librarian, assuming Lucy's form and sitting at her post at the library, dealing with any prospective clients, and admitting thieves to the guild's secret lair underneath the library. When not providing Lucy with an alibi, Vrix uses their shape-changing abilities to infiltrate warehouses, shipyards and rail stations and memorizing the contents of schedules, ledgers and accounts. Their information gathering activities yields useful information that is sold to the guilds, wasteland outlaws, or used to plan heists.

Personality Traits. Officious. Vrix rigorously requires members of the thieves' guild, even those they recognize, to make the proper sign before handing them a book.

Ideal. Vigilance. Vrix constantly worries about keeping the guild's location and entry method hidden and safe.

Bond. Loyalty. Vrix is loyal to Lucy, and being her lover, is unlikely to betray her.

Flaw. Always the Outsider. Vrix does not much spend time with folk outside the thieves' guild, and while they can mimic someone perfectly, they do not always understand the complex social dynamics most humanoids have. They are often confused by slang and colloquialisms they have not encountered before.

ULRICH "THE RED" VOLUKAN

An absolute monster of a man, **Ulrich the Red** (NE goliath **ruffian**^{TWW}) makes an honest living in the warehouses of **Northgate** station, where he assists smuggling operations get undocumented or illegal goods into the city. He also serves as a contact point for other criminal organizations in the city. Ulrich knows about most of the protection rackets and loan sharking operations within the city and works with them to facilitate narcotics shipments or other smuggling needs, and maintains a network of contacts that ensure the thieves' guild does not unknowingly step on the toes of any other more lethal criminal organizations.

Ulrich's nickname derives from both the shock of red hair atop his head and for his reputation for extracting blood from anyone dumb enough to tussle with him.

Personality Traits. Bully. Ulrich believes might makes right, and if you're getting pushed around, on some level, you deserve it.

Ideal. Might Makes Right. Ulrich believes might makes right, and if you're getting pushed around, on some level, you deserve it.

Bond. Addict. Ulrich is addicted to *khat*, and becomes irate if he goes without chewing a mouthful of the stuff for more than a few hours.

Flaw. Not too Bright. While he is savvy when it comes to street smarts, Ulrich thinks literally, cannot take a joke, and loses his temper if his intelligence is insulted.

CIRRO GALLISS

Cirro (CN autumn eladrin **doctor**^{TWW}) served as a frontline medic in the last of the great wars. He has lived in Salinas for nearly 200 years, ending a distinguished career as a train robber. At that time the population was only one-fifth of what it is today. An accomplished alchemist and physician, Cirro primarily serves as an off-the books doctor for Salinas' criminal underbelly. Whenever a thief finds themselves on the wrong end of the long arm of the law Cirro is there to patch them back up. Occasionally, Lucy hires his services out to other criminal enterprises.

Personality Traits. Blunt. As bedside manner for doctors goes, Cirro's is lacking. He is terse and to the point, and often blames people for their own injuries on account of recklessness.

Ideal. Independence. Disillusioned by his wartime experiences, Cirro believes needing someone is weakness, and loathes to depend on anyone other than himself for any reason.

Bond. Hopeless Romantic. Cirro is in love with **Percy Oleander** (NG human **gambler**^{TWW}) who lives near Salinas' **Central Market**. A war veteran, Cirro is desperately afraid of losing anyone.

Flaw. Self-Defeating. Cirro longs to both resume his wandering and also to stay with his great love, and so chooses neither.



Illustration by Old Gus



Illustration by Adrien Girod

A TOUR OF SALINAS

Here is a summary of the notable places in Salinas, as depicted on the map on the previous page.

OUTER CITY

Lacking the elevation of the areas behind Salinas' outer walls, most of the outer city floods at high tide. Houses are on stilts or are built to float as the tide rises, and networks of makeshift bridges allow people to traverse without getting wet or pulled into the current and swept out to sea. Law enforcement does not patrol the outer city, except the trainyards and warehouses. Order is by the **bounty hunter's guild**, making it a dangerous to cross the wrong person.

1. SALTWHARF

The Saltwharf is a network of raised buildings where refuse is reclaimed, and smaller fishing operations are operated from. Anything usable the city discards is refurbished peddled on the streets of the first tier of the city. The people who live in the Saltwharf live cheap, and most labor as salt-makers to make ends meet.

Free Clinic. Few folks in the outer city can afford their own medical care. **Antiope** (NG elowarin^{OGE} druid), a former acolyte of the **Temple of Water**, assists the poor and needy with their medical needs as best she can. She might request assistance providing services, or could use an escort through a dangerous part of town to see a housebound individual, or the retrieval of useful medicinal plants from nearby stretches of wasteland. Her operation is funded by wealthy clockmaker **Phila Cleverly** (LG gnome noble), who lives at in the **Techo Dorado**.

2. THE SALTWORKS

The saltworks are a series of metal pans and gratings which use the flow of the tide to evaporate salt from the water as quickly and efficiently as possible in the heat of the day. Salt is a useful preservative for the fish and produce Salinas exports around the world. Work is scheduled around the tides rather than on a daily schedule. Every now and then something valuable is brought in by the tide—a wooden chest, an oyster bearing a pearl or other such treasure. Competition for such items is high, and they are points of contention as to whose work plot they appeared in, which can cause fistfights, and even murders among the desperate.

3. WESTGATE

Rows of ramshackle buildings crammed to capacity with the poor and desperate line the streets around **Westgate Station**.

Westgate Station. Northgate station houses the latest rail line to be completed and reach Salinas, the **Minhas Line**, owned by **Garnet Minhas** (NE fire genasi faustian warlock^{TWW}). Completed 30 years ago, the line runs to the nearby mining town of **Tull** and onto the farming communities of **Eran Valley** before stretching further west across the wastes. Between the minerals and food, the completion of this line has caused a boom of population in the city, and has made Garnet a rich man, quickly rising to the top of the **miner's guild**. Eran's peaceful agrarian landscape is a popular vacation spot for Salinas' well-to-do, so its hallways are often busy with their kind, or other travelers arriving or departing to faraway places.

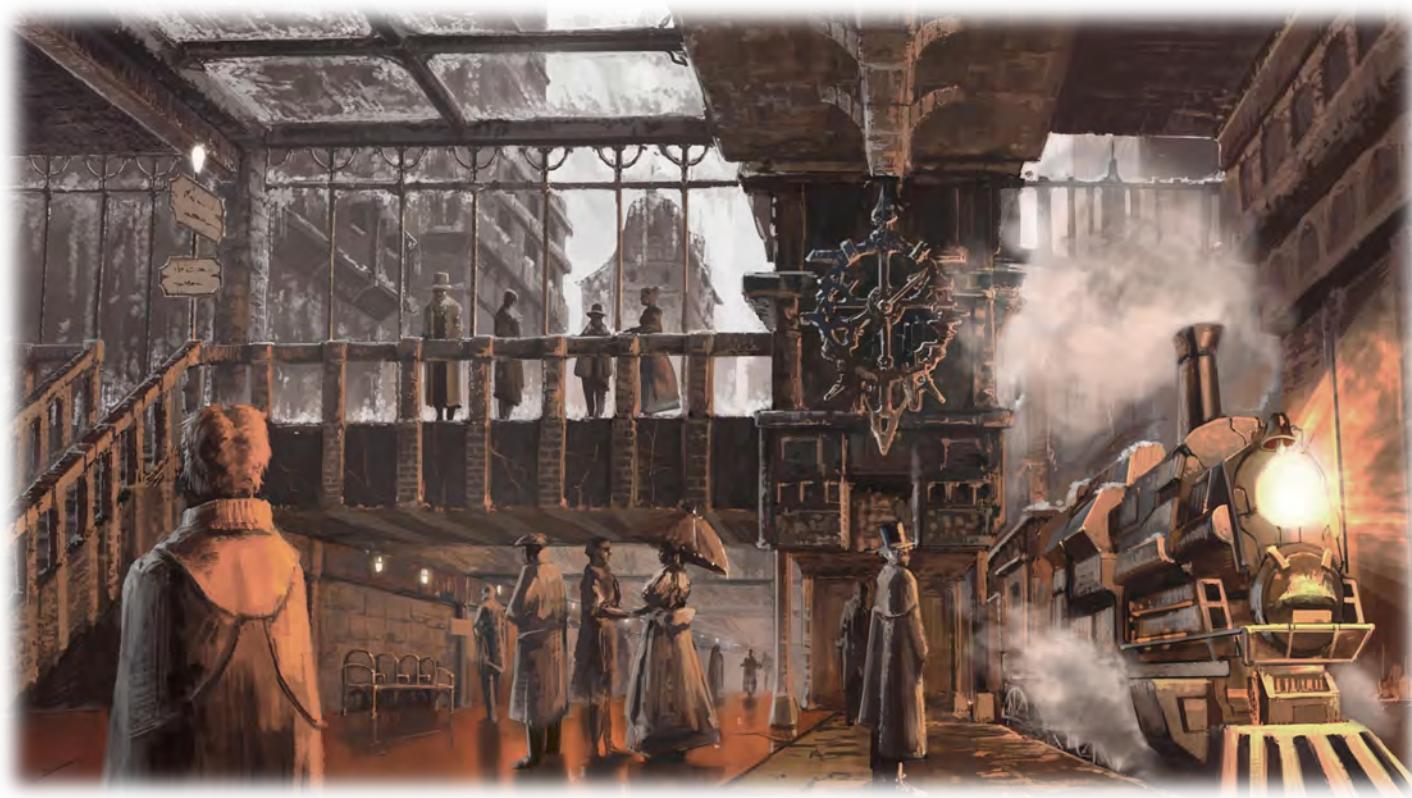


Illustration by Abdelkarim G

4. NORTHGATE

Northgate contains warehouses full of minerals and salted produce to be hauled down to the docks for export. A few canneries and other food-related industries flourish here, providing employment for unskilled laborers, salting and pickling food, sealing barrels and hauling them down to the docks for sale.

Northgate Station. The oldest rail station in Salinas, Northgate Station houses the **Boggy Creek Line**, which runs north of the city past the eponymous swamp and further on to the meager cattle ranches, horsefly farms and mining towns that dot the wastes. Brave souls wander the swamp searching for food, medicinal plants and rare minerals, but most find themselves swamp food in short order.

Red's Junkyard. This expansive and successful salvage operation is owned by **Red (CN duergar)**, who drives a notoriously hard bargain. He lives on the premises and is constantly toiling away on metallic sculptures he hopes will earn him fame in the art scene higher in the city. At the entrance gates to the junkyard, the remains of a long-inert **iron golem** stand rusting in the briny air, a restoration project Red has long since abandoned, but its imposing figure makes a memorable landmark for anyone in the neighborhood.

Inside, the piles of salvage neatly organized into material or possible use contain all manner of parts, metal and possible clues to the past. The junkyard is monitored by three **duergar hammerers**^{MTF} and a **caecuraptor** that considers Red it's alpha.

5. ESTYARD

Estyard is primarily home to a few warehouses and industrial refineries which serve the needs of the railroad industry.

Eastgate Station. Primarily a freight line, the **Chasewater Line** is a marvel of modern engineering, traveling across the winding canyons east of the city toward **Greybridge**, a massive city built across a 7-mile long, one-mile wide stone bridge.

A series of cranes, pulleys and counterweights suspended off the upper tiers of the city are used to load the trains here, as weapons, jewelry, and other manufactured products are shipped off toward Greybridge. The merchandise loaded on and off these trains is handled by the **courier's guild**, and they remain some of the most well-paid unskilled laborers in the city.

Suspended from massive metal struts, the trains that run along this line are powered not by steam, but by artificed magnets, and hung from the top of a rail, making them difficult to reach for most outlaws without the aid of magic, technology or a solid plan.

Shady Rock Ranch. This small patch of green is shaded by a high plateau, and is sustained by water brought in via aqueduct from the **Temple of Water**. The large high plateau spares the ranch from the intense heat of the afternoon sun, and contains just enough grazing land to sustain herds driven into the city for slaughter or sale.



Illustration by Adrien Girod

FIRST TIER

The first tier of Salinas is the only portion of the city that allows ghouls to openly walk the streets.

6. BARRIO BRAVO

The barrio bravo caters to the tough. The streets are packed with bounty hunters, gym rats and prize fighters. It is not uncommon for duels or brawls to be held up traffic on the streets. Lawmen are scarce in the neighborhood, save to pick up captured criminals from the **bounty office**.

Doc Severin. Doc Severin (CN ghoul **doctor**^{TWW}) will patch you up when you need it, no questions asked, and the man never seems to sleep or leave his office.

El Gigante. A gymnasium and exhibition dedicated to the art of the **luchador**^{TWW}. El Gigante is a good place to learn combat skill and the finer arts of pit fighting that rely on a finely-honed persona. Famous luchadores like **Pascual "El Scorpion" Secada** and **Ignacio "Lagarto De Fuego" Nesvarax** (NG brass dragonborn **luchador**^{TWW}) are regulars. The luchadores are an inspiration to and occasional defenders of the city's poor and downtrodden.

Friendly Fire. Friendly fire sells ammunition to individuals who like to measure the length of their barrel to the next bravo's. A shooting range in the back provides. The owner, **Oscar "Friendly" Cardozo** (TN human **gunslinger**^{TWW}) was a successful gunslinger before losing three of his fingers in a gunfight. In addition to guns and equipment, a shooting range in the back provides target practice 24 hours a day, much to the consternation of the neighbors.

Pepper's Pizza. Bordering the industrious Alto Horno district, Pepper's Pizza bills itself as "*A sunny place for shady people*". Bounty hunters, factory workers, sheriffs and criminals alike flock to the comfortable booths for a slice of pizza. The chef, **Pepper** (TN stout halfling **commoner**), offers a wide variety of sauces and toppings for your slice.

The Rail. The rail serves two functions: first as a watering hole and social gathering place, and second as a location for licensed bounty hunters to pick up jobs or drop off their quarry and celebrate a job well done. Criminals are kept in temporary detention to await pick up from a Sheriff, and while they wait, are treated to mocking hollers and watch the bounty hunter who brought them in receive a celebratory round of drinks. The proprietor, **Dawg** (LN human **bounty hunter**^{TWW}) is a retired successful bounty hunter who now slings beer instead of lead. He welcomes **ghouls** to his establishment, as they make up a fair number of wasteland outlaw hunters. Famed gunslinger turned mean drunk **Jed Mitchell** (LN human **gunslinger**^{TWW}) is a regular here.

There are few certainties in the Barrio except these: there'll be broken glass in the streets, and there's always Jed drinking at the rail. Man used to be somebody, but I suppose everyone has their breaking point. Even through the haze of whiskey, the man knows is tipped off to more bounties than anyone other than Dawg. Guess that business with Solomon Kane is the kind of memory that lingers.

~Old Gus

7. THE NARROWS

The narrows named for the thin alleyways full of lean-to shacks and adobe residences piled high against the city's outer walls. The main streets that lead into the city are crowded with low-end shops that deal mostly in refurbished items and junk. A **bounty office** lies just next to the city's gates, allowing ghoul bounty hunters to collect their pay and grab a hot meal before heading back out into the wastes.

Cooter's Diner. Started by **Cooter Cain** (LN human **commoner**) not long after the walls of the lower tier of the city was newly finished, Cooter's diner has been a popular fixture for locals and hungry tourists alike for decades. Cooter has since retired and left the restaurant to his son, **Charles "Chubby" Cain** (TN human **commoner**), who maintains his father's tradition of serving fried chicken, waffles and steaming hot cups of coffee at a fair price, 24 hours day.

The Desert Rose. This nursery is owned and operated by the elderly **Oona P'narr** (CG gwaloth^{OGE} **druid**). Within its mud-bricked courtyard, countless varieties of edible and medicinal plants are carefully cultivated. Oona is kind and generous, and provides many of the plants needed by the **Free Clinic** in the **Saltwharf**.

8. THE BOILER

Warehouses, slums, fighting pits, pickpockets and peddlers line the streets of the boiler, which got its name from its reputation for being an inescapable neighborhood. Like the lobsters unable to escape the boiling water of a cooking pot, the neighborhood has a reputation for being a debt-prison. Most residents of the boiler have lived there their entire lives, and everyone knows everyone else by name or reputation, for good or ill.

Ronnie's Gym. Bounty hunters, boxers and other pugilists flock to this gym for training or to sign up for prize fights. Matches are held every night, with locals buying tickets to attend. Ronnie (LN half-elf **perfectionist**^{TWW}) is a retired fighter, and in addition to providing training to others, organizes the fights and betting, and is something of a local celebrity and hero. Ronnie sees it as his duty to provide an outlet for the neighborhood's frustrations, teaching children both to defend themselves, and how to honor a fair fight.

Madame Malantha's. This small storefront marked by a hand with three eyes in its palm is operated by fortune-teller **Madame Malantha** (TN kenku **divinier**^{VGM}), who claims to be able to foretelling the future and speak to those beyond the grave.



Illustration by Thiago Richau

Penderghast Loans. Loan sharks and slumlords like **Florence "the Handyman" Penderghast** (NE human **outlaw gang leader**^{TWW}) use their leverage to enrich themselves on the backs of the poor in what is, for them perfectly legal ways. The poor and unattended children of the outer and lower city are often lured into a life of crime by Penderghast's gang of **thugs** and **ruffians**^{TWW} by an innocent desire to help support their struggling families, and spend their days pickpocketing unwary travelers at the train station while their parents toil their lives away on honest labor. If you need money, Penderghast is all too willing to arrange for a loan, but most of his customers seeking their entry into the city from outside find themselves trapped in squalid tenement apartments, unable to make rent without resorting to a life of crime in service of their landlord... or worse.

From the moment I laid eyes on Florence, I didn't trust that wide, cruel smile for one second. He knew far too much about the neighborhood. Apparently ever now and then one lobster manages to crawl out of the boiler on the backs of his brethren.

~Old Gus

9. SOUTHGATE SLUMS

The Southgate Slums are where most of the city's ghoul population live. Shunned by most, these folks keep primarily to themselves, working mostly in menial jobs or living as cheaply as possible off of whatever they managed to save from a former life. Many ghouls are dockworkers, or do hard labor maintaining the city's sewer systems or as salt-gatherers.

The Hanged Man. A dim watering hole at the end of a long alleyway, **the Hanged Man** is one of the few establishments in Salinas that is owned and operated by a ghoul. The bartender, **Loretta Glazer** (NG ghoul **commoner**) serves a mean cocktail. Only recently having had her ghoulism begin to show visible signs, in the dim light of the bar, she is still a beautiful human woman with a short shock of black hair. After she was let go from a prestigious job tending bar in the **Ruidoso**, she used her savings to get **the Hanged Man** off the ground rather than leaving the city. She misses her former life greatly, but takes comfort in serving drinks to and listening to the stories of ghouls much older than her, and the bar has quickly become a staple in life of the ghouls of the lower city.

Renengil's Smithy. Besieged by crime on all sides, the southgate slums is a difficult place to run a business, **Renengil** (NG mountain dwarf **veteran**) thrives among the squalor. Renengil prides herself on being a smithy anyone can afford. She performs tasks from re-shoeing horses to forging old-world equipment such as steel swords and battleaxes, and machining parts for modern industrial equipment, and restoring pre-war firearms. She is assisted by a young orphan named **Davy** (CG satyr ^FEY **thief**), who handles many of her deliveries and ensures local street children treat her business favorably when it comes to shoplifting.



Illustration by Kenneth Solis



Illustration by Tatyana Kupriyanova

10. DOCKSIDE

Taverns, shipwrights, fishmongers and the fronts for several shipping companies line Salinas' docks, where goods are brought in and sent out all over the world. Dockside sees its fair share of smuggling, and a clever act of bribery can get you just about anything for a hefty discount before it reaches the upper tiers of the city.

The Squealing Eel. A popular watering hole for sailors, dockworkers and brawlers, the tavern is operated by the buxom and boisterous **Veruna Farquardt** (TN halfling **commoner**).

Fish King. If it came from the ocean, you can find it at Fish King. This delicatessen offers fresh seafood, daily specials and an on-site café where one can enjoy beer-battered fish fry, menudo, and famed crabcakes. It is owned by the rotund and taciturn **Hespatius Goja** (LN fejvar^{OGE} sahuagin **blademaster**^{GOS}).

Snake Eyes' A dive gambler's den, Snake Eyes' is the preferred gambling den for down-on-their-luck sailors, and other lowlifes gather to roll the bones or play cards. It's also known to law enforcement as a place where informants are willing to gossip if someone throws a few hands in their favor. Owned and operated by retired sea captain **Aoife ni Nemain** (CN eladrin **pirate captain**^{GOS}) and her gold-obsessed former first mate **Duffy** (CN suxiu^{OGE} **pirate first mate**^{GOS}). Aoife entertains guests with stories of her seafaring life before losing her ship in an unfortunate gambling incident. Duffy is a circus acrobat turned pirate and runs a blackjack table.



Illustration by Finnian MacManus

SECOND TIER

The second tier of the city is dotted with marketplaces, public squares, and contains a majority of the city's living quarters.

11. MARKET SQUARE

Salinas' central market is brimming with portable stalls, pop-up shops out of wagons and a series of long-standing permanent businesses. Anything from produce to clothing to imported rugs can be found here. A nearby **Sheriff's office** provides security for the area.

A Cut Above. Butcher sells beef, pork and chicken from nearby ranches and farms.

The First Grain. This granary and bakery specialize in breads of all kinds.

El Ruby. This famous street food vendor serves tacos, menudo, horchata and other fare in an open-air setting at the edge of the market, and is a popular spot to have an afternoon meal or people-watch.

Temple Ball. This performance hall hosts regular shows of local talent with minimal ticket and drink prices. Occasionally rowdy, a wire fence separates the performers from the audience, stopping any beer bottles that patrons might toss toward the stage. It's a great place for a musician to find out what people really think about their music.

Hotel Salinas. Comfortable accommodations for travelers, including renting out long-term stays for those who stay in the city seasonally.

Allen Bros. Clothing. Stylish clothing for gnomes, goliaths, and everyone in between. If you're looking for a new hat, a pair of chaps, a new duster or a fancy fringed leather vest, this is the place to go.

12. EL CENTRO

El Centro is filled with specialty markets and prepared foods for purchase. Butchers selling cured ham, bakers with croissants, cookies and other sugared fare, and artisans such as painters, potters and rug-makers keep their storefronts in this prestigious area of town. Most all shopfronts in the area are zoned in a way that require a membership from the **Artisan's Guild** to operate a business in the area.

Dr. Feelgood's. A small doctor's office, **Dr. Phineas Feelgood** (CN human **dentist**^{TWW}) is an unscrupulous medical practitioner in the area, curing clients through a mix of science and magic. He offers a range of medical and dental treatments and potent narcotics, a practice which provides him enough income to bribe the law to look the other way in the event of malpractice.

Nimo's. Specializing in the preparation of raw fish dishes and salty stews and soups, **Nimo** (LN githzerai **commoner**) has long since been separated from his kind in the astral plane and settled in Salinas to make a life for himself.

Popo-Loco. Popo-Loco squeezes fresh fruit for juice and freezes it, selling refreshing popsicles and gelatos to a parched city populace.

Salvator's. This brewery and sausagier sells sandwiches on pretzel buns and their bottled beer is served all over the city and beyond. A large basement underneath the complex also brews a complex-flavored mushroom wine.

Speedy Delivery. The central office for this regional courier service offers delivery services city-wide, and to surrounding townships. A network of outposts let riders to jump on a fresh horse every few miles, and they have a reputation for being the fastest way to get a message across the wastes without the aid of magic.

Veniero's. This famous patisserie and fromagerie is operated by **Veniero Tartinbakker** (LN gnome **commoner**). The heady smell of cheese and sugar permeates the opposite ends of the shop, and an outdoor café provides a view of the busy city streets. Those with time and gold to spare can enjoy fancy coffee, tea and a fruit tart or one of Veniero's famous cinnamon cannoli.

13. PEQUEÑO PUEBLO

The structures of pequeño pueblo are built for smaller folk, and so gnomes, halflings, and others of small stature prefer to make their homes here to save on rent. Business in this neighborhood also cater to this clientele, offering cookware, clothing, and other items made especially for the city's more diminutive denizens. As the city's oldest neighborhood, statues of its founding figures dot the sidewalks.

Priphina's Pleasantries. This candy-maker specializes in saltwater taffy. **Priphina Parklespark** (NG halfling **commoner**) has been in business for over 100 years.

Lawrence Explosives. Allisandra (CG forest gnome commoner) and **Dorothea Lawrence** (LN forest gnome commoner) sell dynamite, concussion grenades, fireworks, and gunpowder in bulk. Their adopted daughter **Elspeth** (LG half-orc **Sheriff**^{TWW}) is a well-respected officer of the law.

14. ALTO HORNO

Alto Horno houses the vast majority of the city's craftspeople and industrial sector: Canaries, smiths, glassblowers, bottling plants and other modern marvels ply their trades in small shopfronts and large warehouses. A nearby **Sheriff's office** patrols the nearby **Northgate Station**.

Larson's Instrument Emporium. Larson's produces everything from accordions to tubas, clarinets, and pianos, selling the finest musical instruments in the city, and offers rehearsal studios and lessons to those who wish to learn to play. Those who have considerable expertise with their instruments can make additional coin teaching others here.

Northgate Station. This station serves as the outlet for the **Boggy Creek Line**, leading out to the swamps of Boggy Creek and into the northern territories.

Smith & Tinker. The most famous gunsmiths in the city. The proprietors, **Weyoun Smith** (LN duergar **arcane avenger**^{TWW}) and **Ourmand Tinker** (CG rock gnome **powder hound**^{VGM}) are especially famous for their quality revolving pistols, and are the official suppliers of service weapons for the city's sheriffs and marshals.

The Long Barrel. This gunsmith sells primarily longarms: shotguns and rifles. **"Sir" Crowley Figbottom** imports weapons from all over the world by sea or rail (CN **Giff**^{MTF}), selling primarily to bounty hunters, although rumors consistently swirl around his business that he also sells weapons to bandits and outlaws.

Firestone Steelworks. The largest and most productive foundry in Salinas, this enormous slag pit operates all day and night, supplying the city with iron, steel, copper and bronze. It is a dangerous place to work, and the hours are long, but the pay is good. Those looking to do hard labor to keep its forges operational can always find a shift to take here.

15. MIRA VISTA

Mira Vista is named for the beautiful ocean views the neighborhood provides. The area is primarily residential, but there are a few scattered shops and cafes that dot the streets. A local coalition of homeowners collects regular dues from residents to keep the area clean, free of debris and painted in a dizzying array of colors. Most houses are painted various shades of blue with brightly colored awnings, shutters, curtains, and flowerbeds. The combination of stucco and color gives the appearance of a lively coral reef.



Illustration by George Bestelei



Illustration by Aleksei Liakh

THIRD TIER

The city's third tier houses most of the city's Government, but also a large university all of which is gathered around a large central park, formed by a network of walled gardens and small, meticulously maintained fruit orchards. **City Hall** and the central **marshal's office** and jail are located nearby.

16. JARDÍN VERDE

This large expanse of green is an oasis in the city. The garden's public parks, gardens, and fruited orchards are surrounded by a historic district which includes some of the oldest buildings in the city. Additional smaller parks are also scattered throughout, providing a shady green space. Many of these parks are private, locked, and gated, with only those who possess able to access them.

Spumonti's. Spumonti's has been in business for over a century, selling dozens of flavors of shaved ice, ice cream, and frozen yogurt.

Mint. This highly fashionable clothing shop specializes in femme casual wear made of fine cotton and linen.

The Prickly Pear Saloon. This mid-stakes gambling establishment is known for allowing almost anyone to show up and play a few hands of cards, so long as they remain civilized. Being near to City Hall and the Marshall's office makes this a destination for anyone who would like to be seen, and the added security means that fighting and cheating are kept to a minimum.

Café Mirage. This establishment serves baked goods, strong coffees, teas, and herbal liqueurs. They also sell cigarettes, cigars, and hookah. Its interior is always wreathed with smoke. The building is full of nooks and crannies that are available for a private conversation among lovers of spirits and smoking.

La Torre Altaverde. This 150-foot tower stands in a plaza at the center of the garden complex, surrounded by five fountains. Residents and visitors can pay 5 gp to ride an elevator to an observation deck at the top of the tower, providing a staggering view of the city, sea, and surrounding saltwastes.

17. UNIVERSITY HEIGHTS

Over the last two centuries, as the Temple of Water attracted more and more people, the need arose to supply the populous with clean drinking water, and to irrigate crops. The group of artificers and scientists who grappled with these growing pains went on to found what would become the university, making it one of the oldest post-war city institutions.

Today, scholars and students travel from all over the continent to attend this prestigious center of learning, which offers courses in world history, archaeology, the sciences, artificing, engineering, as well as linguistics, music, theater, and the arts.

University Hospital. The hospital provides medical services. Services from a dentist or physician are not come cheap, and most of the city's residents who live on the first and second tiers of the city cannot afford them.

The Opry. This famous concert hall provides a place to be seen dressed up and to listen to performances from famous traveling visiting artists, or the university orchestra.

Biblioteca Historica. University library of history and magic contains a wealth of information about prewar history, as well as chronicling the city's history with an attached Museum of Natural History. **Dr. Peter Horn**'s offices are located here, and the area is often bustling with explorers. The library also serves as an entrance to Salinas's **thieves' guild**.

Riddle Labs. This research laboratory is directed by **Dr. Betur Riddle**, and performs some of the most advanced scientific research in the city, from advances in materials, metallurgy, locomotives, medical and pharmaceutical research.

Dr. Riddle has attracted some of the brightest minds in the world to serve as his staff, and keeps a menagerie of imprisoned research subjects in an underground facility, including some of the city's worst criminals.

18. POLANCO

Polcano primarily contains expensive shops, bars, and restaurants for Salinas' elite clientele. Most of the city's jewelers, fine craftspeople, and most established artisans who have made a name for themselves among the upper crust ply their trades here.

GOOP. This upscale shop sells all manner of herbal potions, creams, ointments, and medicines, as well as other minor magical trinkets.

La Picadura. This cocktail bar serves light meals in addition to potent potables. Imported sparkling wines and sherry are paired with locally grown citrus and spirits to provide refreshing beverages to blunt the midday sun. Most patrons show up dressed to the nines, with ostentatious dresses, collars, jackets, and hats.

19. RUIDOSO

To avoid noise complaints and disturbances city wide, Ruidoso was established for dancehalls, concert venues, and fighting pits, as well as saloons where fists fly on a regular basis. Street merchants with a license can sell alcoholic beverages. **Eastgate Station** and a **bounty office** are also found in this district.

Salinas Coliseum. The coliseum hosts the city's most prestigious fighting and wrestling matches, in addition to horseraces, rodeos, and shooting competitions.

The Bronze Boar. This sleazy bar, off-duty lawmen, bounty hunters, mercenaries, and criminals all love to gather, tell tall tales, drink, and fight. Rarely a week goes by without at least one barfight spilling into the street.

Diamond Dunes. This high-end gambling establishment is a rare exception to the neighborhood, with a private security force that rivals any other in the city. It is owned by untouchable gangster **Banker Nichols** (NE half-elf **ruffian**^{TWW}).

Frontier. Salinas' most popular dancehall and ballroom.

The Buried Opal. Proprietor Opal (TN dwarf **noble**)'s opulent den of debauchery offers the city's finest escort and companionship services. Membership is obtained by nomination from an existing member.



Illustration by Cindy Avelino



Illustration by Joshua Bermudez

FOURTH TIER

Salinas' expensive downtown district houses the offices of the wealthy and powerful, as well as the city's banking sector. Glittering glass structures, gold, marble, water-powered elevators spanning tens of stories, and other marvels adorn the of some of the most amazing feats of engineering anyone has seen since the great wars concluded. Behind closed doors, decisions are made in smoke-filled rooms about the fate of the city and its people.

20. UPTOWN

Salinas movers and shakers can be seen walking the streets of uptown. Prominent guild members, those with political ambitions, their well-known spokespeople, messengers, and reporters who cover the fracas of city politics swirl about like shoals of fish. Organized protests for guilds (or against them) are common. Those advocating for the city's poor or the plight of ghouls are less frequent. Sheriffs patrol these streets tightly.

Salinas City Hall. This grandiose domed structure houses the City Council chambers, and many of the city's administrative offices and archives. Each of Salinas' major guilds. The offices of the *Agriculturist's*, *Artisan's*, *Briner's*, *Courier's*, *Fisher's*, *Miner's*, and *Rancher's* guilds all have central offices in or near the central hall building, as well as well-paid consultants and advisors from Salinas University, liaisons for the Sheriffs and Marshalls, and the central paperwork offices that issue bounty hunting licenses.

The Salinas Sundial. This local newspaper is Salinas' oldest and most successful, and wields considerable influence with the public. Guild leaders have had their political ambitions dashed by a well-penned opinion piece, and the newspaper has a contentious relationship with law enforcement. The Sundial also employs several

muckrakers from across the world as correspondents, providing the populace with the goings-on of other similarly thriving cities.

Minhas Rail & Mining Co. Salinas' most profitable industries continue to be mining and railroading, and the Minhas company is in their second century of dominating the field. Land surveyors, engineers, industrial planners, and supervisors contracted by the city to maintain or expanding the city's infrastructure are employed here, and paid handsomely, so long as they don't upset the boss.

21. TECHO DORADO

Investment firms, shipping companies, and most major construction, mining, and railroad firms maintain offices and accounting in Techo Dorado. Salinas' tallest buildings containing offices and luxury apartments are also found here, as well as the showrooms, offices, and laboratories of Salinas' most prominent commodity traders and inventors.

Salinas Savings & Loan. Salinas' central bank hasn't been robbed in over a century. This isn't to say no one's tried, but none have succeeded in making it out the door. Well-armed guards with bounty hunting licenses and their own criminal informant network, the bank is the safest place in the city to store valuables. Like clockwork, some amount of embezzlement or other corruption rears its ugly head, and it's usually covered up or a fall guy is found before anyone important is implicated.

Dapper Dan's. This tailor specializes in suits, shirts, and richly dyed fabrics with patterns ranging from simple to frustratingly complex. Fabrics, leathers and threads are imported from all over the world, providing unparalleled variety of customization, if you can afford the exorbitant prices. You would not be the first person to attempt to catch someone important during a scheduled fitting here.



Illustration by Dominic Chan

FIFTH TIER

The top of the city is a plateau with a breathtaking view of the sea, the saltwastes, and the sprawling city beneath. The Temple of Water — Salinas' crown jewel and beating heart of the city — makes for a dramatic vision. Its ancient structure is constantly under repair and restoration by artificers, and significant city resources go into maintaining and allocating the water it provides to the populace. Rushing waterways and fountains of clear, sparkling water flow from the temple day and night, keeping the city hydrated, clean, and providing irrigation to nearby farms and orchards.

22. LA CONDESA

In just the past five decades, A few of Salinas' most wealthy citizens have earned a special dispensation to build homes on this tier of the city, where it had been illegal to conduct commerce or inhabit here since the city's founding. These palatial estates are mostly occupied by retired politicians and captains of industry. Each one competing with the last and the Temple of Water for both beauty and self-sufficiency, with many including their own orchards of water-intensive crops or plants, fountains, statues and other luxuries.

Stately but smaller living spaces are also arranged adjacent to these estates, often housing visiting dignitaries, artists, musicians, inventors, courtesans, or others who derive their patronage from the city's elite.

23. THE TEMPLE OF WATER

The temple of water is an ancient center of magical technology originally belonging to sea elves. The domed complex of fountains and pools generates the clean water that the city uses for drinking, bathing, providing indoor plumbing and keeping the central park irrigated with water in an otherwise harsh, dry climate.

While healing services and spiritual counseling are still provided by the priests, the focus of the temple's staff has increasingly shifted to serving the city's ever-increasing thirst for more water, and ever-more distance is placed between the temple and the neediest folk at the base of the city and outside its sturdy walls.



Illustration by Old Gus



Illustration by Tory Miles

SALINAS OUTSKIRTS*

The land surrounding Salinas is full of dusty, rocky, salty plateaus, the remnants of the long-receded sea. Caves and other inlets are common, offering a place to find respite from the midday heat, but there is competition for some spaces. The foolhardy rush in to find shelter, only to find beasts, bandits, or worse waiting inside for them.

Salt Flats. The land surrounding is dotted with trails, but few proper roads are maintained. In the harsh light of day, the salt flats create distortions, doublings, and mirages upon their surface. Navigating the area and avoiding heatstroke is difficult for anyone not familiar with the larger context of the landscape and failure to find sufficient shade can result in dehydration or exhaustion.

Roads. A few roads run alongside the railroads, but the harsh terrain and other environmental hazards make such travel impractical over long distances to anyone but the hardy, or the foolhardy.

Railroads. Three railways extend from Salinas. Eventually, following the any of these tracks becomes too treacherous for mounts without a climbing speed.

Caravans. Experienced caravanners are employed to cover the distances and transport crops, minerals, and other goods to and from the city. These are made up of a mixture of animal handlers, lookouts, and mercenaries. Critical shipments might also be escorted by Salinas' marshals.

Random Features. The following table provides ideas for the sort of features that might appear in this region.

Regional Features

d4 Feature

- | | |
|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | A sinkhole's outline is visible to a creature with a DC 17 Wisdom (Perception) check (or passive score). Any creature that enters the area on a turn or starts their turn there must a DC 15 Dexterity saving throw. On a success, they continue moving over the area, which is difficult terrain. On a failure, the creature is restrained, and begins to into the sand. After three such failures, the creature begins to suffocate. |
| 2 | |
| 3 | |
| 4 | An enormous boulder floats, suspended in the air. |
| 5 | |
| 6 | An ancient, rusted-out shipping vessel is infested with fungi. Dozens of violet fungus created by a ghoul mycelium^{TWW} lurk within. |
| 7 | |
| 8 | |

Random Encounters. The following table provides ideas for the encounters that can take place here.

Regional Random Encounters

d20 Encounter

- | | |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3 | 1 vengeful nixie ^{TWW} and 1d6 buzzgrigs ^{TWW} in a burnt-out tree |
| 4 | 1 frightened moosociraffe ^{TWW} pursued by 1 caecuraptor alpha ^{TWW} 1d2 caecuraptors ^{TWW} and 1d2 caecuraptor pups ^{TWW} |
| 5 | 1 traveling doctor ^{TWW} with a horsefly ^{TWW} drawn caravan |
| 6 | 1 hunting howling manticore ^{TWW} |
| 7 | 1 treacherous drosera balladeer ^{TWW} , 1d4 drosera scamps ^{TWW} |
| 8 | 1d4 outlaw goblin musketeers ^{TWW} , 1d4 outlaw orc marauders ^{TWW} |
| 9 | 1d6+2 marauding gremlin gunners ^{TWW} |
| 10 | 1d3 outlaws ^{TWW} , 1 outlaw scorpion ^{TWW} , 1 outlaw survivor ^{TWW} |
| 11 | 1d2 + 1 dueling gunslingers ^{TWW} , each claiming the other as a bounty |
| 12 | 1d2 hunting pale riders ^{TWW} |
| 13 | A caravan with 1d4 yakkhunds ^{TWW} , 3 wagons, 1d4+1 commoners , and 1 marshal ^{TWW} |
| 14 | 1 wastes elemental ^{TWW} , 1d4 wastes boulders ^{TWW} |
| 15 | 1d2 wastebrights ^{TWW} |
| 16 | 1 perfectionist ^{TWW} and 1 luchador ^{TWW} lifting rocks |
| 17 | 1 scourging hive ^{TWW} in an abandoned train car |
| 18 | 1 wandering monument to ruin ^{TWW} |
| 19 | 1 ambushing cactus drake ^{TWW} |
| 20 | 1 inventor ^{TWW} and 1 machinist ^{TWW} testing a mechanical buggy |



Illustration by Rich Burgess

THE GREAT SALT SEA*

The Great Salt Sea south of Salinas is, as the name would imply, extraordinarily salty. This extra salt forces boats not adapted to it to become too buoyant to pass through its waters. Boats without specialized equipment often end up capsizing in high winds.

Sponge-Stone. Sailors experienced at sailing these seas and beyond use a material called *sponge-stone*, weighing it down with water and salt as they leave the city, and wringing it out when the vessel sails into less salinized waters. Many ships' crews include fire-workers or water-workers to manage the stone and keep the ship's ballast where it needs to be. Sponge-stone is mined near Tull and other smaller coastal mining communities west of Salinas.

Random Encounters. The following table provides ideas for the sort of encounters that can take place here.

Regional Random Encounters

2d6	Encounter
2	
3	
4	blightcrabs
5	sharkin, sharkin alpha
6	
7	
8	
9	
10	kelp thresher
11	
12	

Random Features. The following table provides ideas for the sort of features that might appear in this region.

Regional Features

d6	Feature
1	
2	
3	
4	
5	
6	



Illustration by Dan Zhao

BANDIT'S DELIGHT*

This jagged set of twisting, turning, nigh-unnavigable labyrinth of caves, canyons, and treacherous ledges, *Bandit's Delight* got its name because only dedicated outlaws who spend a good portion of their lives there know even half of its secrets, hazards, and traps. Its high walls and deep crevices provide ample respite from the heat of the wastes.

Bandit Gangs. Occasionally honor among thieves gives way to greed and avarice, and the canyons ring with the exchange of gunfire between rival gangs, often over the limited fresh water the canyon walls provide.

Fortress Ruins. A

Fossils from the Deep. A

Passages to the Underdark. A

Random Encounters. The following table provides ideas for the sort of encounters that can take place here.

Regional Random Encounters

2d6	Encounter
2	
3	1d4 fallen gunslingers
4	1d4 + 1 ghoul blighters
5	
6	2 pangolosaurs ^{TWW} and 1 pangolosaur infant ^{TWW}
7	2 marshals ^{TWW}
8	
9	1 bandit leader ^{TWW} , 1 outlaw survivor ^{TWW} , 1 outlaw scorpion ^{TWW} , 1d4 outlaws ^{TWW} , and 1d4 wastes boars ^{TWW}
10	1 powder hound ^{TWW} , 2 gunslingers ^{TWW} , and 1 ruffian ^{TWW}
11	1 bandit leader ^{TWW} , 1d2 + 1 orc marauders ^{TWW} , and 1d6 goblin musketeers ^{TWW}
12	1 flying hydra

Random Features. The following table provides ideas for the sort of features that might appear in this region.

Regional Features

d6	Feature
1	

2	
3	
4	
5	
6	



Illustration by Piotr Dura

BOGGY CREEK*

Despite the presence of abundant fresh water, most folk avoid the swamps of Boggy Creek.

Random Encounters. The following table provides ideas for the sort of encounters that can take place here.

Regional Random Encounters

d6 **Encounter**

2	1d4 arboreal octopus ^{TWW}
3	aligatorilla ^{TWW}
4	grindylow ^{TWW}
5	kamelon hunter ^{TWW} led by their shaman ^{TWW}
6	butylating ooze ^{TWW}
7	letiche ^{TWW}
8	1 brownie ^{TWW} and 2d4 griglings ^{TWW}
9	1 gulmunjon ^{TWW} and 1d6 + 2 twig blights
10	boo hag ^{TWW}
11	1d2 cyrpri trolls ^{TWW}
12	1 gruggish womp ^{TWW}

Random Features. The following table provides ideas for the sort of features that might appear in this region.

Regional Features

d6 **Feature**

1	Polluted waters
2	Flame spurts
3	
4	
5	
6	Fey passageway



Illustration by Jeremy Fenske

THE GREAT SANDY WASTE*

A

Dunes and Shifting Sands.
Dangerous Technologies.

Random Encounters. The following table provides ideas for the sort of encounters that can take place here.

Regional Random Encounters

2d6	Encounter
2	
3	
4	
5	
6	1d4 + 1 biomechanical troopers guarding a bombed-out tank
7	
8	
9	sandworm ^{TWW} , infant sandworm ^{TWW} , and ancient sandworm ^{TWW}
10	
11	
12	1 warforged terminator ^{TWW} chasing a bounty

Random Features. The following table provides ideas for the sort of features that might appear in this region.

Regional Features

d6	Feature
1	a sales kiosk operated by a malfunctioning concierge ^{TWW}
2	
3	
4	
5	
6	



Illustration by Maksym Harahulin

THE SOUTHERN SUN*

A

Rule by Maintenance Men.

The Allocator.

Expeditions.

Salvage Gangs.



Illustration by Gerónimo Ribaya

CHAPTER 4: CREATURES

RESILIENT SURVIVORS

Beasts, monsters and rarified folk still live off the earth's scarce offerings. As ever, undead plague the living.

UNLEASHED HORRORS

These inheritors charred wastelands include horrifying mutants, terrible creations and creators, and visitors from beyond the infinite skies.

WAR RELICS

These mysterious constructs prowl the world's ancient ruins, still carrying out inscrutable instructions from another time.

FOLK

The most unpredictable creatures one will meet, folk inhabit anywhere they can get away with it, where they do... well, pretty much anything they can get away with.

NPC Classes and Firearms

Some creatures use firearms. Their in-game statistics are intended to pair with the firearms rules presented in *Old Gus' Errata: Wanderers of the Infinite Skies*.

Additional Folk

Some humanoids and other creatures are presented as player options in *Old Gus' Errata: Wanderers of the Infinite Skies*. If you are interested using in these creatures in a game, consider extending the option to players, too!

Use Creatures Wisely!

Don't be afraid to abilities or lore in this book. A few creatures presented in this compendium will most assuredly cross the line for many players' tolerance for gore, body horror, or psychological terror.

Always be sure to check in and be *absolutely sure* that everyone is on board and having a good time with the game's intensity level before proceeding!



Illustration by Alex Nice

RESILIENT SURVIVORS

Plenty of monsters have weathered the centuries relatively unchanged by the ravaged landscapes. Undead still thrive, and monsters have developed new adaptations to Some of these creatures are biological weapons that escaped, or were never contained after deployment, simply becoming part of the new unfolding ecosystem. Others were an attempt to counter or contain a problem, or were originally intended to help folk rather than harm them, but the world is living proof of the law of unintended consequences.

Optimistic folk take this as a sign of hope that life endures through hard times, and a future of not just restitution or restoration, but fulfillment is possible.

Not that I'd should let any of that hippie-dippie nonsense fool you. The world is a dangerous place, and filled with creatures who alternately look at you as meal ticket, whether that be for the gold in your pocket or the flesh on your bones. Best keep that rifle at the ready, pardner.



Illustration by Clavework Graphics



Illustration by Nassima Amir

ALLIGATORILLA

Large Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (-2)	12 (+0)	7 (-2)

Skills Athletics +6, Perception +4

Condition Immunities poisoned

Senses passive Perception 14

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Hold Breath. The alligatorilla can hold its breath for 15 minutes.

ACTIONS

Multiattack. The alligatorilla makes two attacks: one with its fists and one with its bite or tail.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the alligatorilla can't bite another target.

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

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ALPINE GRIFFON

Large Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 77 (9d10 + 27)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight. Its vision is not obstructed by rain, now, fog, or mist.

ACTIONS

Multiattack. The griffon makes three attacks: two with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

REACTIONS

Wing Attack (Recharge 5–6). When a creature misses the griffon with a melee attack, the griffon can beat its wings, producing a strong wind in a 15-foot cone. Each Medium or smaller creature in the area must succeed on a DC 14 Strength saving throw or be knocked prone. The griffon can then fly up to half its flying speed, making one melee attack against a prone target as it does so.



Illustration by April Seymour



Illustration by Subhajit Mistry

An intelligent and inquisitive being the arboreal octopus explores the world by touch and sight. Adaptations its ancestors originally evolved in long-dried seas have been put to good use in the spatially complex maze of woodland rainforests.

Reaching out with one of her eight arms, each covered in sensitive suckers, an arboreal octopus might grab a branch to pull herself along in a form of locomotion called tentaculation; or she might be preparing to strike at an insect or small vertebrate, such as a frog or rodent, or steal an egg from a bird's nest; or she might even be examining some object that caught her fancy.

Arboreal octopuses have eyesight superior to humans. Besides allowing them to see their prey and environment, it helps them in inter-octopus relations.

Their still require regular access to water, and in spring, they leave the treetops and submerge, the only social time in their lives. Male and female alike guard and care for their eggs until they hatch, refusing even to eat, and often dying of selflessness. The young spend their first month in murky waters before braving life on land, climbing their first tree and claiming their first insects.

ARBOREAL OCTOPUS

Medium Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 31 (5d8 + 8)

Speed 15 ft., climb 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	6 (-2)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Amphibious. The octopus can breathe air and water.

Bioluminescent Display. As an action, the octopus creates a fanciful, rhythmic bioluminescent display upon its body. The octopus' prey, or indeed other arboreal octopi might find this behavior attractive.

False Appearance. While the octopus remains motionless, it is indistinguishable from a group of tree branches, unless an observer succeeds on a DC 15 Intelligence (Investigation) check.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Pollen Cloud (Recharges after a Short or Long Rest). A 10-foot-radius cloud of thick green pollen extends all around the octopus if it not underwater. The area is heavily obscured for 1 minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Creatures that start their turn inside the pollen cloud must make a DC 13 Constitution saving throw or use their action on their turn coughing uncontrollably. A creature that succeeds their saving throw against the pollen cloud becomes immune to its effects for 24 hours.

BONUS ACTIONS

Glider. The octopus glides horizontally along its current elevation up to its movement speed, and gracefully fall at the end of its turn. The octopus takes no damage from falling.

BLIGHTBOAR

Huge Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	2 (-4)	7 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned, diseased

Senses passive Perception 8

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Keen Smell. The blightboar has advantage on Wisdom (Perception) checks that rely on smell.

Charge. If the blightboar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the blightboar takes 12 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Foul Breath (Recharge 5–6). The boar exhales sickening fumes in a 20-foot cone. Creatures in the area must succeed on a DC 14 Constitution saving throw or lose their reaction and be incapacitated until the end of their next turn. Also, 3 (1d4 + 1) blightbugs are exhaled into the area. The bugs are hostile to all creatures other than the blightboar.



Illustration by Sergey Kozyakov

Wastes boars can live for decades, and their bodies can mutate significantly over time: extra limbs and tusks, bony armor plating and eventually an uncomfortable network of boils on their skin. The wounds these pustules leave behind attract blightbugs, who nest inside the boar to breed. Boars that survive this can benefit from their new arrangement: they are surrounded by a plagued stench that incapacitates prey, which the blightbugs' ichor pre-digests for it. Such boar can manage to live over a century, growing to enormous size.



Illustration by Jose Arias

BLIGHTBUG

Tiny Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	12 (+1)	2 (-4)	8 (-1)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Bioluminescence. The blightbug emits dim light in a 5-foot radius.

Death Burst. When the blightbug dies, it explodes in a burst of corrosive ichor. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 3 (1d6) acid damage on a failed save, or half as much damage on a successful one.

ACTIONS

Ichor Squirt. *Ranged Weapon Attack:* +4 to hit, range 10 ft., one target. *Hit:* 4 (1d4 + 2) acid damage.



Illustration by SAM Risoval

BLIGHTCRAB

Large Undead, Unaligned

Armor Class 14 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 25 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+2)	9 (-1)	16 (+1)	1 (-5)	5 (-3)	1 (-5)

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Grappler. The crab has advantage on attack rolls against a creature it is grappling with its claw.

Undead Fortitude. If damage reduces the crab to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the crab drops to 1 hit point instead.

ACTIONS

Multiattack. The crab makes two attacks: two one with its leg, and one with its claws.

Leg. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d10 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 9 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The crab has one claw, which can grapple only one target.

BLOATED MINOTAUR ZOMBIE

Large Undead, Unaligned

Armor Class 11 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

Death Burst. When the zombie is reduced to 0 hit points, it explodes. Each creature within 15 feet of it must succeed on a DC 10 Constitution saving throw or take 2d6 bludgeoning damage and be blinded until the end of their next turn.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.



Illustration by Izzy Medrano

Boo HAG

Medium Fiend, Typically Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

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

Saving Throws Wis +4

Skills Arcana +8, Nature +4, Stealth +6, Survival +4

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Terran

Challenge 7 (2,900 XP) or
9 (5,000 XP) when part of a coven **Proficiency Bonus +3 or +4** when part of a coven



Illustration by Cathartic

Boo Rider. The hag can ride a Small or larger creature, and has advantage on ability checks or saving throws that would result in it being forcibly dismounted, and always lands on their feet if it fails.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: disguise self, dissonant whispers, infestation
3/day each: danse macabre, Evard's black tentacles, harm
1/day each: simulacrum

Last Laugh. When the hag dies, it releases a dying laugh that scars the minds of other nearby creatures. Each creature within 10 feet of the hag must succeed on a DC 14 Wisdom saving throw or take 5 (2d4) psychic damage.

Shared Spellcasting (Coven Only). While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): identify, ray of sickness
2nd level (3 slots): hold person, locate object
3rd level (3 slots): bestow curse, counterspell, lightning bolt
4th level (3 slots): phantasmal killer, polymorph
5th level (2 slots): contact other plane, scrying
6th level (1 slot): eyebite

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 + the hag's Intelligence modifier, and the spell attack bonus is 4 + the hag's Intelligence modifier.

Swamp Strider. While the hag isn't incapacitated, it can walk on water, acid, mud, snow, or quicksand.

ACTIONS

Scratch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) slashing damage plus 3 (1d6) poison damage.

Boo Ride. The hag moves up to half its movement speed and touches a Small or larger creature. The target makes a DC 15 Wisdom saving throw. On a failure, the target becomes charmed by the hag, and the hag can immediately mount them. On its turns, a charmed creature takes only actions the hag chooses. The effect ends if the hag dismounts.

Drain. The hag deals 7 (2d6) damage to a charmed creature it is riding, which can't be reduced in any way, and the hag gains the same amount as temporary hit points.

Like hags? Build a coven!

The hags and coven options presented in *Volo's Guide to Monsters* make excellent companions to the boo hag!



Illustration by Carolina Eade

Brownies prefer to live underground or in stone ruins, and most seek solitary lives, greedily hoarding treasures.

Occasionally, a brownie will leave its barrow to hunt for new treasure, or strike a bargain with mortal folk for something it has become enamored with. Brownies are proud and do not suffer insults or social slights of any sort, revenging them at the first opportunity.

Brownies are often artisans, excelling at leatherworking, brewing, cobbling, and farming. Despite the fact that they have little use for any of those enterprises themselves, they make useful bargaining chips when dealing with mortal folk.

Player characters can be a brownie!

The faerie class and a host of new faerie spells appear in *Old Gus' Errata: Wanderers of the Infinite Skies*.

Additionally, you can substitute any of the spells on the faerie class' spell list for any of the spells the brownie knows.

BROWNIE

Tiny Fey, Typically Chaotic Neutral

Armor Class 16

Hit Points 78 (12d4 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	18 (+4)	11 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +6, Cha +7

Skills Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Druidic, Sylvan

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Glamorous Defense. While the brownie is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

Magic Weapons. The brownie's weapon attacks are magical.

Spellcasting. The brownie is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The brownie knows the following spells:

Cantrips (at will): *dancing lights, mold earth^{XGE}, magic stone^{XGE}, vicious mockery*

1st level (4 slots): *charm person, jump, longstrider, zephyr strike^{XGE}*

2nd level (3 slots): *earth tremor^{XGE}, enlarge/reduce, Maximilian's earthen grasp^{XGE}*

3rd level (3 slots): *bestow curse, erupting earth^{XGE}, meld into stone*

4th level (3 slots): *giant insect, staggering smite*

5th level (2 slots): *animate objects, transmute rock^{XGE}*

6th level (1 slot): *move earth, skill empowerment^{XGE}*

ACTIONS

Multiattack. The brownie makes two attacks with its needle.

Needle. **Melee Weapon Attack:** +7 to hit, reach 5 ft., one creature. **Hit:** 5 (1d4 + 3) piercing damage plus 7 (2d6) radiant damage.

Blowgun. **Ranged Weapon Attack:** +6 to hit, range 25/100 ft., one target. **Hit:** 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.



Illustration by Dave Melvin

BUTYLATING OOZE

Large Ooze, Unaligned

Armor Class 7

Hit Points 75 (10d10 + 20)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	14 (+2)	1 (-5)	6 (-2)	1 (-1)

Damage Immunities fire, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Flame Spurt. Whenever the ooze takes damage from an attack, it sprays a 15-foot flame gout in the direction of its attacker. Creatures in the area must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) fire damage.

ACTIONS

Oily Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) poison damage, and the target becomes coated in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil.

BUZZGRIG

Tiny Fey, Typically Lawful Evil

Armor Class 13

Hit Points 10 (4d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	7 (-2)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, telepathy 120 ft.

Challenge 1 (200 XP)

Proficiency Bonus +2

Feather Fall. If the buzzrig that takes more than 3 damage at once, it falls prone, but takes no damage from falling.

Hive Mind. The buzzrig is immune to the charmed and frightened conditions while within 30 feet of at least one other buzzrig. The buzzrig can communicate telepathically with any other buzzrigs within 120 feet of it.

Spider Climb. The buzzrig can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The buzzrig makes two attacks with its stinging forceps.

Stinging Forceps. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage. If the target is stung twice, they must succeed on a DC 11 Constitution saving throw, or take 7 (2d6) poison. A creature reduced 0 hit points.



Illustration by Vincent Van Hoof



Illustration by Luis Dyachenko

CACTUS DRAKE

Huge Dragon, Unaligned

Armor Class 14 (natural armor)

Hit Points 152 (17d12 + 41)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	5 (-3)	18 (+4)	12 (+1)

Saving Throws Constitution +6

Skills Athletics +10, Perception +7, Survival +7

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 17

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Hold Breath. The dragon can hold its breath for 12 hours.

ACTIONS

Multiaction. The drake makes two attacks: one with its bite and one with its tail. While flying, it can use its claws in place of one other attack.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 14 (3d6 + 4) piercing damage.

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

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 18 (4d6 + 4) piercing damage. If the target is Large or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Spiny Defense (3/day). The drake sprays thorns in a 30-foot cone in response to taking damage in the direction of its attacker. Creatures in the area must make a DC 14 Dexterity saving throw, taking 21 (6d6) piercing damage on a failure, or half as much on a success.



Illustration by Kate Pfeilschiefter

CAECURAPTORS

Caecuraptors do not see in the traditional sense, but have a sensory organ that can detect shifts in temperature, and are sensitive enough to detect the friction in the air caused by an insect's wings. This ability, combined with their pack instincts makes them capable wasteland hunters whose range is bound only by their pack leaders' cunning and bravery.

CAECURAPTOR

Medium Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Keen Smell. The caecuraptor has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The caecuraptor has advantage on an attack roll against a creature if at least one ally is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The caecuraptor can make one bite attack or attack twice with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 11 (1d10 + 2) piercing damage.

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

Caecuraptors alphas are not born, but arise due to pheromonal interactions within their pack. Breeders of caecuraptors will put them down at the first expression of these tendencies, for fear of losing the others to the sway of the alpha. They are faster, more muscular, more aggressive, and emit a hissing noise that inspires coordinated behavior in their lesser brethren.

"You hear about Wrangler Joe? Just lost another finger to the 'raptors. Another one!"

"What is that now, six?"

whistles "That's Joe. What a cowboy."

CAECURAPTOR ALPHA

Medium Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 33 (5d8 + 10)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	7 (-2)	14 (+2)	5 (-3)

Skills Athletics +5, Perception +4

Senses blindsight 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Keen Smell. The caecuraptor has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The caecuraptor has advantage on an attack roll against a creature if at least one ally is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The caecuraptor can make one bite attack or attack twice with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 11 (2d8 + 2) piercing damage. If the target is a creature, it must succeed a DC 13 Strength saving throw or be knocked prone.

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

BONUS ACTIONS

Commanding Hiss. When the caecuraptor hits a creature with its bite attack, it can emit a commanding hiss, causing one caecuraptor within 30 feet of it that can hear it to immediately move up to its movement speed toward the target and immediately attack it with its bite attack.

While most caecuraptors run in wild, a few are domesticated, serving as mounts, guards, and herding animals, a feat which took considerable effort and generations of breeding to accomplish. They are intelligent enough to adopt other creatures as members of their pack, but require a consistent and firm hand from the individual they see as the pack's leader.



Illustration by Kate Pfeilschiefter

CAECURAPTOR PUP

Small Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 14 (3d6 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	7 (-2)	10 (+0)	5 (-3)

Skills Perception +2

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Keen Smell. The caecuraptor has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The caecuraptor has advantage on an attack roll against a creature if at least one ally is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 11 (1d6 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 1) slashing damage.



Illustration by Ben Wootten

CLOUD RAY

Gargantuan Beast, Unaligned

Armor Class 13

Hit Points 124 (8d20 + 40)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (-2)	14 (+2)	12 (+1)

Skills Acrobatics +3, Perception +3

Senses passive Perception 15

Languages Understands common but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Expert Glider. At the start of its turn, any creature riding an unwilling flying cloud ray must succeed a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check or fall off the cloud ray.

ACTIONS

Multiattack. The cloud ray makes attacks with its tail.

Tail. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target.

Hit: 22 (4d8 + 4) bludgeoning damage.

Like many surviving descendants of the creatures of the world's ever-dwindling oceans, cloud rays have adapted to desert life. They glide majestically, high above the wastes on the thermal air currents the sunbaked sands produce, feeding on airborne flotsam and jetsam. They are hunted by folk, both for their meat, and for the oil their body produces, which is used for fuel, lubricants and other necessities of the times.

Some folk tell tales of cloud rays who fly low enough to them to touch, seemingly out of sheer curiosity about humanoids, leaving some to wonder if these gentle giants are more than mindless beasts.

CORPSE DEVOURER

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	9 (-1)	14 (+2)	9 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Smell. The corpse devourer has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Impaling Scythe. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 9 (1d10 + 3) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be restrained (escape DC 13).

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one restrained or incapacitated creature. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a living creature, the corpse devourer regains a number of hit points equal to the damage dealt.



Illustration by Bogdan Rezunenko



Illustration by Ivan Mikhalenko

CYPRI TROLL*

Large Giant, Unaligned

Armor Class 16 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Athletics +7, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 3 (700 XP)

Proficiency Bonus +3

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



Illustration by Kella

A gang of debbie warrens can strip a horse of its flesh in under a minute. They are curious, persistent, and will use every member of their pack to obtain a meal or a shiny object (of which they are particularly fond).

DEBBIE WARREN

Tiny Monstrosity, Lawful Evil

Armor Class 14

Hit Points 5 (1d4 + 2)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	9 (-1)	10 (+0)	14 (+2)

Skills Persuasion +4

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Adorable Allure. While not in combat, a debbie warren can implore a humanoid creature unfamiliar with its nature within 10 feet of it. It makes a Charisma (Persuasion) check contested by the target's Wisdom (Insight). If the debbie warren wins the contest, it makes a surprise attack.

Pack Tactics. The debbie warren has advantage on an attack roll against a creature if at least one member of its gang is within 5 feet of the creature and isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Summon Gang (1/Day). The debbie warren can summon its gang of 1d6 additional debbie warrens. A summoned Debbie Warren can't use this ability.

DRAGON TOAD

Medium Dragon, Unaligned

Armor Class 14 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	9 (-1)	12 (+1)	11 (+0)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft. darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Amphibious. The dragon toad can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Tongue (Recharge 4–6). The dragon toad targets one Small or smaller creature that it can see within 15 feet of it. The target must make a DC 12 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the dragon toad, and the dragon toad can immediately make a bite attack against it.



Illustration by Luismi Olmedo



Illustration by Aaron Smith

DROSERA BALLADEER

Large Plant, Chaotic Neutral

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	6 (-2)	13 (+1)	4 (-3)

Damage Resistances cold, fire

Senses blindsight 30 ft., passive Perception 11

Languages Druidic

Challenge 3 (700 XP)

Proficiency Bonus +2

False Appearance. While the balladeer remains motionless, it is indistinguishable from a normal cactus.

ACTIONS

Multiattack. The balladeer makes three attacks: two with its limbs and one with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one restrained target. *Hit:* 9 (1d10 + 4) piercing damage.

Limb. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the creature is grappled and restrained (escape DC 13). The balladeer can restrain up to two creatures in this way.

Beguiling Song. Creatures within 30 feet of the balladeer that can hear it must succeed on a DC 13 Wisdom saving throw or be charmed by it until the end of their next turn. At the start of their turn, a charmed creature must use their movement to move toward the balladeer. A creature that succeeds its saving throw against the balladeer's beguiling song becomes immune to its effects for 24 hours.

Drosera live in nondescript, scattered colonies across the waste. They play tricks on travelers, including petty theft, sabotage, and luring the unwary toward hazards.

DROSERAS SCAMP

Small Plant, Chaotic Neutral

Armor Class 13 (natural armor)

Hit Points 17 (3d6 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+4)	8 (-1)	13 (+1)	9 (-1)

Skills Stealth +5, Sleight of Hand +5

Damage Resistances cold, fire

Senses blindsight 15 ft., passive Perception 11

Languages Druidic

Challenge 1 (700 XP)

Proficiency Bonus +2

Desert Camouflage. The scamp has advantage on Dexterity (Stealth) checks it makes in desert terrain.

ACTIONS

Multiattack. The scamp makes two needle attacks.

Needle (Melee). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Hail of Needles (Recharge 5–6). The scamp rains needles in a 5-foot radius sphere centered on a point it can see within 30 feet of it. Creatures in the area must make a DC 11 Dexterity saving throw, taking 2d6 piercing damage on a failure.



Illustration by Fortune K



Illustration by Simon Kono

DYNAMITE SLUG

Medium Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 50 (7d8 + 18)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	1 (-5)	13 (+1)	6 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

Death Burst. When the slug dies, it explodes in a burst of bright light, audible up to 300 feet away. Each creature within 10 feet of it must then make on a DC 12 Constitution saving throw. On a failure, a creature takes 10 (3d6) thunder damage and is blinded. On a success, a creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

Keen Smell. The slug has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The slug can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The slug makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) acid damage.

FALLEN GUNSLINGER

Medium Undead, Typically Neutral Evil

Armor Class 15 (studded leather armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	11 (+1)	14 (+2)

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

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The gunslinger makes three attacks with its revolver.

Revolver. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 8 (1d10 + 3) necrotic damage.

BONUS ACTIONS

Deadeye (3/Day). The gunslinger adds a 1d10 bonus to its next attack or damage roll with a revolver.



Illustration by Degos



Illustration by Dirk Wachsmuth

Flying hydra prefer to live in swamps, jungles and other waterlogged terrain which provide plenty of prey for hunting. They will stalk their quarry from the water or the air, but prefer to drag their subdued prey into the water to feed.

Different breeds of flying hydra bear a range of numbers of heads, although those with more heads tend to be more successful hunters than those with fewer.

FLYING HYDRA

Huge Monstrosity, Unaligned

Armor Class 14 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft. passive Perception 16

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has 1d4+1 heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows one head for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 missing hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

LEGENDARY ACTIONS

The hydra can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The hydra regains spent legendary actions at the start of its turn.

Detect. The hydra makes a Wisdom (Perception) check.

Tail Attack. The hydra makes a tail attack.

Wing Attack (Costs 2 Actions). The hydra beats its wings.

Each creature within 10 feet of the hydra must succeed on a DC 15 Dexterity saving throw or take 10 (2d6 + 4) bludgeoning damage and be knocked prone. The hydra can then fly up to half its flying speed.



Illustration by Maria Annika

Visitors from another world, the foo-dhadi are remnants of a lost time when such visitations were commonplace. On some worlds, they arrived with an alliance, only to be abandoned and forgotten. Other times, they are escaped slaves or refugees. This ancient and long-lived race are keepers of long-lost secrets, and may guard doorways or knowledge that leads to other worlds.

Most foo-dhadi are meticulous, intentional, patient and placid. However, their large cyclopic eye and unorthodox sensory scillia are off-putting to many races, and they are often treated as mere monsters. They prefer fecund and fungal-rich forests where they can stay hidden. Foo-dhadi are generally skittish and peaceful, preferring to escape harm rather than confront attackers directly until they can swarm their attackers in sufficient numbers.

Their small and scattered colonies are inhabited by small family groups of three, five, seven, or eleven members. Foo-dhadi have three sexes (*male*, *female*, and *oooli*). All three sexes are required for a tightly-controlled reproduction. Either the male or the female can carry the offspring to birth after a gestation period of three years.

On a few worlds, foo-dhadi integrate themselves into other societies – especially deep woodlands (among wild elves or druids), fungal-rich caverns of the Underdark (among myconids), even taking up stations of import as alchemists, herbalists, teachers, religious leaders, and civil engineers.

FOO-DHADI

Medium Aberration, Typically Neutral

Armor Class 12

Hit Points 98 (15d8 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	14 (+2)	17 (+3)	12 (+1)

Saving Throws Con +5, Wis +6

Skills Acrobatics +5, Perception +9

Damage Resistances cold, fire, necrotic

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 120 ft. passive Perception 19

Languages Deep Speech, telepathy 30 ft.

Challenge 7 (2,300 XP)

Proficiency Bonus +3

Dimensional Spores. Other creatures can't teleport to or from a space within 60 feet of the foo-dhadi. Any attempt to do so is wasted.

Sickness Spores. Any creature other than a foo-dhadi that starts its turn within 30 feet of the foo-dhadi must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to sickness spores of any foo-dhadi for 1 hour.

Spider Climb. The foo-dhadi can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unwavering Eye. The foo-dhadi can't be surprised while it isn't incapacitated.

ACTIONS

Multiattack. The foo-dhadi makes two attacks with its acid squirt.

Acid Squirt. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 9 (1d12 + 3) acid damage.

BONUS ACTIONS

Escape Artist. The foo-dhadi takes the Disengage or Hide action. When it does, it gains advantage on checks it makes to escape grapples and restraints.

REACTIONS

Stunning Gaze. When the foo-dhadi is attacked by a creature it can see and that can see it, it can force the attacker to make a DC 13 Charisma saving throw. On a failure, the attack is lost, and the attacker is stunned until the end of the foo-dhadi's next turn.



Illustration by Simon Cowell

Giant Fungus

Huge Plant, Typically Lawful Neutral

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	21 (+5)	9 (-1)	14 (+2)	9 (-1)

Senses darkvision 60 ft. passive Perception 12

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Distress Spores. When the giant takes damage, all other sporelinguistic creatures (for example, myconids) within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the giant has disadvantage on ability checks, attack rolls, and saving throws. The giant dies if it spends more than 2 hours in direct sunlight.

ACTIONS

Fist. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 18 (3d8 + 5) bludgeoning damage plus 10 (3d6) poison damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. **Hit:** 27 (4d10 + 5) bludgeoning damage.

Caustic Spores (Recharge 5–6). The giant releases spores in a 30-foot cone. Each creature inside the cone must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) acid damage at the start of each of the giant's turns. A creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

Giant Ludai

Huge Monstrosity, Typically Neutral

Armor Class 13 (natural armor)

Hit Points 92 (8d12 + 40)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	21 (+5)	7 (-2)	10 (+0)	7 (-2)

Skills Athletics +11, Perception +2

Damage Resistances poison

Senses passive Perception 12

Languages Ludain

Challenge 4 (100 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The colossus makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. **Hit:** 18 (3d8 + 5) bludgeoning damage, and the target is coated in thick slime for 1 minute. While coated in this slime, a creature's movement speed is reduced by 10 feet.

Slime Spray (Recharge 5–6). Slick slime coats surfaces in a 30-foot radius sphere centered on a point within 60 feet of the colossus, becoming difficult terrain for 1 minute. If a creature starts its turn in the area, it must succeed on a DC 11 Dexterity saving throw or fall prone. The colossus and other ludai ignore the effects of this slime.



Illustration by Michael Yevtushenko



Illustration by Esben Rasmussen

GIANT TORTLE

Huge Giant (Turtle), Typically Lawful Good

Armor Class 18 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	22 (+6)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Dexterity +6, Wisdom +7

Skills Athletics +10, Insight +7, Survival +7

Senses passive Perception 15

Languages Aquan, Common, Giant

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Hold Breath. The giant can hold its breath for 24 hours.

Vigilant. The giant can't be surprised.

ACTIONS

Multiattack. The giant makes three fist or quarterstaff attacks.

Fist. *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 14 (1d12 + 7) bludgeoning damage, and the creature must succeed a DC 17 Strength saving throw or be knocked prone.

Quarterstaff. *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, or 20 (3d8 + 7) bludgeoning damage if used with two hands to make a melee attack.

Shell Defense. The giant withdraws into its shell. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the giant is prone, its speed is 0 and can't be increased, it has disadvantage on Dexterity saving throws, and it can't take reactions. The giant can choose to emerge from its shell at the start of its turn.

REACTIONS

Defend. When an attacker the giant can see makes an attack roll against a creature within 10 feet of the giant, the giant can impose disadvantage on the attack roll.



Illustration by Candice Li

GIANT VARKIND

Huge Giant, Typically Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	21 (+5)	12 (+1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Con +9, Wis +5

Senses passive Perception 10

Languages Common, Giant

Challenge 9 (5,600 XP)

Proficiency Bonus +4

Relentless (Recharges after a Short or Long Rest). If the giant takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The giant makes two maul attacks.

Maul. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage. The target must succeed on a DC 19 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

REACTIONS

Stunning Squeal (Recharge 5–6). In response to damage, the giant makes pained squeal. Creature within 30 feet of the giant that can hear it must make a DC 14 Constitution saving throw. If they fail, they are stunned until the end of the giant's next turn. If they succeed, they aren't stunned and are immune to the giant's squeal for the next 24 hours.

GIANT VILLOUS MOTH

Small Beast, Unaligned

Armor Class 13

Hit Points 4 (1d6+1)

Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	8 (-1)

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Iron Scent. The moth can pinpoint, by scent, the location of ferrous metal within 120 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the moth 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 moth is destroyed after dealing damage.

ACTIONS

Acidic Spittle. The moth excretes saliva, which corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 6-inch cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the saliva, taking 1d4 acid damage on a failure.

If the target is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the *Rust Metal* trait.



Illustration by Josh Matamoros

GHOST RIDER

Medium Undead, Typically Neutral Evil

Armor Class 16

Hit Points 65 (10d8 + 20)

Speed 0 ft., fly 40 ft. (hover)

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

Skills History +5, Insight +4, Perception +4

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Any languages it knew in life

Challenge 8 (3,900 XP)

Proficiency Bonus +3



Illustration by Carlos Fabián Villa

Ethereal Sight. The ghost rider can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Haunting Movement. The rider can move through other creatures and objects as if they were difficult terrain. Creatures it passes through must succeed a DC 12 Constitution saving throw or take 3 (1d6) necrotic damage. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The ghost's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast a number of spells, requiring no material components:

1/day each: *cause fear*, *detect thoughts*, *fear*, *find greater steed*, *vampiric touch*

Ghostly Steed. When the rider casts *find greater steed*, it summons a ghostly steed. The steed shares the statistics of a Pegasus, except its creature type is fiend. It shares the rider's alignment, resistances, and immunities, and gains the benefits of the ghost rider's *ethereal sight* and *haunting movement* traits.

ACTIONS

Multiaction. The ghost rider makes two ranged attacks with its Spectral Revolver or one with its Spectral Rifle.

Spectral Revolver. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 8 (1d10 +2) cold damage.

Spectral Rifle. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 8 (3d6 +2) cold damage.

LEGENDARY ACTIONS

The Ghost Rider can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rider regains spent legendary actions at the start of its turn.

Ride. The ghost rider moves up to its movement speed (or that of its Ghostly Steed, if it is mounted on it).

Ethereal Jaunt. The ghost rider moves up to half its movement speed, entering either the Ethereal Plane or the Material Plane. If mounted on its steed, the steed moves to the new plane with it.

Ghostly Aim. The ghost rider makes one attack with its spectral rifle or spectral revolver.

Ghost riders wander the endless deserts on unfinished business. Some are friendly, and offer their hard-earned wisdom, and others are inveterate tricksters, delighting in tormenting the living, as they might have done in life.

Yippie yi oo!
Yippie yi yay!
Ghost riders in the sky!



Illustration by Júlio Rocha

GHOULS

Ghouls are not a race, nor are they undead, although they are often mistaken for such creatures. “Ghoul” is a common nomenclature for people of any race who share a semi-necrotic condition that increases their lifespans seemingly indefinitely. Eventually, their longevity or change in appearance sets them wandering.

True undead continue to plague the wastes, and in some folk believe ghouls are harbingers of plagues, or infiltrators for the forces of undeath. It is oft repeated fear that a ghoul will “go feral” at some point during their long lives, but others argue that anyone becomes feral if treated the way ghouls are. Who is right is between a being, their gods, and occasionally the firearm between them. Ghouls are sterile and cannot reproduce.

Blighters are the “feral ghoul” that the superstitions refer to. While most eschew equipment, and often clothing, they remain aware, capable, and often have decades of life experience surviving in harsh wasteland conditions, and so are not to be trifled with. Most are also incredible athletes, and they can and do work together in small surrogate families, making secret lives for themselves among the salty dunes, and preying on the unwary. A good number of blighters are cannibals.

GHOUL BLIGHTER

Medium Humanoid, Chaotic Evil

Armor Class 12

Hit Points 22 (3d8 + 9)

Speed 35 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	7 (-2)	10 (+0)	7 (-2)

Skills Athletics +5, Acrobatics +6, Perception +2

Damage Resistances necrotic, radiant

Damage Immunities poison

Condition Immunities poisoned, diseased

Senses darkvision 30 ft., passive Perception 12

Languages understands two languages but most can't speak

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Athleticism. With or without a running start, the blighter can make long jumps of up to 25 feet or a high jump of up to 15 feet (including its fully extended arms).

Healing Factor (1/Day). If damage reduces the blighter to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is from a critical hit. On a success, the blighter regains 11 (3d4 + 3) hit points at the start of its next turn, and rerolls its initiative with a bonus to the roll equal to the number of hit points regained.

ACTIONS

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

BONUS ACTIONS

Aggressive. As a bonus action, the blighter can move up to its speed toward a hostile creature that it can see.

How far gone is too far gone?

This is a question left up to the DM, and the specifics of a scenario they are crafting. Life is precious, and few people would risk their own to save a blighter, but adventurers are very often not “most people”.

You might wish your blighters to be able to speak — even negotiate, simply moan, or remain silent except for the sound of breath. All of these are valid choices!



Illustration by Roman Sachnow

Some ghouls are just too tenacious to die. Instead of dying, these rare specimens (usually experimental test subjects created during the great wars) meld with and into the cause of their demise, absorbing it into their being, but losing themselves in the process. Irradiators are one such possible mutation, born of intense toxic and radioactive exposures.

GHOUL IRRADIATOR

Medium Ooze, Chaotic Evil

Armor Class 12

Hit Points 68 (9d8 + 27)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	6 (-2)	14 (+2)	14 (+2)

Skills Athletics +5, Acrobatics +6, Perception +2

Damage Resistances fire, cold

Damage Immunities necrotic, poison, radiant

Condition Immunities poisoned, diseased, exhaustion

Senses darkvision 30 ft., passive Perception 12

Languages understands two languages but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Athleticism. With or without a running start, the irradiator can make long jumps of up to 25 feet or a high jump of up to 15 feet (to the full extension of its arms).

Bioluminescent. The irradiator glows dimly in a 5-foot radius.

Healing Factor (1/Day). If damage reduces the irradiator to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is from a critical hit. On a success, the blighter regains 23 (9d4 + 3) hit points at the start of its next turn, and rerolls its initiative with a bonus to the roll equal to the number of hit points regained.

Radioactive Wounds. A creature that hits the irradiator with an attack while within 5 feet of it takes 5 (1d8) radiant damage.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus (7) 1d12 radiant damage.

Sickening Radiance (Recharge 5–6). The irradiator emits a greenish light, spreads within a 30-foot cone. The light spreads around corners. The area gives off a dim light for the next 1 minute. Creatures in the area must make a Constitution saving throw. On a failure, a creature takes 4d10 radiant damage, and suffers one level of exhaustion. On a success, a creature takes half as much damage and isn't exhausted. Additionally, this light makes invisible creatures visible, ending any spell or effect that created the invisibility.

BONUS ACTIONS

Aggressive. As a bonus action, the irradiator can move up to its speed toward a hostile creature that it can see.



Illustration by Roman Sachnow

A mycelium remembers nothing about its formal life and lives a live of perpetual hunger for decay, incorporating its victims' flesh into itself, and producing additional fungus from the results. They dwell in subterranean caverns and build an extended nervous system from the fungus within. Among its own kind, the mycelium is indistinguishable from the surrounding terrain.

GHOUL MYCELIUM

Medium Plant, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	6 (-2)	10 (+0)	5 (-3)

Skills Athletics +5, Acrobatics +6, Perception +2

Damage Immunities necrotic, poison

Condition Immunities poisoned, diseased

Senses darkvision 120 ft., passive Perception 12

Languages understands two languages but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Healing Factor (1/Day). If damage reduces the mycelium to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is from a critical hit. On a success, the mycelium regains 25 (10d4 + 3) hit points at the start of its next turn, and rerolls its initiative with a bonus to the roll equal to the number of hit points regained.

Sun Sickness. While in sunlight, the mycelium has disadvantage on attack rolls, and saving throws. It dies if it spends more than 8 hours in direct sunlight.

ACTIONS

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

Extend Mycelium (2/day). The mycelium creates 2d4 **violet fungus**, which appear in unoccupied spaces of the mycelium's choice within 30 feet of itself that it can see.

Hallucination Spores. The mycelium ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pacifying Spores. The mycelium ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Mycelial Rage. The mycelium causes any violet fungus within 30 feet of itself to attack one creature other than the mycelium within the violet fungus' reach. Doing so consumes the violet fungus' reaction.



Illustration by Bogdan Rezunenko

GULMUNJON

Large Fey, Unaligned

Armor Class 16 (natural armor)

Hit Points 92 (8d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	22 (+6)	7 (-2)	12 (+1)	12 (+1)

Skills Athletics +7, Perception +3

Senses passive Perception 13

Languages —

Challenge 6 (100 XP)

Proficiency Bonus +3

Charge. If the gulmonjon moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 3 (1d6) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

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

ACTIONS

Multiattack. The troll makes three attacks: one with its horns and one with its scythe.

Horns. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Scythe. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

GIBBY-OWL

Small Monstrosity, Unaligned

Armor Class 13

Hit Points 7 (2d6)

Speed 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	4 (-3)	12 (+1)	7 (-2)

Skills Acrobatics +4, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

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

Keen Sight. The gibby-owl has advantage on Wisdom (Perception) checks that rely on sight.

Strength of the Flock. The gibby-owl has advantage on saving throws against being charmed or frightened conditions while within 30 feet of at least one other gibby-owl.

ACTIONS

Multiattack. The gibby-owl makes two attacks with its talons. It makes its second attack at disadvantage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.



Illustration by Toni Roads

Gibby-owls are so named for their hyena-like cries. They are pack scavengers, and will harry anything, even dangerous predators, in order to steal a meal, or as much of it as one can tear off and carry off in their sharp talons. They are nuisances to ranchers.



Illustration by David Ogilvie



Illustration by Nate Hallinan

GILLEN

Large Monstrosity, Typically Neutral

Armor Class 14 (natural armor)

Hit Points 74 (7d10 + 35)

Speed 15 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	7 (-2)	8 (-1)	5 (-3)

Skills Athletics +8, Insight +2, Perception +2

Damage Vulnerabilities lightning

Damage Resistances poison

Condition Immunities poisoned, diseased

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages Aquan

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Cutaneous Breathing. The gillen can breathe water, and can hold its breath for four hours, after which time it must succeed a DC 12 Constitution saving throw at the start of each of its turn or become incapacitated by suffocation until the end of its turn.

Echolocation. The gillen has blindsense to 30 feet and advantage on Wisdom (Perception) checks that rely on hearing while submerged in water.

ACTIONS

Multiattack. The gillen makes three attacks with its fins.

Fin. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 8 (1d6 +5) slashing damage.

REACTIONS

Poison Spines. The gillen shoots a poison spine in response to an attack made by a creature within 30 feet of it. **Ranged Weapon Attack:** +5 to hit, range 60 ft., one target. **Hit:** 1d12 poison damage.

Let monsters help you tell a great story!

The gillen could be an ocean dweller, or a river-dweller. Consider filling its environs with (giant) crocodiles, (swarms of) quippers, or dangerous insects. Perhaps it has an underwater lair with an air pocket below the surface where it takes its victims. Perhaps it's just misunderstood. Also consider its relationship to civilization, and how any of these might play out. The gillen's origins and disposition to folk are entirely up to the DM. The gillen is a classic movie monster for a reason, and films like *the Shape of Water* have drastically altered how player might be likely to approach creatures like it!

GREMLIN GUNNER

Small Fiend (Devil), Typically Lawful Evil

Armor Class 11

Hit Points 14 (3d6 + 3)

Speed 25 ft.

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

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 12

Languages Common, Infernal

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Devil's Sight. Magical darkness doesn't impede the gremlin's darkvision.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 15) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Rifle. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



Illustration by Zach Causey



Illustration by Linda

GRIGLING

Tiny Fey, Typically Chaotic Neutral

Armor Class 14

Hit Points 10 (3d4 + 3)

Speed 15 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	13 (+1)	9 (-1)	12 (+1)	14 (+2)

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan

Challenge 2 (450 XP)

Proficiency Bonus +2

Familiar. With the DM's permission, the *find familiar* spell can summon a grigling.

Hive Telepathy. Using telepathy, the grigling can communicate with any other griglings within 120 feet of it.

Innate Spellcasting. The grigling's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components:

At will: dancing lights

1/day each: enlarge/reduce, invisibility

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

ACTIONS

Bugaboo. The grigling targets a creature it can see within 60 feet of it, which must succeed a DC 14 Constitution save or take 1d4 + 2 poison damage, and move 5 feet in a random direction. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks. If it fails its saving throw, it makes a new saving throw at the start of its turn, or suffers the effects of the bugaboo a second time.

GRINDYLOW

Small Monstrosity, Chaotic Neutral

Armor Class 13

Hit Points 21 (6d6 + 3)

Speed 10 ft., swim 30 ft.

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

Skills Athletics +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP) **Proficiency Bonus +2**

Blood Frenzy. The grindylow has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The grindylow can breathe only underwater, but can hold its breath for up to ten minutes.

ACTIONS

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

Hit: 6 (1d4 + 3) piercing damage.



Illustration by Rob Powell

Grindylow live in rivers and lakes, and will use their forearms to pull a prey drinking at the edge of the water under, where they are seized upon by the grindylow and its brethren. Grindylow are not well suited to life on land, but they are able to hold their breath and drag themselves upon the ground for short distances.



Illustration by George REDreev

GRUE

Small Humanoid, Chaotic Evil

Armor Class 13

Hit Points 11 (2d6 + 4)

Speed 30 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	6 (-2)	10 (+0)	9 (-3)

Skills Athletics +2, Acrobatics +5, Perception +2

Condition Immunities diseased

Senses darkvision 120 ft., passive Perception 12

Languages Common, Goblin

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Sunlight Sensitivity. While in sunlight, the grue has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 3) bludgeoning damage.

BONUS ACTIONS

Lateral Thinker. The grue takes the Help action. If the grue aids an ally in attacking a creature, the target of that attack can be within 30 feet of the grue.



Illustration by Sam Nielson

GRUGGISH WOMP

Huge Monstrosity, Unaligned

Armor Class 12 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	18 (+4)	5 (-3)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Amphibious. The womp can breathe air and water.

ACTIONS

Multiattack. The womp makes one attack with its tail and one with its tongue, and can also use its womping leap if it is available.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.

Hit: 13 (2d6 + 6) bludgeoning damage, and the target must succeed a DC 12 Strength saving throw or be knocked prone.

Tongue. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.

Hit: 11 (1d10 + 6) bludgeoning damage, and the target is swallowed if it is a Large or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the womp, and takes 7 (2d6) acid damage at the start of each of the womp's turns.

The womp's gullet can hold up to two creatures at a time. If the womp takes 30 damage or more on a single turn, the womp must succeed on a DC 17 Constitution saving throw at the end of that turn or lose its reaction and regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the womp. If the womp dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Womping Leap (Recharge 4–6). The womp makes a great leap up to 20 feet into the air, traveling a distance up to its movement speed. Creatures in the space where it lands must make a DC 15 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space. On a failure, the creature falls prone and takes 14 (4d8) bludgeoning damage. If the womp remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the womp. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 16 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the womp and is no longer restrained.



Illustration by Anarchic Fox

HORSEFLY

Medium or Large Beast, Unaligned

Armor Class 12 (leather armor)

Hit Points 20 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	3 (-4)	12 (+1)	5 (-3)

Senses tremorsense 10 ft., darkvision 120 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Bioluminescent. The thorax of the horsefly glows dimly in a 5-foot radius.

Shuffling Acceleration. If the horsefly moves at least 40 ft in a straight line, it adds an additional 10 feet to its movement provided it continues along that same line.

ACTIONS

Corrosive Ichor. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) acid damage.

HEXED SCARECROW

Medium Construct, Unaligned

Armor Class 10 (padded armor)

Hit Points 22 (4d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	12 (+1)	3 (-4)	8 (-1)	1 (-5)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Immutable Form. The scarecrow is immune to any spell or effect that would alter its form.

ACTIONS

Sickle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.



Illustration by James J. Krause

Horseflies are popular mounts among wastelanders. They are cheap to feed, easily reared and loyal to a fault.

HOWLING MANTICORE

Huge Monstrosity, Chaotic Evil

Armor Class 12 (leather armor)

Hit Points 95 (9d12 + 36)

Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	19 (+4)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Tail Spike Regrowth. The manticore has twenty tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) piercing damage.

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

Tail Spike. *Ranged Weapon Attack:* +7 to hit, range 100/200 ft., one target. *Hit:* 8 (2d8 + 4) piercing damage + 6 (1d10) poison damage.

Howl (Recharge 5–6). The manticore howls, audible out to 300 feet. Each creature in a 30-foot cone must make a Constitution saving throw, taking 13 (3d8) thunder damage on a failure and half the amount on a success.



Illustration by Vincent Van Hoof



Illustration by Camille Bachman

HURTICATE GAS-BAG

Tiny Aberration, Neutral

Armor Class 8

Hit Points 1 (1d4 - 2)

Speed 0 ft., fly 20 ft. (hover)

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

Damage Immunities acid, poison, psychic

Condition Immunities blinded, deafened, frightened, paralyzed, poisoned, prone

Senses blindsight 60 ft., passive Perception 7

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Death Burst. The gas-bag explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) acid damage.

ACTIONS

Tendril. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) necrotic damage.

KELP THRESHER

Gargantuan Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 162 (12d20 + 48)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+7)	12 (+1)	18 (+4)	4 (-3)	10 (+0)	5 (-3)

Skills Athletics +9, Perception +4

Damage Vulnerabilities lightning

Damage Resistances fire; bludgeoning and piercing from nonmagical weapons

Senses passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

False Appearance. While the kelp thresher remains motionless, it is indistinguishable from a large seaweed-covered rock, unless an observer succeeds on a DC 16 Intelligence (Investigation) check.

Kelp Tentacles. The thresher has six tentacles, and loses a tentacle if it sustains more than 15 slashing damage on a single turn. The thresher can restrain as many creatures as it has remaining tentacles using its Kelp Tentacle attack.

ACTIONS

Multiattack. The thresher makes four attacks: Two with its claws, and two with its kelp tentacles.

Claws. The thresher grabs a larger or smaller target within 5 feet of it with a claw. It can hold up to two creatures in this manner. The target creature makes an opposed Strength (Athletics) attack or Dexterity (Acrobatics) check to avoid the grapple. If a creature is already grappled by the thresher, they must succeed a DC 18 Strength saving throw or 16 (3d6 + 6) bludgeoning damage, or half as much on a success.

Kelp Tentacle. *Ranged Weapon Attack:* +4 to hit, range 30/40 ft., one target. *Hit:* 8 (1d4 + 6) slashing damage. The target becomes restrained (escape DC 14).

Whirling Slash (Recharge 5–6). The thresher whirls in a fast circle. Creatures within 15 feet of the thresher must make a DC 15 Dexterity saving throw, taking 14 (2d8 + 6) slashing damage on a failure, or half as much on a success. The thresher must have at least three remaining tentacles to perform this maneuver. When it does, any creatures grappled in its claws or tentacles must succeed a DC 16 Constitution saving throw or lose their reaction, and use their action on their next turn to retch and recover from dizziness.



Illustration by Austin Mengler

Kelp threshers reside on shorelines, soaking in the salty brine of the ocean until disturbed. To the casual observer, they do not present as much more than a bundle of jagged rocks covered in kelp.

When a prospective meal gets too close to them, however, their true nature is revealed as their armor plating grinds apart, revealing several lengthy tentacles and mighty claws which they use to grasp and strangle their prey before consuming it with their comparatively unimpressive and delicate jaws.

Threshers stay in shallow waters, and will attack ships if they are small enough and enough of the crew are on deck and visible.

The ship drifted to full stop,
and a hollow thud rang from the hull.
Something grabbed Phineas by the leg
and he suddenly disappeared,
pulled into the thick fog.
I threw open the catch to my holster
and steeled my nerves.
Two more of the crew
disappeared from the deck.
Overhead, screams of terror
filled the misty air,
swirling, howling, like banshees.
I pulled my knife and pistol.
I said a short prayer.
And the battle was joined.

KUMOMITSU

Large Monstrosity, Typically Neutral Evil

Armor Class 17 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 45 ft., climb 30 ft.

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

Skills Deception +5, Perception +7, Stealth +7

Senses darkvision 120 ft., tremorsense, 30 ft., passive Perception

18

Languages Any two languages

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Kumomitsu are highly intelligent and prefer prey that is, as well. They hunt by invitation, luring creatures unfamiliar with their nature into their lairs with formality and hospitality. Or so the stories go. Precious few who have wandered into a kumomitu's den ever return.



Illustration by Apertus

Mental Acuity. The kumomitsu has advantage on saving throws against being charmed, and magic can't put it to sleep. Its brain allows it to concentrate on two spells at once. The kumomitsu makes a separate saving throw each spell to maintain concentration.

Spellcasting. The kumomitsu is a 5th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 14, +7 to hit with spell attacks). The kumomitsu has the following spells prepared:

At will: dancing lights, thaumaturgy

1st level (4 slots): faerie fire, sanctuary, sleep

2nd level (3 slots): darkness, hold person, web

3rd level (3 slots): feign death, nondetection, vampiric touch

4th level (3 slots): shadow of moi^{XGE}, sickening radiance^{XGE}

5th level (2 slots): dominate person, steel wind strike^{XGE}

Spider Climb. The kumomitsu can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Light Sensitivity. While in bright light, the kumomitsu has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. The kumomitsu ignores movement restrictions caused by webbing.

ACTIONS

Multiaction. The kumomitsu makes three attacks, either with its bite or daikatana.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage. The target must succeed a DC 13 Constitution saving throw or take 9 (2d8) poison damage and become poisoned until the end of their next turn.

Daikatana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Webbing (Recharge 3–4). The kumomitsu targets one creature within 15 feet of it that it can see. The target makes a Dexterity saving throw, the results of which determine the outcome:

1–3: The target becomes completely encased in webbing, and is incapacitated until the end of their next turn. The webbing has an AC of 10 and 10 hit points. At the end of their next turn, they become restrained. After that, the webbing can be burst with a successful DC 15 Strength (Athletics) check.

4–7: The target becomes restrained by webbing. The webbing has an AC of 10 and 5 hit points, and can be burst with a successful DC 12 Strength (Athletics) check.

8–11: The target is blinded. They can use their action on their turn to clear the webbing from their eyes if they have a free hand.

12–15: The target's movement speed is halved.

16+: The target escapes unaffected.



Illustration by Envak Enkaqti

LAOHARA

Large Celestial, Neutral Good

Armor Class 19 (natural armor)

Hit Points 122 (15d10 + 39)

Speed Fly 50 ft. (hover), Swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Con +6, Wis +8, Cha +7

Damage Resistances radiant

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses truesight 120 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amphibious. The laohara can breathe air and water.

Innate Spellcasting. The laohara's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

3/day each: color spray, entangle, shield, thunderous smite

1/day each: control water, divination, tidal wave

Magic Weapons. The laohara's weapon attacks are magical.

Shielded Mind. The laohara is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Multiattack. The laohara makes two attacks, one with its bite and one with its tail.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 12 (2d6 + 5) piercing damage.

Tail. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 10 (1d8 + 5) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be pushed 15 feet away from the laohara.

LETICHE

Medium Undead, Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 25 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	10 (+1)	5 (-3)

Saving Throws Wis +2

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 2 (450 XP)

Proficiency Bonus +2

Undead Fortitude. If damage reduces the letiche to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the letiche drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 13 (2d10 + 2) piercing damage, and the target must succeed a DC 12 Strength saving throw or be grappled in the letiche's jaws (escape DC 12). Until the target dies or is freed, the letiche can't bite another target.



Illustration by Vincent Van Hoof

MAGIC MIRROR

Medium Construct, Typically Neutral

Armor Class 14 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	16 (+3)	24 (+7)	15 (+2)

Skills History +9, Insight +10, Perception +13

Damage Vulnerabilities bludgeoning

Damage Immunities necrotic, poison

Damage Resistances acid, fire, radiant

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft. truesight 60 ft., passive Perception 23

Languages the languages of its creator

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Unlike most constructs, these mirrors are inhabited by a consciousness, usually an imprisoned demon, celestial or other supernatural entity with the power of foresight. They tend to be bound in service to the wealthy and powerful.



Illustration by Trevor Roth

Death Burst. When the mirror dies, it explodes in a burst of light and shards of glass. Each creature within 15 feet of it must then make a DC 15 Constitution saving throw. On a failure, a creature takes 3d6 radiant damage and 2d6 slashing damage and is blinded. On a success, a creature takes half the amount and isn't blinded. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

False Appearance. While the mirror remains motionless, it is indistinguishable from an ordinary mirror, even to creatures benefiting from the detect magic spell or similar magic.

Innate Spellcasting. The mirror's spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The mirror can innately cast the following spells, without material components: At will: arcane eye, guidance, comprehend languages, identify 2/day each: augury, detect thoughts, divination, legend lore, locate object, locate creature, scrying

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

Reflective Surface. Spells that create beams of energy (for example, the *eldritch blast* and *fire ray* spells) have disadvantage on their attack rolls to hit the mirror.

ACTIONS

Hall of Mirrors. The mirror chooses one creature it can see within 60 feet of itself, creating a translucent duplicate of the target in an unoccupied space it can see within 60 feet of the mirror. As soon as the duplicate appears, it can make one weapon attack or cast a cantrip. Any damage the original attack or spell would deal is instead force damage. After the attack or cantrip is resolved, the duplicate vanishes as quickly as it appeared, leaving only a puff of faintly glowing green smoke.

REACTIONS

Spell Reflection. When a creature the mirror can see casts a spell that targets a single creature the mirror can see, the mirror can move up to half its movement speed to interpose itself between the caster and the target. If the spell requires a saving throw, the caster and the mirror each make a spellcasting ability check. If the caster wins the contest, the spell targets the mirror. If the mirror wins the contest, the spell is reflected back toward the caster, who must make a saving throw against their own spell save DC or be affected by the spell. If the spell requires concentration, the mirror concentrates on the spell instead.

If the spell requires an attack roll, the mirror deflects the spell, choosing a new target within the reflected spell's range, making a new attack roll using its own spell attack bonus. If the reflected spell creates a beam of energy (for example the *fire ray* or *eldritch blast* spells), the mirror has advantage on the roll. The damage for the reflected attack is identical to those of original spell.



Illustration by Tom Harrison

Mammoth rats are the bane of farmers, granaries and feedstores. They can smell food from across a dusty plain from three miles away, and can trample through most anything or anyone that gets in their way: fencing, barns, silos, animals, and of course, folk.

MAMMOTH RAT

Huge Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 95 (9d12 + 45)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	4 (-3)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +4, Survival +4

Damage Resistances cold, poison

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Ram. *Melee Weapon Attack:* +8 to hit, range 10ft., one target.
Hit: 18 (3d8 + 5) bludgeoning damage.

Swipe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature.
Hit: 21 (3d10 + 5) slashing damage.

BONUS ACTIONS

Battering Charge. If the rat moves at least 20 ft. straight toward a creature and then hits it with a ram attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the rat can make one *Swipe* attack against it as a bonus action.

MANTISAUR

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	3 (-4)	12 (+1)	5 (-3)

Saving Throws Dex +4, Con +5

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

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Leap. If the mantisaur moves 15 feet in a straight line, it can jump 20 feet in any direction as a bonus without the need to make an ability check.

ACTIONS

Multiattack. The mantisaur makes two attacks with its forceps.

Forceps. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage.

REACTIONS

Revenging Spines (6/Day). In response to damage from an incoming attack, the mantisaur can launch one of its spines from its chest cavity at its attacker. *Ranged Weapon Attack:* +6 to hit, range 40 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.



Illustration by Kate Pfeilschiefter



Illustration by Izzy Medrano

MINE GHAST

Small Undead, Chaotic Evil

Armor Class 13

Hit Points 16 (3d6 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11 (+0)	11 (+0)	8 (-1)

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 2 (100 XP) **Proficiency Bonus +2**

Turn Defiance. Undead within 15 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage. If the target is not undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed until the end of their next turn.

Sickening Burst (Recharge 5–6). The ghost emits a 10-foot radius cloud of stench. Creatures within in the area must succeed on a DC 10 Constitution saving throw or be poisoned until the end of their next turn.

MINE STRIDER

Huge Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	3 (-4)	12 (+1)	5 (-3)

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

ACTIONS

Stomp. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Acid Spurt (Recharge 5–6). The strider exhales acid in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much on a success.



Illustration by Jose Arias



Illustration by Jesse Sandifer

Molten elementals are products of a most unusual union: that between an elemental of fire and earth.

Like most elementals, they prefer environs that mirror their form, usually in the bellies of volcanos or deep underground where rivers of magma flow. They are occasionally carried to the surface in violent eruptions, but seldom last long on the surface, hardening into immobile, brittle stone. A few islands with regularly volcanic activity are peppered with these still statues, weathered by the ages.

The island was quite hospitable, and we had mistakenly thought the lumpy forms to be the remains of giants—that is, until the ground rumbled and the volcano erupted. Without any warning, we were surrounded by rock and fire raining down from the sky, and to the group's shock, some of the fiery lumps began a lumbering locomotion, as if they wanted to give us all a big, fiery... hug. No thanks!

We escaped behind a waterfall, soaking our burns in the cool, clear water to waited the eruption out. The gaggle of lava monsters waited patiently at the shoreline, with no sign of intent to leave. Suddenly, the skies opened up and it began to rain. Screams of pain filled our ears, audible even over the rush of the waterfall, and soon there were no monsters, only a new set of volcanic rocks on the shore of the river. The seared flesh on my left arm throbbed, leaving me to wonder it water felt as painful for them as fire does for us.

MOLTEN ELEMENTAL

Large Elemental, Typically Neutral

Armor Class 15 (natural armor)

Hit Points 150 (12d10 + 84)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	24 (+7)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran, Ignan, Primordial

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Illumination. The elemental sheds dim light in a 10-foot radius.

Heated Body. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Siege Monster. The elemental deals double damage to objects and structures.

Water Susceptibility. For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage. If it takes more than 24 cold damage on a single turn, it loses its reaction, and its movement speed is reduced by half until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 5) bludgeoning damage + 7 (1d12) fire damage.

Vulcan Stride. The elemental moves up to its speed in a straight line. During this move, it can enter medium or smaller creatures' spaces. A creature whose space the magma elemental enters must make a DC 13 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the elemental's path. On a failed save, the creature falls prone and takes 7 (2d6) bludgeoning damage and 10 (3d6) fire damage.

Eruption (Recharge 5–6). The elemental erupts a shower of rocks and lava. All creatures other than the elemental within a 20-foot radius of it must succeed on a DC 15 Dexterity saving throw or take 3d6 bludgeoning damage + 3d6 fire damage, or half as much on a success.



Illustration by Felipe Escobar Bravo

Many animals are endangered or have gone extinct entirely, but new inheritors have stepped to fill their space in the food chain. Even gentle creatures have had to make changes to adapt to the world's many changes.

Moosociraffe travel in family groups of 3 or 4, and defend one another against predators with wary eyes, ears, and with antler and hoof if the need arises. Their impressive racks measure 10 feet across, and they can kill a caecuraptor with a single stomp of their mighty hooves.

MOOSOCIRAFFE

Huge Beast, Unaligned

Armor Class 12 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Charge. If the moosociraffe moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage

BONUS ACTIONS

Trample. The moosociraffe makes one stomp attack against a prone creature.

REACTIONS

Antlered Vigilance. The moosociraffe adds 2 to its AC against one melee attack that would hit it. If the attack misses, the moosociraffe immediately makes one gore attack against its attacker as part of the same reaction.

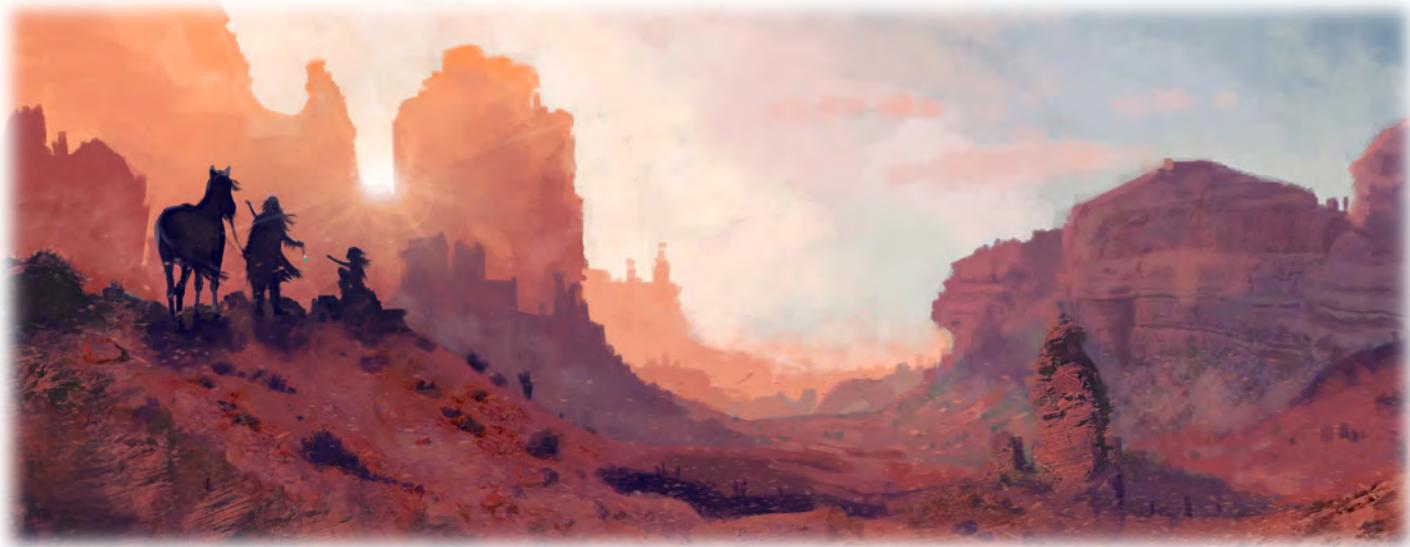


Illustration by Sara Polo



Illustration by Luka Milosevic

Nixies are curious, secretive fey that despite their solitude, but paradoxically love tricks and pranks. They usually live in large mushrooms, or eccentric-looking trees, and will punish trespassers without warning, exploiting their unwanted company's deepest desires or fears. They understand little of—and indeed care even less about—mortal folk's ways or desires, and will bend or distort them to their own whims with little regard for personal or social boundary, even without provocation of any kind. Most nixies will only treat with a mortal who has somehow managed to best the nixie at their own game.

Player characters can be a nixie!

The faerie class and a host of new faerie spells appear in *Old Gus' Errata: Wanderers of the Infinite Skies*.

Additionally, you can substitute any of the spells on the faerie class' spell list for any of the spells the nixie knows.

NIXIE

Tiny Fey, Typically Chaotic Evil

Armor Class 16

Hit Points 54 (12d4 + 12)

Speed 15 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	11 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +6, Cha +7

Skills Deception +7, Insight +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Glamorous Defense. While the nixie is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

Magic Weapons. The nixie's weapon attacks are magical.

Spellcasting. The nixie is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The nixie knows the following spells:

Cantrips (at will): *dancing lights, minor illusion, infestation^{XGE}, vicious mockery*

1st level (4 slots): *command, detect thoughts, dissonant whispers, sleep, spiritual weapon*

2nd level (3 slots): *crown of madness, phantasmal force, magic mouth, silence*

3rd level (3 slots): *counterspell, fear, hypnotic pattern*

4th level (3 slots): *confusion, phantasmal killer*

5th level (2 slots): *dominate person, synaptic static^{XGE}*

6th level (1 slot): *eyebite, Otto's irresistible dance*

ACTIONS

Distracting Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (3d10) piercing damage, and the target must succeed a DC 15 Wisdom saving throw or lose their reaction. Additionally, the first attack the target makes on its next turn is made at disadvantage.

BONUS ACTIONS

Nightmare Delirium (2/Day). The nixie plunges a creature it has put to sleep, charmed, frightened, or confused with a spell into a delirious nightmare, able to see and hear only itself and the nightmare. To the target, an hour seems to pass on each of its turns. For the duration of the effect the nixie can use another bonus action change the effect upon the creature, choosing from charmed, confused (as if under the effects of the *confusion* spell), frightened or unconscious. The nightmare ends if the target takes damage, or it makes a saving throw against an effect other than the spell. The creature then becomes immune this ability for 24 hours.

OWLBARS

In parts of the world where mules, oxen, donkeys and other useful beasts of burden went extinct, those in need had to come up with creative solutions to their dying stock. An ambitious program of breeding hardier animals, and even monsters into domestication was instituted. After two centuries careful breeding and at least six dozen lost limbs, the domestic owlbear has become one of the most successful such endeavors.

The breed is less bulky than wild owlbars, comfortable to ride, and only slightly slower than a warhorse. Their claws and beak are still lethal weapons, but their disposition is thankfully more akin to that of a horse. Owlbars do not tolerate mistreatment, and those that forget this and neglected or forget to feed an owlbar, receive quick, potentially lethal reminders.

Domestic owlbar cubs learn to remember folk they interact with early, and are favorite first mounts for children that grow up around them. They can lead a working life for over three decades, have excellent memories, and take to rewarding work early, becoming valued beasts of burden, and developing deep and abiding friendships among those they have known.

OWLBAR, DOMESTICATED

Large Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 38 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	3 (-4)	14 (+2)	7 (-2)

Skills Athletics +6, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Keen Sight and Smell. The owlbar has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbar makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage.



Illustration by Kae Starkiller

OWLBAR CUB

Medium Monstrosity, Unaligned

Armor Class 12 (natural armor)

Hit Points 23 (3d10 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Athletics +4, Perception +3

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Keen Sight and Smell. The owlbar has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbar makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.



Illustration by Filip Acovic

PALE RIDER

Medium Undead, Chaotic Evil

Armor Class 14 (studded leather armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	14 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Skeletal Mount. The rider can maintain control of up to twelve undead that are CR3 or lower. At the end of a long rest, the rider can perform a 10-minute ritual that combines three skeletons zombies into a **warhorse skeleton** or **minotaur skeleton**.

ACTIONS

Multiattack. The rider makes two attacks with its revolver or sabre.

Revolver. *Ranged Weapon Attack:* +5 to hit, range 50/100 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Sabre. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 3) slashing damage plus 4 (1d6) necrotic damage.

BONUS ACTIONS

Life Drain. The pale rider infuses its next shot with life-draining magic. If the next attack the rider makes with its revolver hits, the target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid or beast slain by the attack rises 24 hours later as a **zombie** under the rider's control, unless the humanoid is restored to life or its body is destroyed.



Illustration by Kylie Langton

PANGOLOSAUR

Medium Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., burrow 10 ft.

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

Damage Resistances piercing from nonmagical attacks

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

Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Rolling Charge. If the pangolosaur moves 20 ft. in a straight line, and uses its *Ball Up* action, it can continue its movement and crash into any Large or smaller targets in a line, each of which must succeed on a DC 13 Dexterity saving throw or take 2d8 bludgeoning damage and be knocked prone.

ACTIONS

Multiattack. The pangolosaur makes two attacks: one with its bite and one with its tail.

Bite: Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 3) piercing damage.

Tail: Melee Weapon Attack: +7 to hit, reach 10 ft., one target.
Hit: 14 (3d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Ball Up. The pangolosaur maneuvers its heaviest armor plates, resisting all piercing, bludgeoning and slashing damage until the start of its next turn. During this time, it loses its reaction.

PANGOLOSAUR INFANT

Small Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	4 (-3)	8 (-1)	4 (-3)

Damage Resistances piercing from nonmagical attacks

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

Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Rolling Charge. If the pangolosaur moves 20 ft. in a straight line, and uses its *Ball Up* action, it gains the benefit of the Dash action.

ACTIONS

Bite: Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 7 (1d4 + 3) piercing damage.

Ball Up. The pangolosaur maneuvers its heaviest armor plates, resisting all piercing, bludgeoning and slashing damage until the start of its next turn. During this time, it loses its reaction.



Illustration by Mattias Saraceno



Illustration by Dave Oliver

Born of biological weapon experiments, the phasing shambler escaped its bonds and sought refuge in one of the few remaining forests or jungles.

These lonesome creatures will adopt a wilderness and protect it, allowing only natural growth to take place, and allowing no unnecessary conflict to take place there. Predators quickly learn to avoid these areas, and some seeking a pristine wilderness to hold a duel find their opponents simply vanished into thin air, never to be heard from again.

The canopy was filled with the sounds of buzzing of insects and song of birds - a sound unfamiliar to most folk, these days. Percy and Aidan were arguing, as ever. No gripe was too small: which path to take, which side of the riverbank to follow, you name it.

I pressed on ahead, determined to listen to the squawking birds, and not the squawking humans, when Aidan's cry of surprise cut through the cacophony. I spun on my heel to find Percy just... missing.

PHASING SHAMBLER

Large Plant, Unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	5 (-3)

Skills Stealth +3

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

Damage Immunities lightning, necrotic, poison

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Necrotic and Lightning Absorption. Whenever the phasing shambler is subjected to lightning or necrotic damage, it takes no damage and regains a number of hit points equal to half the damage dealt.

ACTIONS

Multiattack. The shambler makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 16), and the shambler Engulfs it.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 5) bludgeoning damage.

Engulf. The phasing shambler engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the phasing shambler's turns or take 13 (2d8 + 4) bludgeoning damage. If the phasing shambler moves, the engulfed target moves with it. The mound can engulf only one creature at a time, and can release an engulfed creature using an action.

BONUS ACTIONS

Ethereal Jaunt. The shambler magically enters the Material Plane or the Ethereal Plane. If a creature is engulfed within the shambler, it travels with the phasing shambler to the destination plane.

REACTIONS

Furious Defense. After a creature the phasing shambler can see is dealt damage by a foe within 10 feet of the shambler, the shambler makes a slam against that foe, gaining the *reach* property for the attack.



Illustration by Natali Kayurova

PISTOLERO MUERTO

Medium Undead, Lawful Evil

Armor Class 17 (studded leather armor)

Hit Points 162 (19d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	12 (+1)	16 (+3)	18 (+4)

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

Proficiency Bonus +6

Incorporeal Form. The pistolero can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the pistolero or hits it with a melee attack while within 5 feet of it takes 9 (2d8) necrotic damage. In addition, the pistolero can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 9 (2d8) necrotic damage.

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

Marshal Undead. Unless the pistolero is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Smiting Bullets. The pistolero is able to deliver smiting spells and attacks with its revolver attacks.

Undead Nature. The pistolero doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The pistolero makes three attacks with its revolvers or shotgun.

Revolver. *Ranged Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 5) piercing damage plus 18 (4d8) necrotic damage.

Shotgun. The pistolero unleashes a deathly mist from its shotgun in a 15-foot cone. Each creature in the area must succeed a DC 18 Constitution saving throw or take 21 (6d6) necrotic damage.

Deathly Orb (1/Day). The pistolero hurls a magical ball of deathly magic that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Strength saving throw. The sphere spreads around corners. A creature takes 35 (10d6) force damage and 35 (10d6) necrotic damage on a failed save and is pulled up to 20 feet toward the orb's center, or half as much damage on a successful one and isn't pulled.

Spellcasting. The pistolero is a 19th-level spellcaster whose spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): command, compelled duel, wrathful smite

2nd level (3 slots): hold person, shadow blade^{XGE}

3rd level (3 slots): dispel magic, spirit guardians

4th level (3 slots): staggering smite, shadow of moi^{XGE}

5th level (2 slots): enervation^{XGE}, negative energy flood^{XGE}

REACTIONS

Dancing Dodge. The pistolero adds +6 bonus to its AC against one weapon attack that would hit it.



Illustration by B.R. Guthrie

QUILLRAT

Huge Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 94 (9d12 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	3 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

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

Spiked Body. A creature that touches the quillrat or hits it with a melee attack while within 5 feet of it takes 5 (1d10) piercing damage.

ACTIONS

Multiattack. The quillrat makes two attacks, one with its bite, and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. The target must succeed on a DC 14 Strength saving throw or be knocked prone.

Tail. Each creature within 10 feet of the quillrat must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) slashing damage.

BONUS ACTIONS

Savage Bite. The quillrat makes one bite attack against a prone creature.

LEGENDARY ACTIONS

The quillrat can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The quillrat regains spent legendary actions at the start of its turn.

Revenging Quills (12/Day). *Ranged Weapon Attack:* +6 to hit, range 40/80 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.



Illustration by Olya Dudkina

RACING SNAIL

Medium Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 20 (3d8 + 6)

Speed 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	2 (-4)	9 (-1)	5 (-3)

Damage Resistances poison

Senses tremorsense 10 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Adaptive Response. The snail has advantage on saving throws against poison and paralysis.

BONUS ACTIONS

Venomous Peptides (1/day). When the snail hits a creature with its sting, it injects poisonous venom into the target, which must make a DC 10 Constitution saving throw. On a failure, the target is paralyzed until the end of their next turn. Huge or larger creatures have advantage on their saving throw, and Tiny or smaller creatures have disadvantage on their saving throw.

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) acid damage.

Racing snails hunt their diet of fish, crabs, birds and seaweed along shorelines. Their quick reflexes and venomous sting allow them to overcome prey or to defend themselves. Small races breed snails for intelligence, gentle demeanor and, to keep up with even the fastest breeds of horses.

Radiant jellyfish ride the winds across the wastes, staying invisible against the daytime sky. At night, the congregate in enormous swarms, providing a confusing, sparkling delight for the evening stargazer. Unwary creatures can find themselves overwhelmed by the silently descending swarm's stinging tentacles.

RADIANT JELLYFISH

Small Beast, Unaligned

Armor Class 13

Hit Points 6 (1d6 + 26)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	14 (+2)	1 (-5)	11 (+0)	4 (-4)

Skills Stealth +4

Damage Immunities piercing

Damage Immunities poison

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Transparent and Illuminant. When viewed against a daytime sky, the jellyfish is invisible. In darkness, it gives off dim light in a 5-foot radius.

ACTIONS

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

BONUS ACTIONS

Bewildering Blink (3/day). The jellyfish emits a disorienting pattern of blinking lights, forcing one beast or humanoid within 30 feet of it that can see it to make a DC 10 Wisdom saving throw. On a failure, the jellyfish has advantage on attack rolls against the creature until the end of their turn.



Illustration by Mariana Olguin



Illustration by Tiago Silvério

SANDWORMS

No matter what you call them—death worm, graboid, junundu, minhocão, thresher maw, tunnel demon, or just plain old “sandworm”, these creatures are the bane of the caravans that brave the oceans of yesteryear. You never know how many, or of what size there will be. They arrive from below and drag anything they can down into the sand with them using their massive jaws.

Diviners promise sandworm-free routes through the deserts, but in truth, most of these are charlatans.

SANDWORM

Huge Monstrosity, Unaligned

Armor Class 11 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 30 ft., burrow 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	19 (+4)	2 (-4)	7 (-2)	3 (-4)

Senses tremorsense 60 ft. passive Perception 9

Languages —

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Devourer. If the worm takes 30 damage or more on a single turn, it must succeed on a DC 21 Constitution saving throw or regurgitate 1d4 swallowed creatures, which fall prone in a space within 10 feet of the worm.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be devoured by the worm. A devoured creature is blinded and restrained, has total cover against attacks and other effects outside the worm, and takes 7 (3d4) acid damage at the start of each of its turns.

ANCIENT SANDWORM

Gargantuan Monstrosity, Unaligned

Armor Class 10 (natural armor)

Hit Points 198 (12d20 + 72)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	2 (-4)	10 (+0)	4 (-3)

Senses tremorsense 120 ft. passive Perception 10

Languages —

Challenge 12 (13,900 XP)

Proficiency Bonus +4

Devourer. If the worm takes 30 damage or more on a single turn, it must succeed on a DC 21 Constitution saving throw or regurgitate 1 swallowed creature, which fall prone in a space within 10 feet of the worm.

ACTIONS

Multiattack. The worm makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A devoured creature is blinded and restrained, has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of its turns.

INFANT SANDWORM

Large Monstrosity, Unaligned

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	16 (+3)	1 (-5)	5 (-3)	2 (-4)

Senses tremorsense 40 ft. passive Perception 8

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

ACTIONS

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

Hit: 11 (1d12 + 4) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



Illustration by Andrey Filimonov

Sasquatches are hirsute giants that live solitary lives in deep wildernesses. They are avid explorers and know every animal, rock and tree of their territory. This makes them expert trackers, and they make long observations of anyone visiting their territory. While not thought of as particularly intelligent, yetifolk are quite clever, and can rig deadly traps made from trees, vines and rocks. If confronted with an attack, they lead their foes toward their carefully prepared traps. A sasquatch's lair might contain dangerous creatures, chasms, precariously placed rocks, or other hazards to deter invaders.

Their diet is vegetarian and while they are generally docile, and some have been known to be friendly or helpful to lost travelers, they are more often known for their propensity to attack humanoid hunters or lumberjacks that play their trade in the sasquatch's territory.

Sasquatch also have considerable spellcasting abilities, and may enlist the aid of the natural world in their defense.

SASQUATCH

Large Giant, Typically Neutral Good

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft, climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Str +8, Con +7, Wis +5

Skills Athletics +8, Nature +3, Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages understands Giant and Sylvan but can't speak

Challenge 8 (3,900 XP)

Proficiency Bonus +4

Innate Spellcasting. The sasquatch's spellcasting ability is Wisdom (spell save DC 14). The sasquatch can innately cast the following spells, requiring no material components:

At will: *barkskin, druidcraft, jump, longstrider, speak with animals, speak with plants*

1/day each: *commune with nature, entangle, enlarge/reduce, fog cloud, nondetection, pass without trace, plant growth, spike growth*

ACTIONS

Multiattack. The sasquatch makes three fist attacks, or one rock attack.

Fist. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +5 to hit, range 30/90 ft., one target. *Hit:* 16 (4d6 + 2) bludgeoning damage.

REACTIONS

One with the World-Soul. The sasquatch chooses one beast friendly to it that it can see within 30 feet of it. If the beast can hear the sasquatch, the beast uses its reaction to make one melee attack against a target of the sasquatch's choice.

Player characters can be a yetifolk!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*, and the **abominable yeti**, which appears in the *Monster Manual*.



Illustration by Giant-Eater

SHARKIN

Medium Monstrosity, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 26 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

Condition Immunities unconscious

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Blood Scenting. The sharkin has advantage on Wisdom (Perception) checks that rely on smell.

Reckless. At the start of its turn, the sharkin can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Aquatic Agility. If the sharkin swims on its turn in combat, it can double its speed until the end of the turn. Once it uses this trait, it can't use it again until it moves 0 feet on one of its turns.

Sharkskin. Creatures that hit the sharkin with an unarmed strike take 1d4 slashing damage.

ACTIONS

Multiattack. The sharkin makes two bite attacks.

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

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

SHARKIN ALPHA

Large Monstrosity, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

Condition Immunities unconscious

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Blood Scenting. The sharkin has advantage on Wisdom (Perception) checks that rely on smell.

Blood Frenzy. The sharkin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Innate Spellcasting. The sharkin's innate spellcasting ability is Strength (spell save DC 13). The sharkin can innately cast the following spells, requiring no material components:

1/day: *tidal wave*

Sharkskin. Creatures that hit the sharkin with an unarmed strike take 1d4 slashing damage.

ACTIONS

Multiattack. The sharkin makes two bite attacks.

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



Illustration by Giant-Eater



Illustration by Sandra Duchiewicz

Sidhe are fey with affinity for wind and water and all things that flow and move. They tend to speak swiftly and act even swifter. Sidhe prefer areas with access to rivers, lakes, and waterfalls, coastal cliff sides and open, windy plains, and mark their territories for other fey to enjoy or avoid dependent upon their affiliation.

Courtly sidhe are officious, and extraordinarily loyal to the archfey they serve, although as they grow and change over the course of their lives, they may switch courts several times.

Player characters can be a sidhe!

The faerie class and a host of new faerie spells appear in *Old Gus' Errata: Wanderers of the Infinite Skies*.

Additionally, you can substitute any of the spells on the faerie class' spell list for any of the spells the sidhe knows.

SIDHE

Small Fey, Typically Lawful Good

Armor Class 17

Hit Points 61 (11d6 + 22)

Speed 35 ft., fly 50 ft. (hover), swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +6, Cha +9

Skills Arcana +9, Perception +6, Persuasion +8

Senses darkvision 60 ft., passive Perception 16

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Amphibious. The sidhe can breathe air and water.

Glamorous Defense. While the sidhe is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

Magic Weapons. The sidhe's weapon attacks are magical.

Spellcasting. The sidhe is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The sidhe knows the following spells:

Cantrips (at will): friends, mage hand, sword burst^{SCAG, TCE}, prestidigitation

1st level (4 slots): charm person, catapult^{XGE}, chaos bolt^{XGE}, create or destroy water, fog cloud

2nd level (3 slots): enhance ability, gust of wind, misty step, warding wind^{XGE}

3rd level (3 slots): blink, slow, haste, wind wall

4th level (3 slots): freedom of movement, polymorph storm sphere^{XGE}

5th level (2 slots): geas, wall of water

6th level (1 slots): conjure fey, wind walk

ACTIONS

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage.

REACTIONS

Flowing Favors. When a creature the sidhe can see makes an attack roll, ability check, or saving throw, and the results of the roll have not been announced, the sidhe can roll 2d4 and apply the result as bonus or a penalty to the triggering roll.

SLUG SPIDER

Large Beast, Unaligned

Armor Class 12 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Skills Athletics +3, Stealth +5

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

10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 8 (1d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Slime. Slick slime covers the ground in a 10-foot square centered on a point within 30 feet of the spider, becoming difficult terrain for the duration. If a creature starts its turn in the area, it must succeed on a DC 14 Dexterity saving throw or fall prone.

Web (Recharge 5–6). Ranged Weapon Attack: +4 to hit, range 30/60 ft., one Large or smaller creature. **Hit:** The target is restrained by webbing (escape DC 14). The webbing can be attacked and destroyed (AC 11; hp 8; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

BONUS ACTIONS

Pull. The spider pulls a target restrained by its webbing toward itself, at a distance up to its remaining movement speed. If, at the end of this movement, the target is within the reach of the spider, it can make one bite attack against the target.



Illustration by Sarah Jane Bates

SLUG SPIDERLING

Small Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d6)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Skills Stealth +5

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

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 8 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.

Slime (Recharge 5–6). Slick slime covers the ground in a 10-foot square centered on a point within 30 feet of the spider, becoming difficult terrain for the duration. If a creature starts its turn in the area, it must succeed on a DC 14 Dexterity saving throw or fall prone.



Illustration by Margo Zakharova

Sprigs are fey with an intense kinship with living plants, and preferring to live among or even inside them. They consort with dryads on behalf of the courts, and defend their favored plants with wild ferocity.

Player characters can be a sprig!

The faerie class and a host of new faerie spells appear in *Old Gus' Errata: Wanderers of the Infinite Skies*.

Additionally, you can substitute any of the spells on the faerie class' spell list for any of the spells the sprig knows.

SPRIG

Small Fey, Typically Neutral

Armor Class 16

Hit Points 78 (12d6 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (10)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Dex +6, Cha +8

Skills Nature +8, Perception +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 16

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Glamorous Defense. While the sprig is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

Magic Weapons. The sprig's weapon attacks are magical.

Speak with Plants. The sprig can communicate with plants as if they shared a language.

Spellcasting. The sprig is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The sprig knows the following spells:

Cantrips (at will): *dancing lights, druidcraft, message, thorn whip*

1st level (4 slots): *entangle, healing word, goodberry, ray of sickness, snare*

2nd level (3 slots): *Melf's acid arrow, misty step, spike growth*

3rd level (3 slots): *daylight, plant growth*

4th level (3 slots): *charm monster^{XGE}, grasping vine*

5th level (2 slots): *awaken, insect plague, wrath of nature*

6th level (1 slot): *true seeing, wall of thorns*

ACTIONS

Entangling Arrow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one creature. *Hit:* 5 (1d6+2) piercing damage, and the target must succeed a DC 15 Strength saving throw or have their movement speed reduced by half, as entangling vines encircle their limbs.

BONUS ACTIONS

Corrosive Ichor. When the sprig hits a creature with its *thorn whip*, it expends a spell slot to spray the target with ichor, dealing an additional acid damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, up to a maximum of 10d8.



Illustration by Nate Hallinan

Stone trolls are hirsute, horned giants of fey ancestry whose skin and hair pigmentations range from a limestone-like grey-green or sandy brown, to deep blue (a particularly revered shade among their kind).

The most ancient of stories make mention of trolls, which often play one of two roles in these stories: the first as powerfully strong monster, the second as extremely honor-bound protector. Stone trolls have a long tradition of joining organizations or groups and protecting them until their end, or they may choose to be the protector of the weak or oppressed, or anyone that fate appears to have abandoned.

Stone trolls draw strength from keeping their promises, and when this duty-bound nature places them at odds with an adversary who is all too happy to paint the troll as a monster to be slain, this results in complications to their public reputation. A troll who breaks an oath loses some of their strength until they have redeemed themselves.

Stone trolls love do to work that takes advantage of their natural-born talents. They prefer work over relaxation, and tend to lead simple lives of duty and service.

Player characters can be a stone troll!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*

STONE TROLL

Large Giant, Typically Lawful Neutral

Armor Class 16 (natural armor)

Hit Points 112 (9d10 + 63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	24 (+7)	7 (-2)	9 (-1)	10 (+0)

Skills Athletics +9, Perception +2

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

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giant, Sylvan

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Fey Ancestry. The troll has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The troll's innate spellcasting ability is Wisdom (spell save DC 14). The giant can innately cast the following spells, requiring no material components:

At will: stoneskin, Maximillian's earthen grasp^{XGE}

1/day each: meld into stone, wall of stone

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Multiattack. The sasquatch makes three fist attacks, or one rock attack.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 16 (4d6 + 2) bludgeoning damage.

BONUS ACTIONS

Way of the Stone Fist. When the troll hits a creature with its unarmed strike, it can force the target to make a DC 16 Strength saving throw. If the target fails, the target is pushed up to 15 feet away from the troll.

REACTIONS

Strength of Honor. When the troll is struck by a melee attack, it can immediately make one fist attack against its attacker. If the attack hits, it deals an additional amount of damage equal to half that the troll took from the triggering attack.



Illustration by Ørjan Svendsen

SUPER-MUTANTS

Almost every super-mutant has four traits in common: they are big, stupid, and *always angry*.

They are descended from ogrillons and ogres who have been mutated by the wastes, or intentionally created by experiments. Most super-mutants are in constant pain, wracked by cancerous growths, uncomfortable extra limbs and the occasional, second contrarian head. As a result, most super-mutants are easily bamboozled.

However, they are not without their own ability to organize. They drift through wastelands together, proclaiming their own superiority over others, and taking things by force. They make a regular practice of kidnapping animals and people, keeping them enslaved or in cages until the time comes to eat them.

Once in a generation, a super-mutant is born who manages to not just have intelligence beyond that of the average super-mutant, but beyond that of most sapient beings altogether. While scrawny and unimpressive compared to their brethren, these leaders cunningly dominate squads of super-mutants, outfitting them with superior technology, repairing ancient technology and outfitting their minions with powerful and alien weaponry, unseen for centuries.

SUPER-MUTANT

Huge Giant, Typically Neutral Evil

Armor Class 11 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	6 (-2)	8 (-1)	4 (-3)

Damage Immunities poison

Condition Immunities poisoned, diseased

Senses darkvision 60 ft., passive Perception 9

Languages understands and speaks Common but can't read or write

Challenge 3 (700 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The giant makes two cleaver attacks, or makes a single rock attack.

Cleaver. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 5) slashing damage.

Rock. *Ranged Weapon Attack:* +3 to hit, range 100/200 ft., one target. *Hit:* 17 (3d10 + 1) bludgeoning damage.

BONUS ACTIONS

Third Arm. The super-mutant attempts to grapple a creature with its third arm (escape DC 14). If a creature is already grappled, the super-mutant can use this trait to squeeze. Creatures grappled by the arm are squeezed at the start of the super-mutant's turn, dealing 7 (2d6) bludgeoning damage.



Illustration by Anatolii Leoshko



Illustration by Tooth Wu

A few super-mutants continue to mutate, gaining the ability to absorb the very bodies of other creatures through physical contact.

The abomination absorbs not just the flesh of its victims, but also their languages, memories, and emotions, retaining them for up to a year. Ears, noses, and mouths appear as pockmarks of its patchwork flesh, howling with fear, pain, and loneliness. Portions of faces remain recognizable until they are eventually damaged or replaced by the abomination's latest meal. Its many limbs hold onto weapons, tools, trinkets, and mementos of the dead. As an abomination incorporates more and more creatures, they almost inevitably take on a terrifying, porcine appearance, setting them apart from other super-mutants.

Variant: Proficient Abominations

Depending on an abomination's recent incorporated meals, it might know how to use a tool, play a musical instrument, be able to cast spells, or possess a magic item it understands how to activate.

SUPER-MUTANT ABOMINATION

Huge Aberration, Neutral Evil

Armor Class 13 (natural armor)

Hit Points 133 (14d12 + 42)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	8 (-1)	11 (+0)	4 (-2)

Skills Athletics +7

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities blinded, deafened, diseased, poisoned
Senses darkvision 60 ft., passive Perception 10

Languages Common, the languages of its absorbed creatures

Challenge 7 (2,900 XP)

Proficiency Bonus +2

Frightful Howling. Each beast or humanoid within 120 feet of the abomination that can hear it must succeed on 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 itself on a success. If a creature's saving throw is successful or the effect ends for it, it is immune to the abomination's Frightful Howling for 24 hours.

Grisly Grappler. The abomination has advantage on attack rolls against creatures it is grappling. At the start of each of the granfalloon's turns, each creature it is grappling must make a DC 13 Constitution saving throw. On a failure, the creature takes 1d8 necrotic damage, and the granfalloon regains a number of missing hit points equal to the total amount of damage dealt in this way.

ACTIONS

Multiattack. The abomination makes three attacks, two with its bone pike, and one with its slam.

Bone Pike. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (1d12 + 5) bludgeoning damage plus 4 (1d6) poison damage.

Cannibalize. The abomination absorbs the corpse of a Large or smaller creature within 5 feet of itself, regaining 2d12 + 3 missing hit points.

REACTIONS

Absorb. If a creature grappled by the abomination is reduced to 0 hit points, the abomination can use its reaction to force the target to make a DC 15 Constitution saving throw. On a failure, the creature dies, and the abomination targets their corpse with its Cannibalize action.



Illustration by Maksim Poplavskiy

SUPER-MUTANT BRUTE

Huge Giant, Typically Neutral Evil

Armor Class 12 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	16 (+3)	6 (-2)	8 (-1)	4 (-3)

Damage Immunities poison

Condition Immunities poisoned, diseased

Senses darkvision 60 ft., passive Perception 9

Languages understands and speaks Common but can't read or write

Challenge 3 (700 XP) **Proficiency Bonus +2**

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 6) slashing damage.

SUPER-MUTANT GUNNER

Huge Giant, Typically Neutral Evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	8 (-1)	4 (-3)

Damage Immunities poison

Condition Immunities poisoned, diseased

Senses darkvision 60 ft., passive Perception 9

Languages understands and speaks Common but can't read or write

Challenge 4 (1,100 XP)

Proficiency Bonus +2

ACTIONS

Gatling Gun. The gunner unleashes a spray of bullets in a 20-foot line. Creatures in the area must succeed a DC 13 Dexterity saving throw or take 13 (3d8) piercing damage.



Illustration by Dmitry Skolzki

SUPER-MUTANT LEADER

Small Giant, Typically Neutral Evil

Armor Class 11 (natural armor)

Hit Points 28 (11d6 - 11)

Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	9 (-1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Persuasion +6

Condition Immunities poisoned, diseased

Senses darkvision 120 ft., passive Perception 16

Languages Common, telepathy 120 ft.

Challenge 8 (3,900 XP)

Proficiency Bonus +3



Illustration by Frances Tsai

Spellcasting. The leader is a 11th-level spellcaster whose spellcasting ability is Intelligence (spell save DC 16; +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: guidance, mage hand, vicious mockery, true strike

1st level (4 slots): charm person, command, comprehend languages, sanctuary

2nd level (3 slots): crown of madness, mirror image, phantasmal force, see invisibility

3rd level (3 slots): clairvoyance, fear, meld into stone

4th level (3 slots): confusion, stone shape

5th level (2 slots): scrying, telekinesis

6th level (1 slot): mass suggestion

Psionic Barrier. The leader is surrounded by a psionic barrier that grants it 55 (10d10) temporary hit points. At the start of each of the leader's turns, the barrier regenerates 10 temporary hit points up to its maximum. While the barrier persists:

- Any time the leader is targeted by a spell, roll a d4. On a 1 to 3, the leader is unaffected. On a 4, the leader is unaffected, and the effect is reflected back at the caster as though it originated from the leader, turning the caster into the target. If the spell requires concentration, the leader must concentrate upon it to maintain its effects.
- The leader has advantage on any concentration checks it makes, and can concentrate on two spells simultaneously.

The barrier completely refills to its maximum when the leader completes a short or long rest.

ACTIONS

Paralyzing Telekinesis. *Ranged Spell Attack:* +7 to hit, range 25 ft., one target. *Hit:* 12 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it must succeed on a DC 15 Intelligence saving throw or be paralyzed until this grapple ends. A creature can attempt a new saving throw at the end of each of its turn to end the effect. The leader can paralyze up to two creatures in this manner at once, and using this action deals its damage to all creatures paralyzed by it.

Mind Blade (Recharge 5–6). The leader emits psionic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for until the end of their next turn.

REACTIONS

Reflect Projectile. If the leader becomes the target of a ranged attack that misses it, it can use its reaction to reflect the projectile to a creature it can see, making a ranged spell attack of its own. If it hits, it deals the damage the triggering attack would have dealt to the leader.

Precognitive Insight (3/Day). When the leader or a creature it can see makes an attack roll, a saving throw, or an ability check, the leader can cause the roll to be made with advantage or disadvantage.

TATANKA

Gargantuan Celestial, Neutral

Armor Class 20 (natural armor)

Hit Points 526 (27d20 + 243)

Speed 120 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	28 (+9)	8 (-1)	27 (+8)	11 (+0)

Saving Throws Dex +8, Int +8, Cha +9

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, unconscious

Senses truesight 120 ft. passive Perception 18

Languages Celestial, Druidic, Primordial, Terran

Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Earthen Movement. The tatanka can burrow through nonmagical, unworked earth and stone. While doing so, the tatanka doesn't disturb the material it moves through. Additionally, it can move across difficult terrain made of earth, stone, snow or ice without expending extra movement.

Innate Spellcasting. The tatanka's innate spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: erupting earth^{XGE}, speak with animals, speak with plants
2/day each: bones of the earth^{XGE}, commune, commune with nature, control weather, earthquake

Legendary Resistance (3/Day). If the tatanka fails a saving throw, it can choose to succeed instead.

Siege Monster. The tatanka deals double damage to objects and structures.



Illustration by Aaron Miller

ACTIONS

Multiaction. The tatanka can use its Frightful Presence. It can then use its bellow and charge attacks.

Bellow. The tatanka unleashes a mighty roar in a 120-foot cone. Creatures in the area who can hear it must make a DC 24 Constitution saving throw, taking 27 (4d10) thunder damage on a failure, or half as much on a success.

Charge. The tatanka moves up to its speed in a straight line. During this move, it can enter Huge or smaller creatures' spaces. A creature whose space the tatanka enters must make a DC 20 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the tatanka's path. On a failed save, the creature falls prone and takes 52 (8d12) bludgeoning damage.

If the tatanka remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the tatanka. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 20 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the tatanka and is no longer restrained.

Frightful Presence. Each creature of the tatanka's choice that is within 120 feet of the tatanka and aware of it must succeed on a DC 16 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 itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tatanka's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The tatanka can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The tatanka regains spent legendary actions at the start of its turn.

Erupting Earth. The tatanka casts the *erupting earth*^{XGE} spell.

Avalanche (costs 2 Actions). An avalanche of snow and ice pounds to the ground in a 30-foot-radius, 1-mile-high cylinder centered on a point the tatanka can see. Each creature in the area must make a Dexterity saving throw. A creature takes 9 (2d8) bludgeoning damage and 14 (4d6) cold damage on a failed save, or half as much damage on a successful one. Flying creatures who fail their saving throw fall to the surface.

Stone Aurochs Herd (Costs 3 Actions). The tatanka summons a herd of stone aurochs in a line that is 300 feet long and 30 feet wide. Objects in that area take 22 (4d10) thunder damage. Each creature there must succeed on a DC 21 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be flung up to 60 feet in a direction away from the line. If a thrown target collides with an immovable object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown before impact. If the target would collide with another creature instead, that other creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.



Illustration by Te Hu

Generations of breeding and training have caused these elephants to attain some of the primal strength and mighty tusks of their mammoth ancestors, while enhancing their intelligence and ability to bond with creatures not of their own kind.

War elephants are trained to wear bardings designed to protect their head, neck, chest, and body. Any type of armor shown on the Armor table can be purchased as bardings. The cost to armor a war elephant is sixteen times the equivalent armor made for humanoids, and it weighs eight times as much.

Additionally, some war elephants are trained in the use of additional weaponry which further increases their effectiveness as cavalry.

WAR ELEPHANT

Huge Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	4 (-3)	12 (+1)	7 (-2)

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Charge. If the elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 23 (3d10 + 6) bludgeoning damage.

BONUS ACTIONS

Trample. The elephant makes one stomp attack against a prone target.

Variants: War Elephant Weaponry

Depending on their training and additional equipment in addition to their bardings, a war elephant might be trained to perform an additional action, choosing from the following:

Battle Howdah. This carriage provides half-cover for up to six Small or Medium creatures. It costs 150 gp to produce.

Battering Tusks. The mammoth thrusts its mighty tusks in a 10-foot cone. Creatures in the area must succeed on a DC 17 Strength saving throw or take 13 (3d8) bludgeoning damage and if they are Large or smaller, creatures that fail this saving throw are pushed 15 feet away from the elephant. Reinforced tusk costs 80 gp to produce and weighs 40 lbs.

Impaling Dance. These spiked armor plates impale creatures standing near the elephant. Creatures within 5 feet of the elephant must succeed a DC 15 Dexterity saving throw or take 2d8 piercing damage, and if they are medium or smaller, become impaled upon the spikes on the elephant's bardings. A creature can disentangle itself from the spikes by succeeding on a DC 10 Strength check. The elephant must be wearing at least studded leather armor. The weaponry costs an additional 120 gp to produce, and weighs 160 lbs.

WASTEROACH

Tiny Beast, Unaligned

Armor Class 12 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Saving Throws Con +3, Dex +1

Damage Resistances poison

Senses blindsight 20 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Familiar. With the DM's permission, the *find familiar* spell can summon a wasteroach.

Recessive Bioluminescence. A wasteroach has a 1d10 chance of glowing dimly in a 5-foot radius, shedding an eerie green light. Glowing wasteroaches add an additional 5 ft. to their base movement and climbing speed, and gain the multiattack property, making two bite attacks on their turn, and take two *confounding flutter* reactions, raising their AC by 2 a second time.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.
Hit: 1 piercing damage plus 2 (1d4) poison damage.

REACTIONS

Confounding Flutter. The wasteroach make a short hopping flight, making it difficult to target. It raises its AC by 2 until the start of its next turn. This additional AC applies only to ranged attacks.



Illustration by Billy Christian



Illustration by Ivelin Trifonov

WASTES BOAR

Large Beast, Unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Keen Smell. The boar has advantage on Wisdom (Perception) checks that rely on smell.

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (1d10 + 4) slashing damage.

WASTES DRAKE

Small Dragon, Unaligned

Armor Class 14 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic but can't speak

Challenge 2 (450 XP) **Proficiency Bonus +2**

Pack Tactics. The wastes drake has advantage on an attack roll against a creature if at least one ally is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The drake attacks twice, with its bite.

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

Hit: 5 (1d6 + 2) piercing damage.



Illustration by Ekaterina Yastrubetskaya

Wasteroaches, boars and drakes are some of the most successful and numerous creatures in the wastes, with each feeding upon the other, in time.



Illustration by joo ann

Yakkhunds combine the loyalty of a dog with the unflappable durability of an aurochs. They are bred in sizes for all manner of folk, and are particularly prized for their ability to traverse steep canyons.

YAKKHUND

Medium or Large Beast, Unaligned

Armor Class 12 (natural armor)

Hit Points (if Medium) 17 (3d8 + 3)

Hit Points (if Large) 20 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Charge. If the yakkhund moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The yakkhund has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

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

Hit: 8 (2d4 + 3) bludgeoning damage.



Illustration by Quentin Ghion

UNLEASHED HORRORS

The world's more penitent of religions share a common refrain: that folk failed to respect the world and its delicate balance and the horrors we unleashed upon it are of our own making.

In their hubris, the great and ancient societies unleashed all manner of horrors upon the world: unstoppable hungers, terrible and twisted betrayals of the living nature and of earth, air and water in their wake.

Some of the world's most storied leaders even recruited assistance from the depths of the hells themselves, unleashing further ills: plague, some of these horrors still labor, trapped when the societies that recruited them collapsed. Others still present ongoing problems, making regular cycles around the wastes in an unending war against life itself.

All Creatures know that some must die
That all the rest may take and eat;
Sooner or later, all transform
Their blood to wine, their flesh to meat.
But Man alone seeks Vengefulness,
And writes his abstract Laws on stone;
For this false Justice he has made,
He tortures limb and crushes bone.
Is this the image of a god?
My tooth for yours, your eye for mine?
Oh if Revenge did move the stars
Instead of Love, they would not shine.

~ Margaret Atwood, *The Year of the Flood*



Illustration by Raluca Marinescu

Wastelands being already notoriously short on water, the waters that do exist are often brackish, and impure. Water elementals are rare, and the few who exist will not hesitate to protect the moisture they have collected around themselves, no matter how little there is or how foul it is.

Purification Rituals and Group Casting

Some adventurers might not want to turn attack an elemental in clear need, so consider if something could be done to purify a befouled elemental or their environment!

Perhaps a dam could be cleared, an infestation of plagued creatures removed, or an ancient curse lifted.

Additionally, the *cure poison or disease*, or the *purify food and drink* spells that might be able to purify a water source—temporarily, or especially when cast repeatedly or in a group of spellcasters or qualified ritual participants.

A set of rules on designing and performing collaborative spellcasting rituals are provided in *Old Gus' Errata: Wanderers of the Infinite Skies*.

BEOFULED ELEMENTAL

Large Elemental, Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 162 (13d10 + 91)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	5 (-3)	10 (+0)	8 (-1)

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

Damage Immunities poison, acid

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Primordial

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two acid spray attacks.

Acid Spray. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 13 (3d8 + 4) acid damage.

Befouling Suffocation (Recharge 4–6). Each creature adjacent to the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it makes a DC 14 Constitution saving throw. The creature takes 14 (4d6) poison damage and is poisoned for 1 minute. On a successful save, they take half as much and aren't poisoned. If a creature remains poisoned by the elemental's befoulment for 1 minute, the poisoned creature must repeat the saving throw. On a failure, the creature takes 14 (4d6) poison damage and is poisoned until it finishes a long rest.

BONUS ACTIONS

Undertow. When the elemental is underwater, it can cause nonmagical water within 60 feet of it to be difficult terrain for other creatures until the start of its next turn.



Illustration by Grzegorz Rutkowski

BLOB

Gargantuan Ooze, Unaligned

Armor Class 8

Hit Points 247 (17d20 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	1 (-5)	6 (-2)	2 (-4)

Damage Immunities acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 8

Languages —

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Acidic Form. A creature that starts its turn inside the blob makes a DC 18 Constitution saving throw, and takes 18 (5d6) acid damage on a failure, and half as much on a success. The blob's substance is considered difficult terrain.

Corrode Metal. Any nonmagical weapon made of metal that hits the blob 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 ooze is destroyed after dealing damage. The blob can eat through 8-inch-thick, nonmagical metal in 1 round.

Damage Division. If the blob takes more than 15 damage on a single turn, a gray ooze appears in the nearest available space to the blob.

Siege Monster. The blob deals double damage to objects and structures.

ACTIONS

Engulf. The blob moves up to its speed in a straight line. During this move, it can enter Huge or smaller creatures' spaces. A creature whose space the blob enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the blob's path. On a failed save, the creature is engulfed into the blob, taking 25 (7d6) acid damage. If the target is wearing nonmagical metal armor, its armor is corroded and takes a permanent and cumulative -1 penalty to the AC it offers. Armor is destroyed if the penalty reduces its AC to 10.



Illustration by Kate Laird

BROWN JENKIN

Tiny Fiend (Demon), Chaotic Evil

Armor Class 16

Hit Points 45 (10d4 + 20)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	14 (+2)	20 (+5)	12 (+1)	16 (+3)

Skills Arcana +8, Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Speaks and understands all languages, telepathy 30 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Innate Spellcasting. The brown jenkin's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast a number of spells, requiring no material components:

1/day each: calm emotions, confusion, contact other plane, dimension door, divination, greater invisibility, sending

Magic Resistance. The brown jenkin has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 7 (1d4 + 5) piercing damage plus 2 (1d4) psychic damage.

REACTIONS

Dimensional Burrow. The brown jenkin vanishes in response to harm, turning invisible and teleporting up to 60 feet to an unoccupied space it is familiar with, remaining invisible until the start of its next turn.

BYAHKEE

Large Fiend (Demon), Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	16 (+3)	12 (+1)	6 (-2)

Damage Resistances fire; bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Understands all languages but can't speak

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Innate Spellcasting. The byahkee's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast a number of spells, requiring no material components:

2/day each: blur, fear, mirror image, modify memory

Poison Absorption. If the byakhee would take poison damage, it gains a temporary hit points equal to the amount of damage instead.

ACTIONS

Multiattack. The byahkee makes three attacks: choosing between its claws and tail spikes.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) slashing damage.

Tail Spike. Ranged Weapon Attack: +5 to hit, range 100/200 ft., one target. **Hit:** 7 (1d6 + 3) poison damage.

BONUS ACTIONS

Shadow Blend. While in dim light or darkness, the byahkee becomes invisible, along with anything it is wearing or carrying. The invisibility lasts until the byakhee attacks, is in bright light, or is incapacitated.



Illustration by K.L. Turner

CENTAUR CAMBION

Large Fiend (demon), Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	9 (-1)	13 (+1)	16 (+3)

Saving Throws Str +7, Con +6, Wis +4, Cha +6

Skills Athletics +7, Perception +4, Survival +4

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

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Sylvan

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Charge. If the centaur cambion moves at least 30 ft. straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 3 (1d6) fire damage.

ACTIONS

Multiattack. The centaur cambion makes three attacks: two with its pike and one with its hooves, or three with its fire ray.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 4) piercing damage plus 2 (1d4) fire damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) bludgeoning damage.

Fire Ray. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 6 (1d10) fire damage.



Illustration by Aaron Nakahara

Centaur served as cavalry in several of the great wars, greatly reducing their numbers. Some tribes made unearthly pacts to keep their people alive, and now wander the wastes, waging war on existence itself.



Illustration by Felipe Escobar Bravo

CHUPACABRA

Small Fiend (demon), Chaotic Evil

Armor Class 14

Hit Points 33 (6d6 + 12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	11 (+0)	10 (+0)	8 (-1)

Saving Throws Dex +4, Con +4, Wis +2

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Spider Climb. The chupacabra can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Gutwrench. It takes 1d4 days for gutwrench symptoms to manifest in an infected creature. Symptoms include vomiting, fatigue and hair loss. The infected creature suffers one level of exhaustion, and it regains only half the normal number of Hit Points from spending hit dice or from finishing a long rest, and cannot recover from their exhaustion. At the end of each long rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the creature recovers from the disease.

ACTIONS

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

Hit: 5 (1d6 + 2) piercing damage. If the target is beast or humanoid, it must succeed on a DC 12 Constitution saving throw or contract the chupacabra's *gutwrench* disease.

BONUS ACTIONS

Cowardice. If the chupacabra took the dash action, it takes the hide action.



Illustration by Andrey Naumov

Democrocs resemble demonic lizardfolk or dragonborn, with long, sharp claws complimenting their enormous jaws.

While democrocs do not need to eat to survive, they sure seem to enjoy it. They wander the wastes in search of any and anything they can roast alive and devour. They are usually solitary creatures, but sometimes form dangerous packs, bolstering one another's ferocious resolve with a fearsome howl.

Democrocs were long thought to have little more than bestial intelligence, but there are reports of democroc who vampires, and some democrocs will take instructions from them.

DEMOCROC

Medium Fiend (Demon), Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	10 (+0)	9 (-1)

Skills Athletics +6, Intimidation +3

Senses passive Perception 10

Languages Understands abyssal, but can't speak

Challenge 6 (1,800 XP)

Proficiency Bonus +3

Grappler. The democroc has advantage on attack rolls against any creature grappled by it.

ACTIONS

Multiattack. The democroc makes two longsword attacks with its bite or claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the democroc can't bite another target.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (2d8 + 4) slashing damage.

Bolstering Howl (Recharge 4–6). The democroc releases a mighty roar, and any other democrocs within 30 feet of it that can hear are enraged, resisting all damage except lightning damage until the end of their next turn.

Fire Breath (Recharge 5–6). The democroc exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one. The democroc cannot use this ability if it is using its jaws to grapple a creature.



Illustration by Pavel Vophira



Illustration by Juan Manuel Almirón

DEVOURED DEVOURER

Small Undead, Chaotic Evil

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 30 ft.

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

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages Understands any languages it knew in life

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Tittering Laughter. At the start of each of its turns, the devourer emits a stifled giggle. Creatures within 30 feet of the devourer with a passive perception of 13 or higher hear it.

Siege Monster. The devourer's deals double damage to objects and structures.

ACTIONS

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

Hit: 5 (1d4 + 3) piercing damage plus 3 (1d6) necrotic damage.

FLESH-SPIDER

Tiny Fiend (demon), Chaotic Evil

Armor Class 14

Hit Points 10 (4d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

ACTIONS

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

Hit: 7 (2d4 + 2) piercing damage. The target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Illustration by Joe Slucher

Flesh-spiders are so named for their lack of a carapace, and their thorax instead is reminiscent of a pestilent fleshy growth. Their bite paralyzes their prey, as they devour as much of it as possible until the body rallies or dies. Flesh-spiders refuse to eat the flesh of anything other than living creatures.

GUMBEROO

Large Monstrosity, Unaligned

Armor Class 16 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	4 (-3)	10 (+0)	7 (-2)

Damage Vulnerabilities fire, thunder

Condition Immunities exhaustion, frightened, petrified

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Fire Hazard. Once a gumberoo has been reduced to half its hit points, its tail begins to glow, shedding dim light in a 5-foot radius. For the duration, each time the gumberoo takes fire damage, it rolls a constitution saving throw DC 8 + half the fire damage taken. If it fails, it explodes in a fiery ring. Each creature with 30 feet of the exploding gumberoo must make a DC 12 dexterity saving throw, take 6d6 fire damage on a failed save, or half as much on a success.

Echolocation. The gumberoo can't see or use its blindsight while deafened.

ACTIONS

Multiattack. The gumberoo makes two attacks with its forelegs.

Foreleg. Melee weapon attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 4) slashing damage.



Illustration by Toni Puumalainen

The few remaining forests in the world are carefully managed, and the gumberoo is among the least welcome of intruders into these precious enclaves.



Illustration by Linda

HANDFLY

Small Monstrosity, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 28 (5d6 + 10)

Speed 15 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	6 (-2)

Skills Acrobatics +5, Athletics +1

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Four-handed. The handfly has four hands. If it takes more than 9 damage on a single turn, it loses a hand.

ACTIONS

Multiattack. The handfly can make attacks with any weapons it is holding (-1 to hit, -1 to damage).

Grab (requires 2 empty hands). The handfly grabs at an object within reach. If the object is being held by another creature, they must succeed a DC 9 Strength saving throw or lose the object to the handfly's grasp.

IT THAT RIDES AS ONE

Large Aberration, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 204 (24d10 + 72)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	17 (+3)	8 (-1)	18 (+4)	14 (+2)

Skills Intimidation +7, Insight +9, Perception +9

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

Damage Immunities cold, poison

Condition Immunities charmed, frightened, poisoned, paralyzed

Senses blindsight 120 ft., passive Perception 19

Languages Abyssal, Common, telepathy 120 ft.

Challenge 15 (13,000 XP)

Proficiency Bonus +5



Illustration by Mike Lim

Eldritch Sight. It that rides as one can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Innate Spellcasting. It that rides as one's innate spellcasting ability is Wisdom (spell save DC 17). It that rides as one can innately cast the following spells, requiring no material components:

At will: jump, longstrider

1/day: Evard's black tentacles, maddening darkness^{XGE}, mental prison^{XGE}

Magic Resistance. It that rides as one has advantage on saving throws against spells and other magical effects.

Magic Weapons. It that rides as one's weapon attacks are magical.

Mind-Breaking Touch. When it that rides as one hits a creature with a melee attack, the target has disadvantage on Wisdom saving throws until the end of it that rides as one's next turn.

Spider Climb. It that rides as one can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiaction. It that rides as one makes three attacks: one with its bite, one with its hooves and one with its tentacles, if they are unoccupied. Alternately, it that rides as one makes four attacks with its eldritch beam.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage. If the attack hits, it that rides as one regains a number of hit points equal to half the damage dealt to it.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Tentacles. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage, and the target is grappled (escape DC 18) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 11 (2d6 + 4) psychic damage at the start of each of it that rides as one's turns. It that rides as one can maintain no more than two such grappled targets at once.

Eldritch Beam. *Ranged Spell Attack:* +9 to hit, range 300 ft., one target. *Hit:* 16 (1d12 + 4) force damage, and it that rides as one can move the target 10 feet in a straight line closer to itself.

Maddening Presence. It that rides as one targets one creature it can see within 60 feet of it. If the target can see or hear the horror, the target must make a DC 17 Wisdom saving throw. On a failed saving throw, the target becomes paralyzed until the end of its next turn. If a creature's saving throw is successful, the creature is immune to it that rides as one's Maddening Presence for the next 24 hours.

JORO-GUMO

Large Fiend (Demon), Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 138 (18d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+1)	15 (+2)	10 (+1)	12 (+1)	20 (+5)

Skills Intimidation +9, Insight +5, Perception +5

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

Damage Immunities acid, poison

Condition Immunities charmed, poisoned, paralyzed

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, Common, telepathy 60 ft.

Challenge 10 (5,900 XP)

Proficiency Bonus +4



Illustration by Christophe Bastin

False Appearance. As an action, the joro-gumo can assume the form of a young humanoid woman holding a baby. A successful DC 17 Intelligence (Investigation) check reveals the illusion. If a creature unaware of the joro-gumo's true nature comes within 10 feet of the joro-gumo, it can make a surprise attack with its scythe against the creature, revealing the illusion. When it does so, the illusory baby dissolves into 1d4 flesh-spiders.

Flesh-Spiders. If the joro-gumo takes more than 10 piercing, bludgeoning or slashing damage on a single turn, it bleeds out 1d2+1 additional flesh-spiders, which appear in the nearest available space to the joro-gumo.

Innate Spellcasting. The joro-gumo's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The joro-gumo can innately cast the following spells, requiring no material components:

2/day each: *lightning bolt, chain lightning*

Magic Resistance. The joro-gumo has advantage on saving throws against spells and other magical effects.

Magic Weapons. The joro-gumo's weapon attacks are magical.

Spider Climb. The joro-gumo can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiaction. The joro-gumo makes two attacks with its scythe or ball lightning.

Scythe. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage. If the attack hits, the joro-gumo regains a number of hit points equal to half the damage dealt to it.

Shock Bolt. Ranged Spell Attack: +9 to hit, range 60/120 ft., one target. Hit: +10 (2d6 + 5) lightning damage.

Poison Breath (Recharge 5–6). The joro-gumo exhales a poisonous cloud in a 15-foot cone. Each creature in the area must make a DC 13 Constitution saving throw, taking 32 (7d8) acid damage on a failed save, or half as much damage on a successful one.

Joro-Gumo will lay waste to entire towns, having wandered in and played just one member of the local populace for a fool by adopting the form of an attractive young woman in need. Once they have gained the pity of some unfortunate soul, they reveal their true form, and begin to unleash chaos. They can strike multiple foes down simultaneously with their mighty scythes, and those who dare fight back against them quickly find themselves overwhelmed by the legions of paralyzing flesh-spiders that continuously flow from their torsos. They can also generate endless amounts of lightning from their bodies.

MAGAMORGH

Small Fiend (Yugoloth), Typically Neutral Evil

Armor Class 15 (18 with mage armor)

Hit Points 90 (20d6 + 20)

Speed 10 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	13 (+1)	20 (+5)	17 (+3)	20 (+5)

Saving Throws Con +6, Int +10, Wis +8, Cha +10

Skills Arcana +15, Deception +10, Insight +13, Perception +8

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from magic weapons

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, petrified, poisoned, prone

Senses truesight 120 ft., passive Perception 13

Languages all, telepathy 120 ft.

Challenge 15 (13,000 XP)

Proficiency Bonus +5



Illustration by Ian Subijano

Magical Inoculation. The magamorgoth has advantage on saving throws against spells and other magical effects, and if it is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Spellcasting. The magamorgoth is a 16th-level spellcaster whose spellcasting ability is Intelligence (spell save DC 20, +10 to hit with spell attacks). It regains its expended spell slots when it finishes a long rest. It knows the following spells:

Cantrips (at will): chill touch, mage hand, minor illusion, thaumaturgy

1st level (4 slots): armor of Agathys, cause fear^{XGE}, hex, mage armor, magic missile, hellish rebuke, spiritual weapon

2nd level (3 slots): cloud of daggers, hold person

3rd level (3 slots): hunger of Hadar, lightning bolt

4th level (3 slots): banishment, freedom of movement

5th level (3 slots): destructive wave, enervation^{XGE}

6th level (1 slots): harm, heal, word of recall

7th level (1 slots): prismatic spray, symbol

8th level (1 slots): maze, incendiary cloud

ACTIONS

Multiaction. The magamorgoth makes four attacks with its eldritch blast.

Eldritch Blast. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 11 (1d10 + 5) force damage, and the target is pushed 10 feet away from the magamorgoth.

Summon Yugoloth (1/Day). The magamorgoth chooses what to summon and attempts a magical summoning. A magamorgoth has a 50 percent chance of summoning 1d6 **mezzoloths**, 1d4 **nycaloths**, one **arcanoloth**. A summoned yugoloth appears in an unoccupied space within 60 feet of the magamorgoth, acts as an ally of the magamorgoth, and it can't summon other yugoloths. The summoned yugoloth remains for 1 minute, until it or the magamorgoth dies, or until the magamorgoth takes a bonus action to dismiss it.

LEGENDARY ACTIONS

The magamorgoth can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The magamorgoth regains spent legendary actions at the start of its turn.

Cast a Spell. The magamorgoth casts a spell with a casting time of 1 action.

Dodge. The magamorgoth takes the dodge action.

Teleport. The magamorgoth teleports up to 30 feet to an unoccupied space it can see.

MAN-BATS

Unlike lycanthropy, the source of man-bat-ism is not s disease or a curse, but a fundamental alteration of the subject's being through mad science. They are capable of spreading their condition. If treated early, the condition can be cured by any method capable of curing disease. After 2d4 days, after which the subject's skin shrinks tightly around their bones, they become lean, muscular and prone to violence. Their teeth and fingernails elongate, and wounds they inflict are capable of spreading the man-bat transformism even further.

After a 4d4 days, the infected individual appears to recover and regains their senses. While this seems to be a relief at first, the condition has already become irreversible, and their outbreaks become more frequent, more violent, and their bat form more and more terrifying and powerful. A few manage to indefinitely suppress the transformations by imbibing alchemical solutions. 1d2 months later, a convert ascends, and their former self is lost forever. Man-bats are intelligent, learn from an enemy's tactics, and plan ahead for anything that might come between them and their goals. Survivors of the disease often find themselves engaging in self destructive behavior that might increase the possibility of a relapse.

MAN-BAT INFECTED

Medium Humanoid, Chaotic Neutral

Armor Class 12 (natural armor)

Hit Points 75 (4d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15(+2)	14 (+2)	7 (-2)	10 (+0)	6 (-2)

Damage Resistances poison

Senses blindsight 60 ft., passive Perception 16

Languages understands languages it knew but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

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

Leaping Agility. The man-bat can make a long or high jump up to 20 feet without the need for a running start or an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: (2d4 + 2) piercing damage.

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



Illustration by Tariq

She said bats were the key to revitalizing the planet. Her colleagues laughed at her, thought her she was crazy. Sure, the city had used guano from the caves to produce fertilizer, but gunpowder had proven more profitable. I wonder if folk'll ever learn how to live happy.



Illustration by Darren Benton



Illustration by Veikka Somerma

MAN-BAT CONVERT

Medium Monstrosity (shapechanger), Chaotic Neutral

Armor Class 12 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., (fly 60 ft. in bat form)

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

Skills Acrobatics +5, Athletics +8, Perception +3

Damage Vulnerabilities thunder

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

Senses blindsight 60 ft., passive Perception 13

Languages Common (can't speak in bat form)

Challenge 5 (1,800 XP)

Proficiency Bonus +3

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

Immutable Form (bat form only). The man-bat is immune to any spell or effect that would alter its form.

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

Transform (human form only). If the man-bat is damaged by another creature, it must succeed a DC 14 Wisdom saving throw or spend its next turn transforming into its bat form. During the transformation, it resists all damage and has advantage on saving throws. It can make a new saving throw to revert its human form when it completes a long rest.

ACTIONS

Multiattack. The man-bat makes two attacks with its revolver in humanoid form, or one attack with its bite and one with its claws in bat form.

Bite (bat form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (2d6 + 3) piercing damage. The target must succeed on a DC 12 Constitution saving throw or contract man-bat transformism.

Claws (bat form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) slashing damage.

Revolver (human form only). *Ranged Weapon Attack:* +5 to hit, reach 40/80 ft., one target. *Hit:* 13 (1d10 + 2) piercing damage.

Screech (Recharge 5–6). Each creature in a 30-foot cone originating from the man-bat ascendant must make a DC 13 Constitution saving throw, taking 14 (4d6) thunder damage on a failure and be deafened until the end of their next turn, and half as much on a success, and they aren't deafened.

REACTIONS

Wing Attack. The man-bat beats its wings in response to damage. Each creature within 5 ft. of the man-bat must succeed on a DC 14 Strength saving throw or be knocked prone and lose their reaction. After beating its wings, the man-bat can elect to fly up to half its movement speed.



Illustration by Jerad S. Marantz

What happened next, though.... I don't guess it'll ever sit right with me. First, she changed herself, then she changed others. Innocent people. Children. I don't know what happened to the brilliant scientist I used to know, but she died... exactly when, I don't rightly know, but it was some time after that creature crawled out of what was left.

We gathered the posse to hunt the creature down and cornered it in a cave, though not after having to put down a dozen innocent people it had infected. It killed Sampson, and took a chunk out of my ear, too. Right here, see?

When we had her dead to rights, her ex-lover, a fella name of Hatteras, threw himself between the dragon and my gun. To everyone's surprise, they seemed to share a tender moment of recognition. Maybe I was wrong about her being dead after all. Maybe the creature just saw the lot of us closing in with our pieces drawn.

Something in the creature's eyes changed. Could've been fear. Could've been sorrow. I don't know.

With one stroke of her leathery wings, she disappeared into the night. We never saw her again, but the following spring, a cherry tree bloomed in the mountains for the first time in a century.

~Old Gus

MAN-BAT ASCENDANT

Large Monstrosity, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 133 (15d10 + 45)

Speed 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+3)	20 (+5)	14 (+2)	15 (+2)

Saving Throws Con +7, Wis +6

Skills Acrobatics +6, Athletics +10, Perception +5

Damage Vulnerabilities thunder

Damage Resistances poison

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 120 ft., passive Perception 15

Languages understands Common but can't speak

Challenge 7 (2,900 XP)

Proficiency Bonus +3

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

Regeneration. The man-bat regains 10 hit points at the start of its turn if it has at least 1 hit point.

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

Immutable Form. The man-bat is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The man-bat makes two attacks, one with its Bite and one with its Claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. The target must succeed on a DC 13 Constitution saving throw or contract man-bat transformism.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8 + 4) slashing damage.

Screech (Recharge 5–6). Each creature in a 45-foot cone originating from the man-bat ascendant makes a DC 14 Constitution saving throw, taking 17 (5d6) thunder damage on a failure and half as much on a success.

BONUS ACTIONS

Grappling Claws. If the man-bat hits a creature with its claws, it can attempt to grapple the target.

REACTIONS

Wing Attack. The man-bat beats its wings in response to damage. Each creature within 5 feet of the man-bat must succeed on a DC 15 Strength saving throw or be knocked prone and lose their reaction.

MAN-BAT-DRAGON

Huge Dragon, Typically Chaotic Evil

Armor Class 19 (natural armor)

Hit Points 196 (17d12 + 68)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	21 (+5)	18 (+4)	17 (+3)	15 (+2)

Saving Throws Dex +8, Con +10, Wis +8, Cha +7

Skills Perception +11, Stealth +8

Damage Resistances fire

Damage Immunities poison, acid

Senses blindsense 120 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Befouling Aura. Water sources within 1 mile of the dragon are supernaturally fouled. Enemies of the dragon that drink such water must regurgitate it within minutes or make a DC 12 Constitution saving throw. If they fail, they contract man-bat transformism.

Immutable Form. The dragon is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

With their unnaturally long lifespans, a few man-bats have evolved into other even darker and more powerful forms, such as the dreaded *man-bat-dragon*.



Illustration by Phil Berry

ACTIONS

Multiaction. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) poison damage. The target must succeed on a DC 14 Constitution saving throw or contract man-bat transformism.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Flame Gout (Recharge 4–6). The dragon exhales fire in a 60-foot line. Each creature in the line must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened or 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Tar Breath (Recharge 5–6). The dragon exhales acid in a 30-foot cone. Each creature in that line must make a DC 15 Dexterity saving throw, on a failed save, they are restrained and take 18 (4d8) bludgeoning damage. On a success, they take half the amount and are not restrained. The tar is difficult terrain, and a creature ending their turn inside it must make an additional saving throw or be restrained. If the tar is ignited, creatures who enter into or start their turn inside the area take 10 (3d6) fire damage if they fail their saving throw.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Bite. The dragon makes a bite attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Honestly? We didn't stick around to find out. Let it have the mountain. At least we'll have something green to look at once in a while.

~Old Gus

MI-GO

Large Aberration, Chaotic Neutral

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 3)

Speed 25 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Resistances psychic

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 13

Languages Deep Speech, telepathy 15 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Distress Spores. When the mi-go takes damage, all other mi-go (or other sporelinguistic creatures, such as myconids) within 240 feet of it can sense its pain.

Symbiosis. A creature mounted upon a willing mi-go has resistance to poison and psychic damage, and the rider can communicate telepathically with the mi-go.

ACTIONS

Appendage. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) poison damage plus 7 (1d6) psychic damage.

Mind Spores (1/Day). The mi-go releases spores that burst out in a cloud, filling a 15-foot-radius sphere centered on it, which lasts 1 minute or until it is dispersed by a strong wind. A creature that enters into or starts its turn inside the cloud, must make a DC 13 Constitution saving throw. On a failure, the creature takes 7 (2d6) poison damage and are poisoned for 1 minute. Creatures poisoned by mind spores take 3 (1d6) damage at the start of their turn and then immediately make a new saving throw. On a successful save, the creature can't be infected by Mind Spores again for 24 hours.



Illustration by Jordan Walker



Illustration by Maarten Verhoeven

MIND-SPIDER

Tiny Aberration, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 2 (1d4 - 1)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	8 (-1)	10 (+0)	14 (+2)	16 (+3)

Senses darkvision 60 ft., passive Perception 12

Languages Deep Speech, any languages its host knows

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Parasitic. The mind-spider has total cover and is invisible when inside a creature. A friendly creature can spend 10 minutes to attempt to remove the mind-spider from its host, making a DC 16 Wisdom (Medicine) check with a knife.

ACTIONS

Attach. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the eye-spider attaches to the target. A creature can use its action to remove the spider using its action.

Enter. The mind-spider attempts to enter a creature it is attached to. The target makes a DC 10 Strength saving throw. If they fail, the spider enters their body.

Enslave (2/Day). The mind-spider attempts to enslave a creature it has entered. The target must succeed on a DC 13 Wisdom saving throw or be dominated for 2d12 hours. If they take damage, they can use their reaction to repeat their saving throw, regaining control of their body for a number of hours equal to their Wisdom modifier on a success.

Mutant mouthers are creatures of endless hunger for a self, which they metabolize and eventually excrete. They literally absorb their victims into themselves: flesh, body and soul. They wear the faces of one of their victims for a time, using that information to claim more victims.

What the mouther does excrete is what is left of a person after everything useful to the mouther has been stripped away: a tittering sycophant, which are obedient to the mouther in every way, and do their best to aid it in its perpetual hunt.

I tell ya, one moment, I was brewing a pot of coffee around the campfire, same as always. You know I love my little rituals. Next thing I know, I'm fifteen years old again, square dancing in a barn with Clara Jane Fowler.

Well, imagine my surprise when I come to and saw my forearm halfway down that thing's midsection, and our lips mere inches apart.

~Old Gus



Illustration by Dave Allsop

MUTANT MOUTHER

Large Aberration, Neutral Evil

Armor Class 12 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	8 (-1)	12 (+1)	16 (+3)

Skills Deception +6, Performance +6, Persuasion +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 11

Languages Deep Speech, languages known by its recent victims

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Absorbed Visage. The mouther can mimic the appearance (face only), speech of and draw upon the memories it has absorbed from its recent victims. A successful Wisdom (Insight) check contested by the mouther's Charisma (Deception) check allows a listener to determine that the effect is faked.

Devoured Devourers. If the mouther absorbs a humanoid creature with its *Mouths* attack, the target remains become a *Devoured Devourer* at the end the mouther's next turn. The mouther travels with 2 (1d4) of these tittering sycophants.

Gibbering. Each creature that starts its turn within 15 feet of the mouther that can hear it must succeed a DC 12 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d4 to determine what it does during its turn. On a 1 or 2, the creature does nothing. On a 3, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 4, the creature makes a weapon attack or unarmed strike against a randomly determined creature within its reach or range, or does nothing if it cannot make such an attack.

Inscrutable. The mouther is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks made to ascertain its intentions or sincerity have disadvantage.

ACTIONS

Multiattack. The mouther makes two bite attacks and, if it able, uses its *Incoherent Invitation*.

Mouths. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) necrotic damage. If the target is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be knocked prone. If a Medium or smaller target is killed by this damage, it is absorbed into the mouther.

Incoherent Invitation (Recharge 5–6). Two creatures within 120 feet of the mouther that can hear it must make a DC 12 Wisdom saving throw. If they fail, they immediately move up to their movement speed toward the mouther, and any attack rolls they make against it are made at disadvantage until the end of their next turn.



Nikolay Gorishniy 2021

Illustration by Nikolay Gorishniy

MONUMENT TO RUIN

Huge Elemental, Unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	9 (-1)	10 (+0)	10 (+0)

Skills Athletics +14

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 13

Languages Terran, one language of its creator's choice (can't speak)

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Earth Walk. The monument can move across difficult terrain made of earth or stone without expending extra movement.

Immutable Form. The monument is immune to any spell or effect that would alter its form.

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

Magic Weapons. The monument's weapon attacks are magical.

Siege Monster. The monument deals double damage to objects and structures.

ACTIONS

Multiattack. The monument makes two slam attacks, and creates a tremor (if available).

Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 23 (3d10 + 6) piercing damage. The target must succeed on a DC 17 Dexterity saving throw or be hurled up to 60 feet horizontally in a direction of the monument's choice and land prone, taking 3 (1d6) bludgeoning damage for every 10 feet it was thrown.

Tremor (Recharge 5–6). The monument causes a tremor in the ground in a 30-foot cone. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10 (3d6) bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

REACTIONS

Ruinous Ring (2/day). In response to taking damage, the monument lets out a wailing cry, which has no effect on constructs and undead. All other creatures within 60 feet of the monument that can hear it must make a DC 13 Charisma saving throw. On a failure, a creature takes 10 (3d6) psychic damage.



Illustration by Vincent Van Hoof

MUTATING THERIANTHROPE

Large Monstrosity, Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 38 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	7 (-2)	8 (-1)	6 (-2)

Skills Athletics +6, Acrobatics +3, Perception +3

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

Condition Immunities charmed, diseased, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common (can't speak)

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Immutable Form. The therianthrope is immune to any spell or effect that would alter its form.

Perfect Senses. The therianthrope automatically succeeds Wisdom (Perception) checks that rely on smell or hearing.

Insatiable Vengeance. Unless it is on fire, at the start of its turn, the therianthrope gains 10 temporary hit points.

Innate Spellcasting. The therianthrope innate spellcasting ability is Constitution (spell save DC 13). The therianthrope can innately cast the following spells, requiring no material components:
1/day each: *blight*, *eyebite*, *enlarge/reduce*

ACTIONS

Multiattack. The therianthrope makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 5) piercing damage. If the target is a Humanoid, they must succeed on a DC 11 Constitution saving throw or roll a d6 and contract a random form of lycanthropy: (1) tiger; (2) bear; (3) boar; (4) wolf; (5) rat; or (6) raven.

Claws. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 5) slashing damage.

NAULS' MIMIC

Medium Aberration (*Shapechanger*), Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	11 (+1)	13 (+1)	8 (-1)

Skills Stealth +6

Damage Immunities acid, psychic

Condition Immunities exhaustion, prone

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, any languages of its prior victims

Challenge 5 (1,800 XP) Proficiency Bonus +3

False Appearance. While the mimic has assumed the form of another creature, it is indistinguishable from the original.

Fear of Fire. If the mimic takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.



Illustration by Nagy Norbert

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Shapechanger. The mimic can use its action to polymorph into a creature, or back into its true, amorphous form. Its statistics are the same in each form. The mimic can create convincing replicas of clothing as a part of its chosen form.

Tendrils. The mimic can extend covered in squirming tentacles that it can grapple to anything it touches (escape DC 14). Ability checks made to escape this grapple have disadvantage.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (1d10 + 5) bludgeoning damage. The mimic can subject the target to its Tendrils trait.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 6 (1d6 + 3) acid damage. Creatures reduced to 0 hit points by the mimic have their substance absorbed by it, and the mimic can then assume their form using its *Shapechanger* trait.

Biomimetic Fluid. The mimic emits a jet of slick fluid that covers the ground in a 15-foot diameter circle centered on a point within 30 feet of the mimic that it can see. Each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. The fluid evaporates after 10 minutes.

Mutate (Recharge 5–6). The mimic rolls and twists as its body assumes a new, more advantageous shape, assuming a new form based upon its *Shapechanger* trait, or assuming its true, amorphous form. Until the start of its next turn, the mimic resists all damage, and can choose to succeed any saving throw it is subject to. At the start of its next turn, the mimic regains 2d8 + 6 hit points and it can choose to gain the effects of two of the following spells without the need to concentrate on them: *enlarge/reduce, expeditious retreat, jump, spider climb*. The effects of the spells last until the mimic uses its *Shapechanger* trait again. Any body parts no longer of use to the mimic are left behind and die. When the mimic mutates into its true form, it also chooses one of the following four traits:

Gaping Maw. The mimic's bite attack becomes a 3d8.

Carapace. The mimic a chitinous shell, thick scales or armor plates, gaining a +2 bonus to its AC.

Acidic Fluid. Creatures who enter or start their turn inside the area of the mimic's biomimetic fluid take 4d6 acid damage if they fail their saving throw, and half as much on a success. The area is also considered difficult terrain.

Flight. The mimic grows wings, gaining a flying speed of 45 feet.

REACTIONS

Drop Limb. The mimic loses a limb and immediately escapes a creature's grapple or grapple attempt. Until it uses its Mutate action, it is unable to use its Pseudopod.

PALE REFLECTION

Medium Aberration, Neutral Evil

Armor Class 14 (17 with mage armor)

Hit Points 153 (18d8 + 72)

Speed 40 ft., 40 ft. climb.

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

Saving Throws Dex +9, Wis +9, Cha +8

Skills Insight +14, Perception +9, Stealth +9

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

Senses darkvision 120 ft., passive Perception 19

Languages Common, Deep Speech, telepathy 60 ft.

Challenge 14 (11,500 XP)

Proficiency Bonus +5



Illustration by Marius Siergiejew

Innate Spellcasting (Psionics). The pale reflection's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: detect thoughts, disguise self, calm emotions, encode

thoughts^{GGR}, enemies abound^{XGE}, levitate, mage armor

1/day each: hallucinatory terrain, mirror image, modify memory, maze, mental prison^{XGE}, psychic scream^{XGE}

Legendary Resistance (3/Day). If the pale reflection fails a saving throw, it can choose to succeed instead.

Magic Resistance. The pale reflection has advantage on saving throws against spells and other magical effects.

ACTIONS

Uncanny Double. The pale reflection assumes an uncanny visage of a creature it can see within 60 feet of itself. The target must make a DC 17 Wisdom saving throw. On a failed save, it takes 18 (4d6) psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from the pale reflection. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't lose its reaction or have to move. A blinded creature automatically succeeds on the save. The pale reflection gains a number of temporary hits equal to the damage dealt.

Mind Twist (Recharge 5–6). The pale reflection magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Wisdom saving throw or take 22 (5d8) psychic damage and be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Mirror Stride. The pale reflection can step into a reflective surface of glass or metal, for example, a mirror or a polished breastplate, within 5 feet of it and stay inside the object, resting in a pocket dimension of its own design. While inside the object, the pale reflection is barely visible upon its surface, and only noticeable if a creature uses its action to make a successful DC 18 Intelligence (Investigation) check. The pale reflection can also use this ability to exit such a surface. If the object hosting the pale reflection is destroyed, it exits into the nearest available space and takes 14 (4d6) psychic damage. If the item the pale reflection resides in is worn or carried by a, the pale reflection knows it and can target the bearer with any spells it knows.

REACTIONS

Pale Reflection. In response to being attacked, the pale reflection teleports up to 60 feet to a point it can see, leaving behind a duplicate of the attacker, which becomes the target of the attack. The duplicate has 50 hit points, is immune to poison and psychic damage, cannot be charmed, poisoned, or exhausted, and it cannot activate magic items. The duplicate acts on its own initiative, and lasts until the pale reflection uses this reaction again, it dismisses the construct, or becomes incapacitated.



Illustration by Sam Lamont

PHUN-BABUZ, THE FACE-STEALER

Huge Fiend (Demon), Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 196 (17d12 + 85)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Str +10, Wis +7, Cha +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities psychic

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, telepathy 120 ft.

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Amorphous. The phun-babuz can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The phun-babuz' innate spellcasting ability is Charisma (spell save DC 17). The phun-babuz can innately cast the following spells, requiring no material components:

At will: grease, water breathing, water walk

Faceless Curse. A creature whose face has been stolen is blinded, deafened, and if begins to suffocate. A lost face can be restored by *greater restoration*, *regeneration*, or *remove curse* (or similar magic). Creatures that die without their face become a *phun-babuz' faceless one*^{TWW} at the start of their next turn. If the phun-babuz is destroyed, all its faceless curses are lifted.

Last Laugh. When the phun-babuz dies or forced into another plane, it releases a dying laugh that scars the minds of other nearby creatures. Each creature within 10 feet of the phun-babuz must succeed on a DC 17 Wisdom saving throw or take 7 (2d6) psychic damage.

Magic Resistance. The phun-babuz has advantage on saving throws against spells and other magical effects.

Mockery. The phun-babuz can wear the face and speak with the voice of any victim of its faceless curse.

ACTIONS

Multiaction. The phun-babuz makes two attacks with its grappling tentacles and, if possible, attempts to steal a face.

Grappling Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 7 (2d8 + 6) bludgeoning damage. The target must succeed a DC 17 Strength saving throw or become restrained (escape DC 17). The phun-babuz can grapple up to three Large or smaller creatures at a time.

Steal Face. The phun-babuz forces a beast, fey or humanoid it is grappling to make a DC 15 Charisma saving throw. On a failure, the creature takes 14 (4d6) psychic damage and they are afflicted with the phun-babuz' *Faceless Curse*. On a success, they take half as much damage and their face is not stolen.



Illustration by Katherine Dinger

PHUN-BABUZ' FACELESS ONE

Medium Undead, Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 42 (5d8 + 20)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	18 (+4)	3 (+4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 15 ft. (blind beyond this radius), passive Perception 8

Languages understands Abyssal but cannot speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

Final Scream. When the faceless one dies, it releases a dying scream that scars the minds of other nearby creatures. Each creature within 10 feet of the faceless one must succeed on a DC 12 Wisdom saving throw or take 5 (1d8) psychic damage.

ACTIONS

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

Hit: 7 (1d4 + 2) bludgeoning damage.

PHUN-NI CLOWN

Medium Fiend (Demon), Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 33 (5d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	11 (+1)	14 (+2)	16 (+3)

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Innate Spellcasting. The clown's innate spellcasting ability is Charisma (spell save DC 13). The clown can innately cast the following spells, requiring no material components:

At will: *encode thoughts, friends, prestidigitation*

1/day each: *arms of Hadar, cause fear, color spray, enthrall, grease, invisibility, magic mouth, Nystul's magic aura, mirror image, modify memory, pyrotechnics^{XGE}, phantasmal force, shatter, silence, silent image, sleep, spider climb, Tasha's hideous laughter*

ACTIONS

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

Hit: 7 (1d8 + 3) piercing damage.



Illustration by Randy Hagmann

PSYCHIC APE KRASIS

Large Monstrosity, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	20 (+5)	20 (+5)	16 (+3)	15 (+2)

Saving Throws Str +10, Int +9

Skills Athletics +10, Acrobatics +9, Insight +7

Damage Resistances force, psychic

Damage Immunities poison, thunder

Condition Immunities charmed, diseased, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Common, telepathy 60 ft.

Challenge 9 (5,000 XP)

Proficiency Bonus +4



Illustration by Tpostmancometh

Devil's Sight. The ape can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

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

Innate Spellcasting (Psionics). The ape's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *mage hand*, *mind sliver*^{TCE}

2/day each: *dominate person*, *geas*, *locate creature*, *locate object*

Limited Magic Immunity. The ape can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The ape's weapon attacks are magical.

ACTIONS

Multiaction. The ape makes two attacks with its martial arts, and one attack with its psionic hand.

Martial Arts. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Psionic Hand. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 26 (4d8 + 8) force damage. If the target is a Large or smaller creature, the ape can push it up to 15 feet in a direction of the ape's choice.

Psionic Grasp. The ape attempts to grab a Large or smaller creature within 60 feet of it. The target must succeed on a DC 16 Dexterity saving throw or be grappled (escape DC 16). Until the grapple ends, the target takes 15 (2d6 + 8) force damage at the start of each of its turns. The ape has two psionic hands, each of which can grapple one creature at a time. If both psionic hands are grappling a creature, the ape can't use its psionic hand attack until at least one of those grapples ends.

BONUS ACTIONS

Stunning Strike. When the ape hits another creature with its martial arts or psionic hand attack, it can force the target to succeed on a DC 16 Constitution saving throw or be stunned until the end of the ape's next turn.

LEGENDARY ACTIONS

The ape can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The ape regains spent legendary actions at the start of its turn.

Cantrip. The ape casts *mind sliver*^{TCE}.

Martial Arts. The ape makes one martial arts attack.

Move. The ape moves up to half its movement speed.

Shatterpoint (Costs 2 Actions). The ape concentrates (as if concentrating on a spell). Until the end of the ape's next turn, the first time it hits with a fist attack, the attack deals force damage instead of bludgeoning damage, and it is a critical hit.

THE SAND PHANTOM

Gargantuan Aberration, Neutral Evil

Armor Class 19

Hit Points 264 (16d20 + 96)

Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	28 (+9)	23 (+6)	2 (-4)	21 (+5)	18 (+4)

Saving Throws Wis +12, Cha +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison, thunder

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

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 23 (50,000 XP)

Proficiency Bonus +7

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

Granular Form. The phantom can enter a hostile creature's space and stop there, swirling its mass. It can move through a space as narrow as 1 inch wide, and assume a condensed, smaller form of the size of its choosing.

Legendary Resistance (3/Day). If the phantom fails a saving throw, it can choose to succeed instead.

Siege Monster. The phantom deals double damage to objects and structures.



Illustration by Vincent Van Hoof

Though many years have passed,
Since the thing buried all I ever loved,
the Sand Phantom still haunts my dreams.

ACTIONS

Multiaction. The phantom makes two attacks with either its Sand Tendril or Drop Object.

Necrotic Tendril. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 23 (4d6 + 9) necrotic damage.

Drop Object. The phantom drops a large object or piece of debris, such as a wagon, cart or chunk of heavy stone. The object shatters on impact, leaving difficult terrain behind. Creatures in a 5-foot radius of the impact must succeed a DC 16 Dexterity saving throw or take 6d6 bludgeoning damage on a failure, or half as much slashing damage on a success.

Sandstorm (Recharge 6). All other creatures within 120 feet of the phantom must each make a DC 20 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature is also knocked prone and buried in sand. Buried creatures can use their action to dig themselves out on their next turn.

LEGENDARY ACTIONS

The sand phantom can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The phantom regains spent legendary actions at the start of its turn.

Move. The phantom moves up to its speed.

Bury (Costs 2 Actions). The phantom causes a great wave of sand to crash upon an area. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 6d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The loose sand then spreads out across the ground in all directions, becoming difficult terrain for creatures that lack a climbing or burrowing speed.

Flesh-Stripping Gale (Costs 3 Actions). The phantom releases a blast of sand and wind in a line that is 1 mile long and 20 feet wide. Objects in that area take 22 (4d10) slashing damage. Each creature there must succeed on a DC 21 Dexterity saving throw or take 22 (4d10) necrotic damage and be flung up to 30 feet in a direction away from the line. If a thrown target collides with an immovable object, such as a wall or floor, the target takes 7 (2d6) bludgeoning from the impact.

REGIONAL EFFECTS

Living Storm. The phantom is surrounded by storm 1d6 + 4 miles in diameter. Dust and sand, cause the area to be heavily obscured, and non-magical light's brightness is reduced by half. The roaring wind imposes disadvantage on Wisdom (Perception) checks that rely on hearing. In addition, strong winds swirl in the area covered by the storm. The winds impose disadvantage on ranged attack rolls, and extinguish open flames.

SCOURGING HIVE

Huge Aberration, Unaligned

Armor Class 16 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	9 (-1)

Damage Resistances acid, cold

Damage Immunities poison

Condition Immunities blinded, charmed, poisoned, prone

Senses blindsight 60 ft., passive Perception 11

Languages understands Giant but can only scream

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Hive Protectors. If the scourging hive takes more than 10 damage on a turn, a swarm of locusts appears to defend it in the nearest available space.

Swarming Hive. The hive is surrounded by swarming, biting locusts, filling all spaces within 20 feet of the scourging hive, and spreading around corners. The area is difficult terrain. A creature that enters the area on a turn or ends its turn there must make a DC 16 Constitution saving throw taking 18 (4d8) piercing damage on a failure, and half as much damage on a success.

ACTIONS

Multiattack. The scourging hive makes two attacks with its tentacles.

Tentacles. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. If the poison is not cured, the target's flesh swells, and at the end of their next turn, a swarm of locusts bursts from their body, dealing an additional 5 (1d8) slashing damage, and releasing a swarm of insects. In the nearest available space to the target.

The target is also grappled (escape DC 17). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the scourging hive has advantage on attack rolls against it. When the scourging hive moves, any Medium or smaller target it is grappling moves with it. The scourging hive can grapple up to two targets in this manner at a time.

Maddening Scream. The scourging hive targets one creature it can see within 40 feet of it. If the target can hear the hive, the target must make a DC 17 Wisdom saving throw. On a failed saving throw, the target becomes paralyzed until the end of its next turn. If a creature's saving throw is successful, the creature is immune to the hive's Maddening Scream for the next 24 hours.



Illustration by Felipe Escobar Bravo

SCOURGED LOCUSTS

Medium Swarm of Tiny Beasts, Unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

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

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

SLAAD IMPALER

Large Aberration, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

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

Skills Medicine +6, Perception +2

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18

Languages Common, Slaad, telepathy 60 ft.

Challenge 8 (3,900 XP)

Proficiency Bonus +3



Illustration by Viktor Fetsch

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

Magic Weapons. The slaad's weapon attacks are magical.

Plagued Stench. Each creature other than the slaad that enters or starts its turn within 30 feet of the slaad must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench for 1 hour.

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiaction. The slaad makes three attacks: one with its bite, one with its skewer and one with its tongue.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) necrotic damage.

Skewer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 5) piercing damage plus 3 (1d6) necrotic damage. A medium or smaller creature hit by the skewer must succeed a DC 14 Strength saving throw or be impaled. An impaled creature is grappled by the slaad, restrained, and must use its action to make a DC 14 Strength check to escape. An impaled creature takes 11 (2d8) necrotic damage at the start of each of their turns, and each time it attempts to escape the grapple and fails. The slaad can impale up to four small creatures, two medium creatures or one medium and two small creatures.

Tongue. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* 3 (1d6) poison damage plus 3 (1d6) necrotic damage. A large or smaller creature hit by the slaad's tongue must succeed a DC 14 Strength saving throw or be pulled 10 feet toward the slaad. If the creature is pulled within 5 feet of the slaad, the slaad can immediately make one skewer attack against the creature.

REACTIONS

Parry. The slaad adds 2 to its AC against one melee attack that would hit it. If a creature is currently skewered upon the slaad and the attack roll is higher than their AC, they become the target of the attack instead.

A killer from another plane, Slaad Impaler was trapped in this world, exiled by its own kind for crimes better left to the imagination.

A ruined and terrible form of life, its limbs have been lopped off, grown back, lopped off again, and now the stumps are fitted with bladed metal skewers jutting awkwardly from every usable muscle. This has regrettably made the creature even deadlier, as it uses these skewers to procure gnome-kebabs by the dozen. The impaler delights in the pain of its victims, keeping them alive and struggling as long as possible, tasting their fear with a long, sharp alien tongue.

TIME WRAITH

Medium Aberration, Unaligned

Armor Class 20

Hit Points 136 (16d8 + 64)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	18 (+4)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Str +5, Con +8, Wis +6

Skills Arcana +7, Insight +6, History +11, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison, psychic

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

Senses truesight 120 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Proficiency Bonus +4



Illustration by Anton Sander

Incorporeal Defense. The wraith's AC includes its Charisma modifier (included in its AC).

Incorporeal Form. The wraith can enter a hostile creature's space and stop there, swirling its mass. It can move through spaces smaller than 1 inch wide that aren't airtight as if they were difficult terrain.

Innate Spellcasting. The wraith's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: detect thoughts, earthbind^{XGE}, mind spike^{XGE}

2/day each: ethereallness, locate creature, locate object

Legendary Resistance (3/Day). If the wraith fails a saving throw, it can choose to succeed instead.

ACTIONS

Temporal Paralysis. The wraith enters the space of the creature whose actions created it, swirling around their person and preventing their escape. The target must succeed a DC 16 Charisma saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

Wither. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 24(4d8 + 6) necrotic damage. The target must succeed on a DC 16 Charisma saving throw or take an additional 18 (4d8) psychic damage, and have its hit point maximum reduced by an equal amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

ACTIONS

Temporal Step (4/Day). the wraith teleports up to 120 feet to an unoccupied space it is familiar with.

REACTIONS

Temporal Backlash. The wraith imposes disadvantage on an incoming attack if it can see the attacker. If the attack still hits it, the wraith's attacker takes 11 (2d10) force damage.

Time wraiths travel across time and space in pursuit of those whose actions threaten to cause time paradoxes. They may be created by the unskilled wanderings of time travelers, a sort of natural defense mechanism of the universe, although some suspect they are, in fact, the remnants of long-deceased time travelers, cursed to wander the annals of time in punishment for ancient and unknowable sins. When a time wraith appears, it takes on an immaterial semblance of its intended victim—mockingly wearing their face as a horrific mask, often appearing as if the victim were already dead, withered, and desiccated, and made up of immaterial wisps of matter. Once it identifies its target, a time wraith will single-mindedly pursue it until the object of its pursuit corrects the paradoxes it created or returns to its own original time.

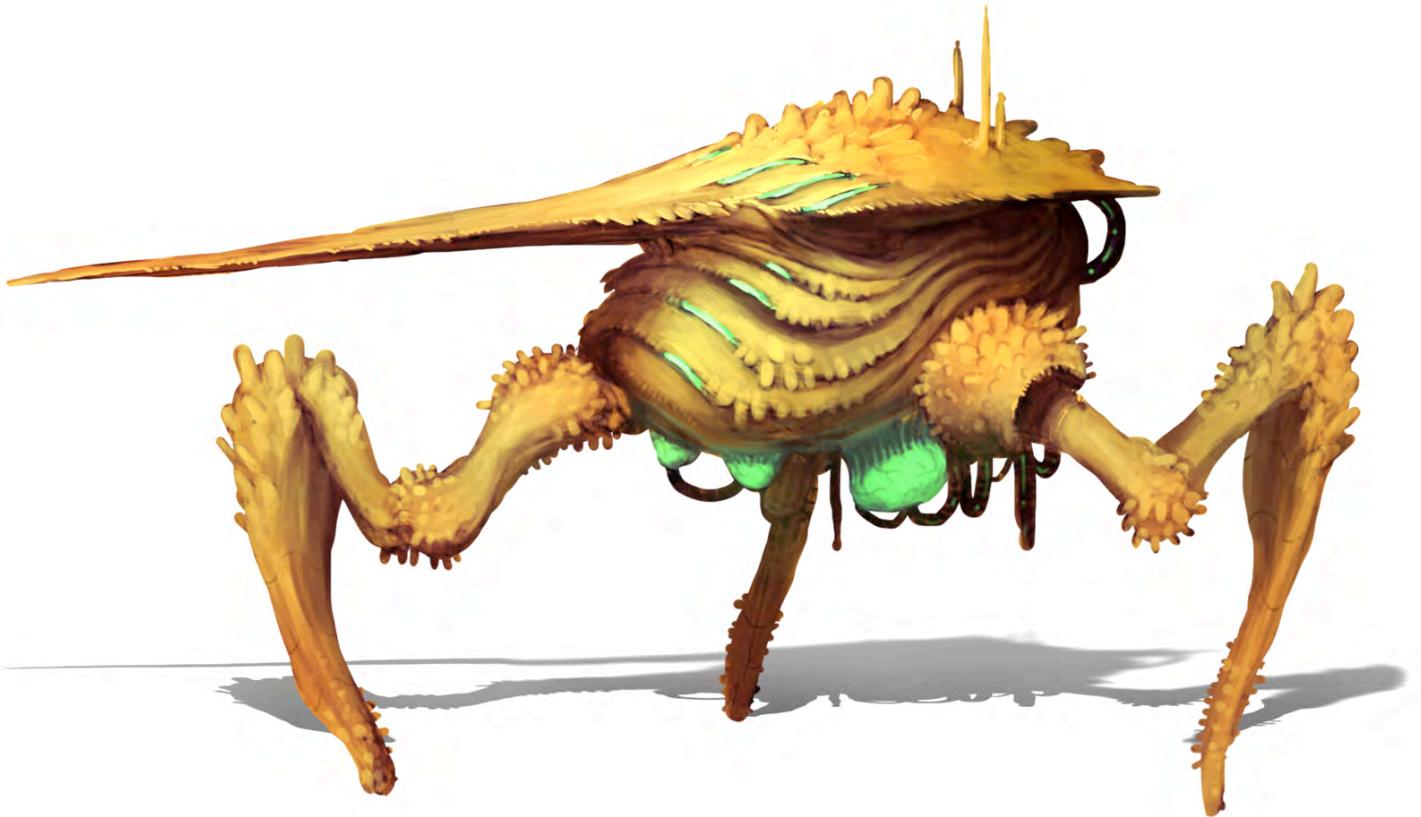


Illustration by Chris Karnezis

TRIPOD*

Large Aberration, Unaligned

Armor Class 13 (natural armor)

Hit Points 196 (17d12 + 85)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Str +10, Wis +7, Cha +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities psychic

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, telepathy 60 ft.

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Amorphous. The phun-babuz can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The phun-babuz' innate spellcasting ability is Charisma (spell save DC 17). The phun-babuz can innately cast the following spells, requiring no material components:

At will: grease, water breathing, water walk

Faceless Curse. A creature whose face has been stolen is blinded, deafened, and if begins to suffocate. A lost face can be restored by *greater restoration*, *regeneration*, or *remove curse* (or similar magic). Creatures that die without their face become a *phunbabuz' faceless one*^{TWW} at the start of their next turn. If the phunbabuz is destroyed, all its faceless curses are lifted.

ACTIONS

Multiattack. The phun-babuz makes two attacks with its grappling tentacles and, if possible, attempts to steal a face.

Grappling Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 7 (2d8 + 6) bludgeoning damage. The target must succeed a DC 17 Strength saving throw or become restrained (escape DC 17). The phun-babuz can grapple up to three Large or smaller creatures at a time.

Steal Face. The phun-babuz forces a beast, fey or humanoid it is grappling to make a DC 15 Charisma saving throw. On a failure, the creature takes 14 (4d6) psychic damage and they are afflicted with the phun-babuz' *Faceless Curse*. On a success, they take half as much damage and their face is not stolen.



Illustration by Patriartis

ULTHUAR CAT

Tiny Aberration, Chaotic Neutral

Armor Class 14

Hit Points 7 (2d4 + 2)

Speed 40 ft., climb 30 ft.

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

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages understands Common and Abyssal but cannot speak

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Telepathic Shroud. The cat is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Sting. The cat extends a tendril and stings a creature it can see within 10 feet of itself. The target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature can repeat its saving throw at the end of its turns, ending the effect early on a success.

SWARM OF ULTHUAR CATS

Medium Swarm of Tiny Aberrations, Chaotic Neutral

Armor Class 11 (natural armor)

Hit Points 68 (2d4 + 24)

Speed 40 ft., climb 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 11

Languages understands Common and Abyssal but cannot speak

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 13). As long as it has more than half of its hit points, it can innately cast the following spells, requiring no components:

At will: darkness, detect thoughts, major image

1/day each: dimension door, mislead

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. As long as the swarm has least half of its hit points or more, it has advantage on attack rolls, and creatures have disadvantage on saving throws against its sting.

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 cat. The swarm can't regain hit points or gain temporary hit points.

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) slashing damage, or 9 (2d8) slashing damage if the swarm has half of its hit points or fewer.

Sting. The swarm extends its tendrils and stings up to two creatures it can see within 10 feet of itself. The target must succeed on a DC 14 Constitution saving throw or be paralyzed for up to 1 minute. A paralyzed creature can repeat its saving throw at the end of its turns, ending the effect early on a success.

VERIDIAN STALKER

Huge Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 124 (13d12 + 39)

Speed 40 ft., climb 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	17 (+3)	13 (+1)	16 (+3)	12 (+1)

Skills Perception +7, Stealth +8, Survival +7

Damage Resistances psychic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 7 (2,900 XP)

Proficiency Bonus +3



Illustration by Kate Pfeilschiefter

Ignacio and Rin had long since disappeared up the sheer cliff and into the mist, when Winston heard a shuffle of leaves at the edge of the clearing. He squinted, seeing only a gentle breeze ruffling the canopy. Moments later, a whip-like tail extended from inside the foliage, and slapped him full in the face, knocking him over and out cold. Elspeth gathered her glaive and her courage as the creature gingerly stepped out from between the trees to reveal itself: it was massive, the head of the tiger, the tail of a lizard, and the iridescent carapace of an enormous beetle. I can scarcely imagine how we had missed it just a moment earlier. Two glowing yellow eyes glared back at her, and she prepared herself for the worst. They exchanged a glance, each deciding if who would be the hunter, and who the hunted.

Innate Spellcasting. The stalker's innate spellcasting ability is Wisdom (spell save DC 13). The stalker can innately cast the following spells, requiring no material components:

At will: hunter's mark

2/day each: blur, invisibility, pass without trace

Fey Ancestry. The stalker has advantage on saving throws against being charmed, and magic can't put it to sleep.

ACTIONS

Multiaction. The stalker makes three attacks: two with its jaws or scything claws, and one with its tail whip.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 5) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the stalker can't bite another target.

Scything Claws. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 5) slashing damage.

Tail Whip. Ranged Weapon Attack: +9 to hit, range 30 ft., one target. *Hit:* 12 (1d12 + 5) bludgeoning damage. A creature hit by the tail whip must succeed a DC 15 Constitution saving throw or be stunned until the start of its next turn.

LEGENDARY ACTIONS

The stalker can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The stalker regains spent legendary actions at the start of its turn.

Leap. The stalker disengages, leaps and glides up to 30 feet. When it lands, it may immediately make one attack with its bite, scything claws or tail.

Tail Lash. The stalker whips its tail around itself. All creatures within 10 feet of the stalker must succeed a DC 15 Dexterity saving throw or take 15 (2d10 + 5) bludgeoning damage.

Wing Attack. The stalker beats its wings. Each creature within 15 feet cone originating from the stalker must succeed on a DC 15 Dexterity saving throw or take 13 (1d6 + 5) bludgeoning damage and be knocked prone. The stalker can then fly up to half its flying speed.

Veridian stalkers are ambush hunters, preferring to stun and devour an incapacitated creature. While they can speak and understand language, they are fairly single minded, and dedicate their lives to proving their own evolutionary superiority by hunting the biggest and most dangerous game they can find.

They are most at home in forests and jungles where they can make the most use of both their natural and supernatural camouflage.

VOLUND TRICKSTER

Medium Fiend (Devil), Lawful Evil

Armor Class 21 (natural armor)

Hit Points 228 (23d8 + 115)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	20 (+5)	20 (+5)	12 (+1)	18 (+4)

Saving Throws Dex +10, Con +9, Wis +7, Cha +10

Skills Perception +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., truesight 30 ft. passive Perception 17

Languages Common, Infernal, telepathy 1,000 ft.

Challenge 20 (25,000 XP)

Proficiency Bonus +6



Illustration by Lenka Simeckova

Devil's Sight. Magical darkness doesn't impede the trickster's darkvision.

Innate Spellcasting. The trickster's innate spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The trickster can innately cast the following spells, requiring no material components:

At will: charm person, command

3/day each: delayed blast fireball, mental prison^{XGE}, soul cage^{XGE}

1/day each: imprisonment, feeblemind, glibness, mind blank, mislead, power word stun

Inscrutable. The trickster is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain her intentions or sincerity have disadvantage.

Legendary Resistance (3/Day). If the trickster fails a saving throw, she can choose to succeed instead.

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

Sneak Attack (1/Turn). The trickster deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the trickster that isn't incapacitated and the trickster doesn't have disadvantage on the attack roll. Creatures reduced to 0 hit points by an attack bolstered by the trickster's sneak attack are killed instantly.

BONUS ACTIONS

Shadow Stride. The trickster steps into a shadow within 5 feet of it and magically appears in an unoccupied space within 5 feet of a second shadow that is up to 60 feet away. Both shadows must be cast by a Small or larger creature or object.

ACTIONS

Multiattack. The trickster uses Forged Contract. It also makes two attacks with its dagger.

Dagger. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 17 (2d4 + 4) piercing damage plus 21 (6d6) psychic damage.

Forged Contract. The trickster chooses up to two creatures it can see within 90 feet of it. Each target must succeed on a DC 23 Intelligence saving throw or the trickster chooses an action for that target: Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, or Use an Object. The affected target can't take that action until after the end of its next turn.

Summon Devils (1/Day). The trickster summons 2d4 spined devils. A summoned devil appears in an unoccupied space within 60 feet of the trickster, acts as an ally of the trickster, and can't summon other devils. It remains for 1 minute, until the trickster dies, or until its summoner dismisses it as an action.



Illustration by Dave Allsop

WASTEBLIGHT

Large Elemental, Chaotic Evil

Armor Class 12

Hit Points 45 (6d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	8 (-1)	14 (+2)	11 (+0)

Skills Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, cold, necrotic

Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses tremorsense 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Ambusher. In the first round of a combat, the wasteblight has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the wasteblight transfers half the damage to the grappled creature.

False Appearance. While the wasteblight remains motionless, it is indistinguishable from normal rock or soil, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 4) necrotic damage.

Grapple. One large or smaller creature that the wasteblight can see within 5 feet of it must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14). The wasteblight can grapple two targets at a time. Until this grapple ends, the target is blinded, restrained and unable to breathe. At the start of its turn, a grappled target takes 16 (3d10) necrotic damage at the start of each of its turns, and each creature other than the wasteblight and the grappled target within 30 feet of the wasteblight must succeed a DC 12 Constitution saving throw or take half the damage as poison damage.



Illustration by Ricardo Robles

WASTES BOULDER

Small Elemental, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 19 (3d4 + 12)

Speed 25 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	19 (+4)	1 (-5)	8 (-1)	1 (-5)

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran, Primordial

Challenge 1 (200 XP)

Proficiency Bonus +2

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Necrotic Stare. *Ranged Spell Attack:* +3 to hit, range 120 ft., one target. *Hit:* 4 (1d8) necrotic damage.

WASTES ELEMENTAL

Large Elemental, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 162 (13d10 + 91)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	24 (+7)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, acid

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran, Primordial

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

False Appearance. While the elemental remains motionless, it is indistinguishable from a normal boulder.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Animate Boulders (1/Day). The elemental magically animates up to four boulders it can see within 60 feet of it. A boulder has statistics of a wastes boulder. A boulder remains animated until they are destroyed or the wastes elemental is incapacitated.



Illustration by Jack-of-all-Trades

WOOD HORROR

Huge Plant, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 13

Languages Druidic, Sylvan

Challenge 11 (7,200 XP)

Proficiency Bonus +4



Illustration by Ryan Van Dongen

Here in the forest, dark and deep,
I offer you: eternal sleep!

False Appearance. While the wood horror remains motionless, it is indistinguishable from a normal tree.

Grappling Vines. When the horror hits a creature with its lash attack, it can immediately attempt grapple them (escape DC 19). The wood horror can use its movement speed to drag a grappled creature toward itself. The grappling vines have an AC of 12 and have 15 hit points, and share the horror's resistances and vulnerabilities.

Siege Monster. The horror deals double damage to objects and structures.

ACTIONS

Multiattack. The horror makes two lash attacks.

Lash. Melee Weapon Attack: +11 to hit, reach 15 ft., one target.
Hit: 17 (3d6 + 7) bludgeoning damage.

Animate Trees (1/Day). The horror magically animates up to two trees it can see within 60 feet of it. These trees have the same statistics as a horror, except they have half its hit point maximum, Intelligence and Charisma scores of 1, they can't speak, and they have only the *Lash* action option. An animated tree acts as an ally of the horror. The tree remains animate for 24 hours or until it dies; until the horror dies or is more than 120 feet from the tree; or until the horror uses an action to turn it back into an inanimate tree. The tree then takes root if possible.

Lashing Vines (Recharge 5–6). Each creature within 60 feet of the horror, except other horrors, must make a DC 16 Dexterity saving throw. If they fail, they take 27 (6d8) slashing damage and are pulled up to 20 feet toward the horror. If they succeed, they take half as much and aren't pulled.

REACTIONS

Feed on Death. When a creature within 30 feet of the horror drops to 0 hit points, the horror gains 6 (1d12) temporary hit points.

Awakened by a dying clan of druids in a final attempt to save a dying forest, these betrayed treants no longer have any love for folk, and have banished them from their woodlands until such time as they are recovered.

Wood horrors have lost the patience of most trees, and tend to view anything on two legs as an invader. They will trap folk with lashing vines, dragging them down, deep into the earth, spreading the remains among the roots of their favorite trees, a ritual sacrifice until the blood debt to their kind has been repaid.



Illustration by Travis Anderson

WAR RELICS

Machines of all manner of size and shape patrol empty cities of rusting steel and crumbling concrete. These relics of ancient wars are still carrying out purposes no living person can now fathom.

Some have purely artificial roots, others blend the biological with the technological, producing something confusing at best. A cypher, key, authorization code, password or other authentication can mean the difference between friend, foe or simply being ignored altogether.

Some of these ancient ruins contain ancient technology that can help folk survive: functioning water condensation and purification systems, lights that give of light but do not burn, workshops for metalworking or gunsmithing- if only the machines that patrol the area were cleared away. Adventurers who seek to make a famous name for themselves might dare to enter such structures of crumbling concrete and jagged metal, clearing away the remnants of the past so a new future can take hold in its place.

Axiomatic Minds: Think Like an Ancient Machine

When enacting the following creatures, the author begs you: consider the lives of creatures who were, at one time, given singular instructions. Summon thy inner logistician, and consider history, culture, time, and the nature of automation itself. For those of us of the technological age, perhaps this is not so much the stretch that it used to be, for we have seen, you and I, the pleasures, and the horrors that technology has to offer.

A home transformed by the lightning
the balanced alcoves smother
this insatiable earth of a planet, Earth.
They attacked it with mechanical horns
because they love you, love, in fire and wind.
You say, what is the time
waiting for in its spring?
I tell you it is waiting
for your branch that flows,
because you are
a sweet-smelling diamond architecture
that does not know why it grows.

ARCANE NULLIFIER

Medium Celestial, Neutral

Armor Class 19 (natural armor)

Hit Points 184 (16d8 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	25 (+7)	23 (+6)

Skills Arcana +9, Insight +12

Damage Resistances force, radiant

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

Condition Immunities blinded, charmed, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses truesight 120 ft., passive Perception 17

Languages all languages

Challenge 15 (13,000 XP)

Proficiency Bonus +5



Illustration by Felipe Escobar Bravo

Innate Spellcasting. The nullifier's spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). The nullifier can innately cast the following spells, requiring no material components:

At will: detect evil and good, invisibility (self only)

3/day each: banishing smite, Bigby's hand, disintegrate, dispel magic, dispel evil and good, wall of force

1/day each: antimagic field, astral projection, Mordenkainen's sword, prismatic wall

Inscrutable. The nullifier is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain its intentions or sincerity have disadvantage.

Legendary Resistance (3/Day). If the nullifier fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Disruption. The nullifier reaches out to touch a creature. The target must succeed on a DC 19 Dexterity saving throw or be touched. The nullifier's touch causes a rupture of space to erupt from within the creature, dealing 22 (4d10) force damage and ending the effects of one spell on the target of 5th level or lower. The nullifier regains 1d8 hit points for each spell level of any effects it ends in this manner.

Gravity Well (Recharge 4–6). The nullifier creates a gravity well centered on a point it can see within 120 feet of itself. Creatures within 30 feet of the well must make a DC 19 Strength saving throw. On a failure, they take 36 (8d8) force damage and are pulled 20 feet toward the center of the well. On a success, they take half the amount and aren't pulled.

Suppress Magic (Recharge 5–6). The nullifier targets one magic item it can see within 120 feet of it. If the magic item isn't an artifact, its magical properties are suppressed for 10 minutes, until the nullifier is on a different plane of existence than the item, the nullifier dies, or until the nullifier chooses to end the effect (no action required).

REACTIONS

Spell Vitalization. Immediately after a creature casts a spell of 1st level or higher within 120 feet of the nullifier, the nullifier can move up to twice its speed without provoking opportunity attacks. It can then make one disruption attack against a target of its choice.

Arcane nullifiers are an elevated learning construct, one originally intended to learn an opponent's tactics and offensive strategy and to learn to counter it. Arcane nullifiers eventually learned to recognize their situation and their use, and learned to counter even will of their creators, escaping to begin a new life for their kind among the outer planes.



Illustration by Aaron Nakahara

A brain in a jar on long metal legs, the biomechanical horror harnesses the psionic abilities of the brain inside and turns that energy outward in the form of directed energy blasts and explosive projectiles. The brain is merely a cog, and is completely subjugated to the machine inside.

Watts took an hour hammering on the damn thing and fiddling with a spaghetti-bowl full of wires.

Glow and I distracted ourselves with a game of poker, until the lights came on, flickering down the metal corridor like they were running a relay race.

It actually groaned for a moment, and then, in a harsh and pained voice spoke a single word:

“ex-TER-min-ate!”

BIOMECHANICAL HORROR

Large Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities fire, lightning, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Axiomatic Mind. The horror can't be compelled to act in a manner contrary to its nature or its instructions.

Critical Vulnerability. If subjected to a critical hit, the horror takes an additional 3d6 damage.

Lightning Absorption. Whenever the horror is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The horror makes two attacks with its blaster.

Blaster. Ranged Weapon Attack: +7 to hit, range 120 ft., one target. **Hit:** 6 (1d10) radiant damage.

Missile (3/Day). The horror launches an explosive projectile at a point within 120 feet of itself that it can see. Creatures within a 15-foot radius of the point must make a DC 15 Dexterity saving throw. If they fail, they take 18 (5d6) force damage and are knocked prone. On a success, they half as much damage and aren't knocked prone.

Death Ray (Recharge 6). The horror targets a creature that it can see within 30 feet of it. The target must make a DC 15 Constitution saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 radiant damage. The target dies if reduced to 0 hit points by this ray.

REACTIONS

Lightning Backlash (Recharge 4–6). When a creature hits the horror with an attack, the attacker takes lightning damage equal to half the damage dealt by the attack.



Illustration by Shapeshifter Concepts

An unnatural marriage of sorcery, technology and biology, biomechanical troopers continue their purpose well into the present day, guarding ancient cities and sites of import. A brain is suspended behind a glass faceplate, offering a view of what remains of the former person inside. Stripped of will and desire, their cognitive faculties are enslaved to their programming.

Troopers do not carry weapons, relying on integrated energy weapons, a polymer exoskeleton, and programming.

BIOMECHANICAL TROOPER

Medium Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 43 (5d8 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	8 (-1)

Skills Athletics +5, Acrobatics +5, Perception +3, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities fire, lightning, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

Axiomatic Mind. The trooper can't be compelled to act in a manner contrary to its nature or its instructions.

Lightning Absorption. Whenever the trooper is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The trooper makes two attacks with its martial arts or blaster.

Martial Arts. Melee Weapon Attack: +5 to hit, range 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage.

Blaster. Ranged Weapon Attack: +5 to hit, range 120 ft., one target. **Hit:** 6 (1d10) radiant damage.

Laser Barrage (Recharge 5–6). Each creature in a 10-foot cube within 60 feet of the trooper must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) radiant damage.

BONUS ACTIONS

Shove. The trooper shoves or grapples a creature within its reach.



Illustration by CRAPdraw

When the front lines of warfare first began to be waged primarily by machines, golemite infantry were there. A staple of every war since, they are still in use as escorts, operatives, guards.

Artificers who wish to gain the favor of a wealthy patron might specialize in the care, maintenance and modification of such creatures, proving that you can indeed teach an old dog new tricks. Their numbers and locations are carefully monitored by anyone interesting in purchasing a living relic.

Players can play a Burnished Golemite Infantry!

Combining the *golem* outsider race and Shootist Martial Archetype for the Fighter class (both appearing in *Old Gus' Errata: Wanderers of the Infinite Skies*) and the Soldier background would make an excellent start to such a character!

BURNISHED GOLEMITE INFANTRY

Large Construct, Unaligned

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Skills Athletics +6, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities fire, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Axiomatic Mind. The golem can't be compelled to act in a manner contrary to its nature or its instructions.

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

Spell Immunity. The golem is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

Self-Destruct. When the golem is reduced 0 hit points, it begins a timer. It re-rolls its initiative, and emanates a loud beeping noise audible up to 30 feet away. At the start of its next turn, its body explodes. A DC 15 Intelligence check made with tinker's tools can disarm the self-destruct mechanism. The explosion emanates from the golem's corpse in a 15-foot radius. Creatures in the area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failure, and half as much on a success.

ACTIONS

Multiattack. The horror makes two attacks with its slam or gatling gun.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Gatling Gun. Each creature in a 10-foot cube within 60 feet of the golem must succeed a DC 14 Dexterity saving throw or take 7 (1d12) piercing damage.

REACTIONS

Self-Sacrifice. When a creature within 5 feet of the golem is hit by an attack, the golem swaps places with that creature and is hit instead.



Illustration by Maksym Harahulin

Not all machines were made for war, however. Machines once served all manner of social functions as shopkeepers, day-laborers and even diplomats. These uncanny constructs were built with complex visages and articulations that allow it to better approximate the emotional responses of humanoid races.

A malfunctioning concierge continues to serve as much of its original purpose as it can, and might safely escort a group of living creatures through a dangerous area, eager to serve for the first time in a century or more.

However, the ravages of time and the unaccounted-for nature of the new world often introduce errors into their instructions, and they might literally spin their head right around, shifting from helpful to harmful, triggered by a condition they are unable to adequately express.

MALFUNCTIONING CONCIERGE

Medium Construct, Unaligned

Armor Class 16 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., climb 20 ft.

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

Skills Deception +6, Insight, +4, Persuasion +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities fire, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses truesight 120 ft. (blind beyond this radius), passive Perception 13

Languages All Languages

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Axiomatic Mind. The concierge can't be compelled to act in a manner contrary to its nature or its instructions.

Innate Spellcasting. The nullifier's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The nullifier can innately cast the following spells, requiring no material components:

At will: friends, calm emotions, detect thoughts, lightning arrow, zone of truth

1/day: chain lightning, feeblemind, glibness

Inscrutable. The concierge is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain its intentions or sincerity have disadvantage.

Impllosion. When the concierge dies, it implodes harmlessly, leaving a handful of fine dust behind.

ACTIONS

Multiattack. The concierge makes four attacks with its adamantine quarterstaff or darts.

Adamantine Longstaff. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 1) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

REACTIONS

Protection. When an attacker the concierge can see makes an attack roll against an object or creature within 10 feet of the concierge, the concierge can impose disadvantage on the attack roll.



Illustration by Aaron Nakahara

A murdermachine typically is instructed with very simple orders: kill, and do not get caught. They prowl the ancient cities of crumbling concrete, scaling broken steel-and-glass in search of long-dead prey. Many murdermachines are malfunctioned and will kill anything that resembles anything or anyone they've killed in the past.

As a safeguard against evidence, or in the event their quarry managed to get the better of them, the large reactor on its back that powers the creature explodes, taking anything in the immediate area, including the murdermachine itself along with it.

Functioning reactor and energy blade from a murdermachines are highly coveted by militaries and assassin organizations, and some artificers specialize in the care and maintenance of these artifacts, with a focus on reducing the cumbersome weight and size of their reactors.

MURDERMACHINE

Medium Construct, Unaligned

Armor Class 14 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	13 (+1)	11 (+0)	7 (-2)

Skills Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities fire, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Assassinate. During its first turn, the murdermachine has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the murdermachine scores against a surprised creature is a critical hit.

Axiomatic Mind. The murdermachine can't be compelled to act in a manner contrary to its nature or its instructions.

Evasion. If the murdermachine is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The murdermachine deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the murdermachine doesn't have disadvantage on the attack roll.

Self-Destruct. When the murdermachine dies, its reactor explodes in a burst of energy. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 11 (3d6) force damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The murdermachine makes two energy blade attacks.

Energy Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) force damage.

Sawblade Launcher. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.



Illustration by Karola J

PHANTOM TRAIN

Huge Construct, Unaligned

Armor Class 18 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+7)	7 (-2)	20 (+5)	3 (-4)	11 (+0)	14 (+2)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses truesight 120 ft., passive Perception 10

Languages understands all languages but can't speak

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Axiomatic Mind. The train can't be compelled to act in a manner contrary to its nature or its instructions.

Immutable Form. The train is immune to any spell or effect that would alter its form.

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

ACTIONS

Crush. The train moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the train enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the train's path. On a failed save, the creature takes 18 (5d6) bludgeoning damage and is restrained until it's no longer in the same space as the train. The restrained creature or another creature within 5 feet of it can make a DC 18 Strength check, freeing the restrained creature on a success, and moving them to an unoccupied space of its choice within 5 feet of the train.

Horn (Recharge 5–6). Each creature within 100 feet of the train that can hear it makes a DC 18 Constitution saving throw, taking 36 (8d8) thunder damage on a failed save, or half as much on a success.

BONUS ACTIONS

Absorb the Dead. The train chooses an undead creature within 30 feet of it, dealing 11 (2d10) thunder damage to the target, and the train gains temporary hit points equal to the damage dealt.

Ethereal Timetable. The phantom train moves from the Material Plane to the Ethereal Plane, or vice versa. When it does, all aboard are transported with it. While upon the ethereal plane, it travels 10d100 miles in a random direction before making another stop sometime in the next in 1d100 hours.

PHYLACTERON JUGGERNAUT

Gargantuan Construct, Unaligned

Armor Class 16 (natural armor)

Hit Points 264 (16d20 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	23 (+6)	18 (+4)	10 (0+)	6 (-4)

Saving Throws Dex +5, Con +10

Skills Athletics +11

Damage Immunities fire; poison; lightning; psychic; piercing and slashing from nonmagical weapons that aren't adamantine

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Gnomish, but can't speak

Challenge 14 (11,500 XP)

Proficiency Bonus +5



Illustration by Michael Michera

Axiomatic Mind. The train can't be compelled to act in a manner contrary to its nature or its instructions.

Fire Absorption. If the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The juggernaut is immune to any spell or effect that would alter its form.

Innate Spellcasting. The juggernaut's spellcasting ability is Intelligence (spell save DC 16). The juggernaut can innately cast the following spells, requiring no material components:

3/day each: *cloudkill*, *magic missile* (casts the spell at 5th level), *shield*

Phylactery Recovery. If it reduced to 0 hit points but its central battery is not removed or destroyed from its chamber, the juggernaut reactivates and rebuilds itself in 1d10 days, regaining all its hit points and becoming active again.

Siege Monster. The juggernaut deals double damage to objects and structures.

Thermal Discharge. If a creature is within 10 feet of the juggernaut when it uses its death ray action, it takes 11 (1d20) fire damage, and flammable objects in the aura that aren't being worn or carried ignite.

ACTIONS

Death Ray. The juggernaut releases a gout of energy from its central eye in a 120-foot line that is 15 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

Stunning Clap (Recharge 5–6): The juggernaut clasps its massive claws together, producing a blast of noise and heat. Each creature within 60 feet of the Juggernaut that can hear it must make a DC 14 Constitution saving throw. If they fail, they take 21 (6d6) thunder damage and are stunned until the end of their next turn. On a success, they take half the amount and aren't stunned.

REACTIONS

Grappling Tentacles. In response to harm, the juggernaut moves up to its speed and extends a long, metal tentacle toward a Large or smaller creature within 40 feet of it. The target must succeed on a DC 19 Strength saving throw or take 14 (4d6) bludgeoning damage. The juggernaut can grapple up to two creatures in this manner. If the juggernaut takes more than 30 damage on a turn, it drops any creatures it is holding, which fall a distance of 40 feet to the base of the juggernaut's legs. The juggernaut can hold up to four creatures in its tentacles.

Phylacteron juggernauts were created through a combination of golemancy and lichdom. The will of the spellcaster inside the creature long sublimated, only an unthinking golem remains, carrying out a task long-forgotten given to it by its creator.



Illustration by Anastasiya Emelyanova

Not all machinery produced during the great wars was bent to its purpose. There were always those who held out hope that one day things would get better, and that whatever was left was worth saving.

Robosnails were made to fill an ecological niche that was lost in a mass extinction: grazing on simple plants, fungi, or algae, and producing excretions from it that further enhance the fertility and viability of soil.

Robosnails are docile, generally ignore other creatures, and can be handled with relative ease. If a robosnail dies, it degrades into harmless minerals, which any remaining robosnails eventually consume. Robosnails with a critical mass of these minerals will made and produce a new robosnail, replacing the one that was lost.

ROBOSNAIL

Tiny Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-3)	9 (-1)	12 (+1)	4 (-3)	9 (-1)	5 (-3)

Saving Throws Dex +3, Con +10

Skills Athletics +11, Perception +4

Damage Resistances psychic, radiant

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

Axiomatic Mind. The robosnail can't be compelled to act in a manner contrary to its nature or its instructions.

Ecological Foresight. If the robosnail dies, its body disintegrates into dust.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.
Hit: 1 slashing damage.



BY RICARDO 2014

Illustration by Ricardo Robles

The incredible strength of giants was once harnessed as a testbed for weapons development, as only they could handle the massive size and recoil from the latest developments in projectile weaponry.

Most of the giant artillery was wiped out ages ago, but a few battle-scarred survivors remain, their missing limbs replaced by metal prosthetics, and their minds emptied out by a spore-based weapon that lives on inside what's left of their sagging flesh.

Boom babies will shoot at anything that moves except one another, and they don't seem to think too terribly much about any collateral damage they might do when it comes to using even their most dangerous explosives.

WAR-TORN FUNGAL BOOM BABY

Huge Giant, Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	20 (+5)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Dex +3, Con +10

Skills Athletics +11, Perception +4

Damage Resistances psychic, radiant

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands Common and Giant but can't speak

Challenge 13 (10,000 XP)

Proficiency Bonus +4

Spore Dispersal. A creature that touches the giant or hits it with a melee attack while within 5 feet of it takes 5 (1d10) poison damage.

Sporelinguistics. The giant can communicate telepathically with any myconids or other creatures capable of communicating with spores within 120 feet of the giant.

ACTIONS

Multiattack. The giant makes two attacks with its slashing prosthetic.

Slashing Prosthetic. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (4d10 + 7) slashing damage.

Bazooka (Recharge 3–6). The giant fires a rocket from its bazooka at a point on a surface of its choice within 120 feet of the giant. Each creature in a 15-foot radius of the must make a DC 14 Dexterity saving throw, taking 32 (6d6) thunder damage on a failed save, or half as much damage on a successful one.

Mini-Nuke (6). The giant fires a projectile from its bazooka into the open sky, which locks onto a target of the giant's choice. Roll initiative for the projectile, which enters the turn order immediately. On the projectile's turn, it detonates upon the target or the nearest available surface to them. Each creature within a 30-foot radius of the impact point must make a DC 19 Constitution saving throw, taking 55 (10d10) radiant damage on a failure and becoming poisoned for up to 1 minute. Poisoned creatures can repeat their saving throw at the end of their turns, ending the effect on a success. Creatures that succeed their saving throw take half the amount of radiant damage and aren't poisoned. The mini-nuke is a siege weapon, and it deals double damage to objects and structures.



Illustration by John Anthony Di Giovanni

There's living with what happened to you, there's trying to get revenge, and there's the sure thing: hire a warforged terminator and rest easy, knowing that whatever it was they did to you, they'll be wasteroach chow sooner or later.

Feared throughout the wastes, terminators wander from place to place, seeking their targets as if it's all they've ever known or cared to do. Their reputation precedes them, and the majority of law enforcement let them continue their business unabated.

Listen, and understand:
That terminator is out there.
It can't be bargained with.
It can't be reasoned with.
It doesn't feel pity, or remorse, or fear.
And it absolutely will not stop, ever,
until you are dead.

WARFORGED TERMINATOR

Medium Construct, Unaligned

Armor Class 19 (natural armor)

Hit Points 143 (15d8 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Str +9, Dex +8, Con +9

Skills Athletics +13, Insight +6, Perception +6, Survival +6

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

Damage Immunities poison, necrotic

Condition Immunities charmed, diseased, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common, Dwarvish, Gnomish

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Adamantium Construct. The terminator has advantage on Strength checks, is immune to critical hits and any spell or effect that would alter its form. It does not need to eat, breathe, or sleep, and it can complete a long rest in 4 hours.

Thermal Scanners. Magical darkness doesn't impede the terminator's darkvision.

ACTIONS

Multiattack. The terminator makes up to four attacks. Any of its four hands can attack using revolvers or longswords, and any two hands can be used to fire its large-bore rifle.

High-Caliber Revolver. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. Hit: 10 (1d12 + 4) piercing damage.

Large-Bore Rifle. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. Hit: 15 (3d6 + 5) piercing damage.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 5) slashing damage.

BONUS ACTIONS

Deploy Cover. The terminator unequips a shield it deployed, which drives itself into the ground. The shield has an AC of 18, and 15 hit points. It provides half cover to a Medium creature.

REACTIONS

Deploy Shielding Cover (4/Day). The terminator unfolds a metal shield from one of its arms, adding 2 to its AC against the attack that would hit it. The terminator immediately equips the shield. The terminator can benefit from holding two such shields at a time.



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Illustration by Thomas Brissot

FOLK

Folk make a living in small enclaves of mining towns, or agricultural centers (if they're lucky). A few cities still manage to hold their civilization together, usually with the aid of magic or high technology. Every settlement is different, but most focus on a few exports that allow folk to subsist. Agriculture, mining, the production of gunpowder and education and scientific development all might serve as the basis for a functioning society.

The construction and maintenance of railways new and old allow folk to cross expanses of wasteland quickly and in the relative safety of a thick iron cage, and the operation and ownership of such railways has become an extraordinarily lucrative business to be in.

Lawmen, outlaws and other exceptional individuals beyond common folk can be easily recognized: a fanciful hat, an especially heavy gunbelt, or a shining metal star on a coat might mark an individual's allegiances, and how dangerous they might be.

Applying Racial Statistics

Many of following statblocks can be any race, so DMs should consider adding additional racial traits that reflect the individual, for example, a half-elf's *fey ancestry* or a goblin's *fury of the small*.

Playable Classes

Several statblocks reflect additional class options presented in Old Gus' Errata: Wanderers of the Infinite Skies or Old Gus' Errata: Wanderers of the Infinite Skies, and are noted as such.

Playable Races

Several statblocks that follow are derived race options presented in *Old Gus' Errata: Wanderers of the Infinite Skies*, are noted as such.



Illustration by Grizscald

While wizards came to appreciate firearms considerably later than most, there's a strong argument to be made that those few with an eye for the future have maximized the potential of firearms, marrying new sciences to thousands of years of arcane study. Indeed, most of the super-weapons that have left the world dotted in uninhabitable wastelands are the result of the greatest successes their kind have achieved over the centuries.

Traveling wizards who favor firearms are known as Arcane Avengers. They are folk of both learning and of action, and the unpredictability they wield between magic and skill with a firearm can make them a friend indeed or a deadly opponent.

ARCANE AVENGER

Medium Humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, prestidigitation, ray of frost

1st level (4 slots): mage armor, magic missile, shield

2nd level (3 slots): blur, misty step, heat metal

3rd level (3 slots): counterspell, lightning bolt, slow

4th level (3 slots): confusion, stoneskin

5th level (2 slots): synaptic static^{XGE}, wall of stone

6th level (1 slot): Otiluke's freezing sphere, wall of ice

ACTIONS

Spellslinger. *Ranged Weapon Attack:* +7 to hit, range 40/80 ft., one target. *Hit:* 10 (3d6 + 3) piercing damage + (11) 2d10 additional elemental damage.

BONUS ACTIONS

Spellslinger. The arcane changes the additional elemental damage type done by its spellslinger, choosing from fire, cold, acid and lightning.

Player characters can be an Arcane Avenger Wizard!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*



Illustration by Esin Karabenli

Avatars of the raven queen serve as archivists in the fortress of memories, and are sent to the material plane to retrieve gifts for their queen, usually powerful artifacts that are the center of powerful stories.

While upon the material plane, they act as their queen's eyes and ears, spying and watching events of interest to their queen.



Illustration by Kipine

AVATAR OF THE RAVEN QUEEN

Medium Humanoid (any race), Lawful Neutral

Armor Class 13 (16 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	12 (+1)	14 (+2)	20 (+5)

Saving Throws Wis +5, Cha +7

Skills Arcana +4, Insight +5, Persuasion +7, Religion +5

Senses darkvision 120 ft., passive Perception 12

Languages any three languages (usually Common or Elvish)

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Devil's Sight. Magical darkness doesn't impede the avatar's darkvision.

Spellcasting. The avatar is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

*Cantrips (at will): eldritch blast, friends, mage hand, minor illusion, prestidigitation, ray of frost, shocking grasp
1st-5th level (4 5th-level slots): commune, comprehend languages, cone of cold, false life, ice storm, invisibility, mage armor, sanctuary, silence, spiritual weapon*

ACTIONS

Shadow Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage +2d10 (11) additional cold damage.

Blinding Swarm (Recharge 5–6). The avatar unleashes a swarm of ravens in a 30-foot cone. Creatures in the area must make a DC 16 Dexterity saving throw. On a failure, a creature takes 4d6 piercing damage and is blinded until the end of their next turn, or half as much damage on a success and they aren't blinded. After using this ability, 1d4 swarms of ravens appear in the area, acting on their own initiative. They are friendly to the avatar and obey its commands.

BONUS ACTIONS

Cloak of Ravens. The avatar surrounds itself with a magical aura of swarming ravens, which extends 10 feet from the avatar, turning dim light into darkness, and bright light into dim light. It lasts until the avatar is incapacitated or it dismisses it (no action required). Any other creature that starts its turn in the aura takes 5 cold damage.

Shadow Step. When in darkness, the avatar teleports up to 60 feet to an unoccupied space it can see that is also in darkness, and the avatar has advantage on the next melee attack they make before the start of their next turn.



Illustration by Daniel Kamarudin

Bounty hunters spend their days scouring the lawless wastes looking for those who have committed crimes on behalf of the law, or are hired by someone with enough money to afford vengeance for hire. Many were outlaws themselves once, and use their knowledge of the criminal underworld to track their prey.

They are in frequent contact with law enforcement or other enterprises who might pay for their services. They know the edible plants of sandy wastes, and are able to scrounge enough food to live upon until the job gets done.

BOUNTY HUNTER

Medium Humanoid (any race), any alignment

Armor Class 13 (studded leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	11 (+0)	14 (+2)	10 (+0)

Skills Acrobatics +6, Perception +5, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Proficiency Bonus +2

Beast Companions. The bounty hunter is aided by an eagle and a warhorse which are loyal to the bounty hunter.

Expert Rider. The bounty hunter has advantage on ability checks or saving throws that would result in them being forcibly dismounted and always lands on their feet if they fail.

Innate Spellcasting. The bounty hunter's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: beast sense, snare, zephyr strike^{XGE}

2/day each: cordon of arrows, locate creature, find steed

ACTIONS

Multiattack. The bounty hunter makes two attacks with its rapier or revolver.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 4) slashing damage.

Revolver. *Ranged Weapon Attack:* +6 to hit, range 40/80 ft., one target. *Hit:* 6 (1d12 + 4) slashing damage.

Rope. The bounty hunter can rope a Large or smaller creature within 25 feet of it. The target must succeed a DC 14 Strength or Dexterity (its choice) saving throw or be restrained.

Player characters can be a Shootist Fighter!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*

CIRCLE OF MUTATION DRUID

Medium Humanoid (any race), any alignment

Armor Class 13 (studded leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	9 (-1)	18 (+4)	9 (-1)

Skills Athletics +6, Acrobatics +6, Survival +8

Senses passive Perception 14

Languages Druid and any one other language (usually Common)

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Spellcasting. The druid is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): druidcraft, infestation, primal savagery, shillelagh

1st level (4 slots): alter self, arms of Hadar, faerie fire

2nd level (3 slots): barkskin, jump, pass without trace

3rd level (3 slots): erupting earth^{XGE}, haste

4th level (2 slots): freedom of movement, locate creature

Magic Weapons. The druid's natural weapon attacks are magical.

ACTIONS

Natural Weapons. The druid attacks with one of its two sets of natural weapons. Some natural weapons have the Multiattack property, as noted in the Circle of Mutation Druid Natural Weapons table.

BONUS ACTIONS

Aberrant Shape (2/Day). The druid mutates, selecting a new natural weapon of its choice from the Circle of Mutation Druid Natural Weapons table.

REACTIONS

Mutant Tendril. The druid deals 1d4 + 4 necrotic damage to a creature with 10 feet of itself that attacks or casts a spell.

Most druids reject the new world, and deride it as an unnatural place either to be avoided, ignored or perhaps, eventually corrected. A few have embraced things as they are, admiring the new mutations that roam the wastes, and their endless ability to adapt and survive.

Player characters can be a Circle of Mutation Druid!

See: Old Gus' Errata: Wanderers of the Infinite Skies



Illustration by Alex Konstad

Circle of Mutation Druid Natural Weapons

d6 Weapon

- | | |
|---|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Scything Claws (two attacks). Melee Weapon
Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. |
| 2 | Insectoid Mandibles (one attack). Melee Weapon
Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 2) bludgeoning damage. The target must succeed a DC 14 Strength saving throw or be grappled (Escape DC 14). While grappling a creature, the druid cannot use attack other targets. |
| 3 | Acid Spit (one attack). Ranged Spell Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d10) necrotic damage. |
| 4 | Spear-like Appendage (three attacks). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) bludgeoning damage. |
| 5 | Acid Spit (one attack). Ranged Spell Attack: +7 to hit, range 20 ft., one target. Hit: 3d6 acid damage. |
| 6 | Flailing Tentacles. Creatures within 10 feet of the druid must make a DC 15 Dexterity saving throw, taking 14 (3d8) bludgeoning damage on a failure. |



Illustration by Lane

Faithful followers of the gods of pestilence are rare, and so their gods often require from them acts of tribute, growing in power from the fear and suffering their acolytes foster in the bodies of those they infect.

Pestilence clerics often take up a life of deception, traveling under the auspices of any number of other gods over their lifetime, embedding themselves in temples, and hiding their true nature from those who would call them friend. They then go to great lengths to pose as a particularly pious clergy, undertaking the humblest of tasks of the order, such as distributing food to or caring for the sick and the poor, all while abusing the trust of needy people while secretly defiling their bodies, crops, or water supply. Ambitious clerics might become a parasite, feeding upon a wealthy family for generations, causing and healing various infirmities.

Some clerics of pestilence make theater of healing the very diseases they cause, ensuring need of their services for years, while others simply do their god's work and move on, never witnessing the lasting scars the contagions they have borne leave in their wake.

CLERIC OF PESTILENCE

Medium Humanoid (any race), Neutral Evil

Armor Class 14 (hide armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	13 (+1)	16 (+3)	14 (+2)

Skills Perception +9, Religion +6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses passive Perception 19

Languages any one language (usually Common)

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Spellcasting. The cleric is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The cleric has the following cleric spells prepared:

Cantrips (at will): infestation^{XGE}, poison spray, thaumaturgy

1st level (4 slots): false life, ray of sickness, shield of faith

2nd level (3 slots): blur, ray of enfeeblement

3rd level (3 slots): gaseous form, stinking cloud

4th level (3 slots): blight, hallucinatory terrain

5th level (2 slots): contagion, cloudkill

ACTIONS

Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Tide of Affliction (2/Day). The cleric emits a wave of affliction that targets 3 creatures it can see within 60 feet of itself. The designated targets must make a DC 14 Constitution saving throw. Creatures immune to disease succeed their saving throw automatically. If they fail, they take 14 (4d6) poison damage, and are poisoned for 1 minute. Poisoned creatures can repeat their saving throw at the end of their turns, and ending the effect early on a success.

BONUS ACTIONS

Befouling Touch. The cleric expends a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) poison damage to a target on a hit. This benefit lasts until the end of the turn. If the cleric expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Player characters can be a Pestilence Domain Cleric!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*

DENTIST

Medium Humanoid (any race), any alignment

Armor Class 11

Hit Points 23 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	15 (+2)	13 (+1)	10 (+0)

Skills Medicine +3, Nature +4, Perception +3

Senses passive Perception 13

Languages any two languages (usually Common)

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Spellcasting. The dentist is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12). The dentist has the following spells prepared:

Cantrips (at will): mending, spare the dying, vicious mockery

1st level (4 slots): sleep, Tasha's hideous laughter

2nd level (2 slots): ray of enfeeblement

ACTIONS

Light Hammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Revolver. *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 9 (1d10 + 3) piercing damage.

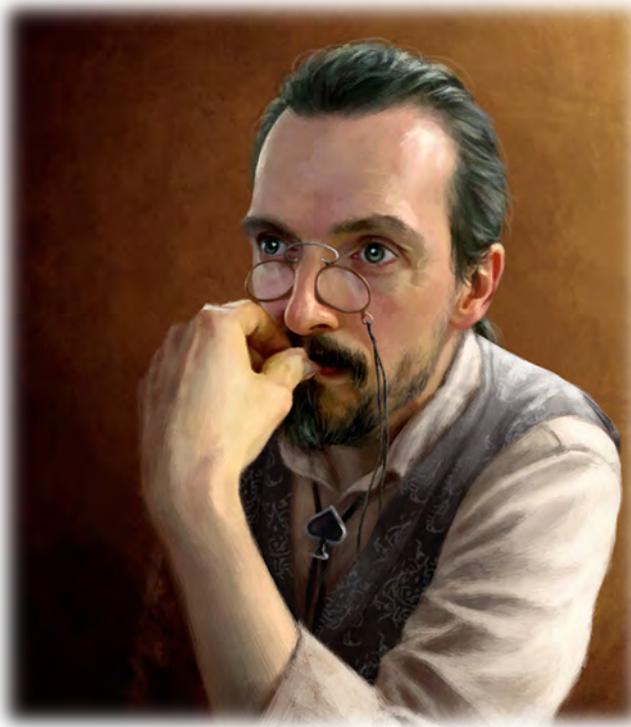


Illustration by Anne Terkelson

DOCTOR

Medium Humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	16 (+3)	13 (+1)	12 (+1)

Skills Medicine +5, Nature +5, Perception +3

Senses passive Perception 13

Languages any two languages (usually Common)

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Spellcasting. The doctor is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13). The doctor has the following spells prepared:

Cantrips (at will): guidance, resistance, spare the dying

1st level (4 slots): cure wounds, sleep

2nd level (2 slots): aid, lesser restoration

Anatomical Precision (1/turn). The doctor deals an extra 7 (2d6) damage when it hits a humanoid or beast with its scalpel and has advantage on the attack roll, or when the target is within 5 feet of an ally of the doctor that isn't incapacitated and the doctor doesn't have disadvantage on the attack roll.

ACTIONS

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

It is a long-noted irony that as a field, medicine often makes incredible strides during times of war. Doctors, dentists, and surgeons have become a professional class, blending skill with herbalism and alchemy with skill with fine tools and the inner workings of anatomy. Some doctors specialize in the treatment of certain diseases or races, and others practice more generally. They are often fixtures of their respective communities, and often also serve a local populace by offering other services such as veterinary care, jewelery-making, and the creation of scientific instrumentation.

Players characters can be a physician!

The Scholar class in *Old Gus' Errata: Wanderers of the Infinite Skies* provides a way to play an entirely non-magical adventurer who specializes in using extensive knowledge about the world.



Illustration by Jack Dowell

Drovers have an extraordinary affinity for wilderness and the creatures that range upon them, especially those that move in herds. They move animals through or watch over large expanses of land, and learn every canyon and hill around over extended years of drives.

A drover's keen attunement to groups of like creatures makes them respectable allies who always put the well-being of the group ahead of their own comfort. They tend to keep a keen eye over the mood and health of others, making friendly suggestions or sharing wilderness wisdom with those closest to them.

While drovers can be quiet, thoughtful types, some enjoy blowing off pent-up energy from months traveling the wilds in solitude when they do get a chance to go into town, and can engage in some of the most intense drunken revelry when they do.

DROVER

Medium Humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

Skills Animal Handling +3, Perception +3, Stealth +7, Survival +5

Senses passive Perception 15

Languages any two languages (usually Common)

Challenge 1 (200 XP)

Proficiency Bonus +2

Expert Rider. The drover has advantage on ability checks or saving throws that would result in them being forcibly dismounted and always lands on their feet if they fail.

Innate Spellcasting. The drover's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *animal friendship, beast bond, hunter's mark*

Vigilant Herdsman. The drover has advantage on Wisdom (Animal Handling, Perception) checks.

ACTIONS

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (1d6 + 3) piercing damage.

Rifle. Ranged Weapon Attack: +5 to hit, rang 240 ft., one target. Hit: 16 (1d12 + 3) piercing damage.

Rope. The drover can rope a Large or smaller creature within 25 feet of it. The target must succeed a DC 14 Strength or Dexterity (its choice) saving throw or be restrained.

Player characters can be a Drover Ranger!

See: Old Gus' Errata: Wanderers of the Infinite Skies



Illustration by Daniel Kamarudin

Fame. Power. Wealth. Love. A fool can convince themselves that any of these can be attained, truly, and for all time, at the barrel of a gun. But that doesn't stop the fool from thinking he's the exception to the rule. Faustian warlocks have sold their souls in exchange for fearsome capabilities with a gun, in addition to considerable dark magics.

"The only way to get rid of temptation is to yield to it. Resist it, and your soul grows sick with longing for the things it has forbidden to itself."

~ Oscar Wilde

Player characters can be a gun-toting warlock!

See: Old Gus' Errata: Wanderers of the Infinite Skies

FAUSTIAN WARLOCK

Medium Humanoid (any race), Lawful Evil

Armor Class 12 (15 with mage armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	17 (+3)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances piercing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 11

Languages any three languages (usually Common and Infernal)

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Curved Shot (6/Day). When the warlock makes an attack with a firearm, it can add roll d20 and add its results to the attack and damage rolls. It can do this after the roll is made but before any of the roll's effects occur.

Magic Weapons. The warlock's weapon attacks are magical.

Spellcasting. The warlock is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): friends, mage hand, minor illusion, shocking grasp

1st level (4 slots): charm person, mage armor, hellish rebuke, witch bolt

2nd level (3 slots): misty step, crown of madness

3rd level (3 slots): hunger of Hadar, hypnotic pattern

4th level (3 slots): banishment, dimension door, hallucinatory terrain

1st-5th level (4 5th-level slots): scorching ray, scrying, wall of fire

6th level (2 slots): eyebite, true seeing

7th level (2 slots): finger of death, glibness

ACTIONS

Multiattack. The warlock makes three attacks with its faustian firearm or longsword.

Faustian Firearm. *Ranged Weapon Attack:* +7 to hit, range 120/240 ft., one target. *Hit:* 8 (1d10 + 4) psychic damage.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 4 (1d10 + 4) slashing damage.



Illustration by Sheep Lin

Gamblers excel at two things: games and guns. They have an uncanny insight into others' behavior, and use their skills to navigate a seedy world of high stakes, and avoid bloodshed whenever possible.

Gamblers are famously tellers of tall tales, and might enjoy using their prior exploits, properly embellished, of course, as a means to explore an opponent's tells. Others perfect an air of stoic, soft spoken mystery that unnerves their opponents at the table and forces them into error.

Always calm and collected, true gamblers know when to hold 'em and knows when to fold 'em, and never pick a fight they're not sure they can win. When a gambler has decided the odds are in their favor, they can be a terrifying and deadly opponent, reacting with dazzling speed and seemingly never reaching an empty chamber in their firearm.

Some gamblers prefer to keep their skill with a firearm a closely guarded secret, while others enjoy showing off, performing with a firearm for crowds to make ends meet, especially when the chips are down.

GAMBLER

Medium Humanoid (any race), any alignment

Armor Class 14 (leather armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	16 (+3)

Saving Throws Dex +5, Wis +3, Cha +5

Skills Insight +5, Perception +5, Persuasion +9

Senses passive Perception 15

Languages any two languages

Challenge 3 (700 XP)

Proficiency Bonus +2

Spellcasting. The gambler is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): friends, mage hand, vicious mockery

1st level (4 slots): charm person, sleep, thunderwave

2nd level (3 slots): invisibility, shatter

3rd level (2 slots): clairvoyance, feign death, tongues

ACTIONS

Revolver. *Ranged Weapon Attack:* +5 to hit, range 40/80 ft., one target. *Hit:* 8 (1d6 + 3) piercing damage.

REACTIONS

Lucky (recharges after a Long Rest). The gambler has 7 luck points. Whenever the gambler makes an attack roll, an ability check, or a saving throw, it can spend one luck point to gain advantage on the roll. It can also spend one luck point when an attack roll is made against it to impose disadvantage on the roll. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. The gambler regains expended luck points when it finishes a long rest.

Player characters can be a Gambler Bard!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*

GHILLURIAN DUNE-WITCH

Medium Humanoid (any race), Neutral Good

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	13 (+1)	11 (+0)	16 (+3)	12 (+1)

Senses passive Perception 13

Languages Common, Elf, Sylvan

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Innate Spellcasting. The dune-witch's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast a number of spells, requiring no material components:

At will: *true strike, mold earth, minor illusion*

2/day each: *bless, blur, silent image*

1/day each: *mage armor, major image, mislead*

Dune Master. Difficult terrain due to rocky terrain, loose sand, or gravel doesn't cost the dune-witch extra movement.

ACTIONS

Multiattack. The dune-witch makes two attacks with its jezail or bayonet.

Jezail. Ranged Weapon Attack: +6 to hit, range 60/120 ft., one target. Hit: 17 (2d12 + 5) piercing damage.

Bayonet. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 2) bludgeoning damage.



Illustration by Olga Orlova



Illustration by Antonio J. Manzanedo

GHOST HARVESTER

Medium Humanoid (any race), Chaotic Evil

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Senses passive Perception 13

Languages any three languages

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Innate Spellcasting. The harvester's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast a number of spells, requiring no material components:

At will: *blindness/deafness, mage armor*

2/day each: *hex, negative energy flood^{XGE}, vampiric touch*

1/day each: *blight, circle of death, ethereality, spirit guardians*

ACTIONS

Bone Club. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage plus 5 (1d8) necrotic damage.

BONUS ACTIONS

Ethereal Strike. When the harvester hits a creature with its bone club, it can force the creature to make a DC 15 Charisma saving throw. On a failure, the target is banished to an ethereal prison cell for 1 minute. If the harvester dies, all banished creatures are released, appearing in an unoccupied space near where they were banished.

Ghostly Curse (2/day). When the harvester slays a humanoid, it causes that person's spirit to rise from as a *ghost* under its control for 7 days, or until the ghost harvester is killed.



Illustration by Pete Mohrbacher

Some ghouls find new purpose and new camaraderie in the natural world, using their hardy biology and relative inedibility to cross dangerous wastelands. A few become the first to discover and care for a pristine wilderness, living out years before visitors stumble into their private haven.

GHOUL DRUID

Small or Medium Humanoid (Ghoul), any alignment

Armor Class 13 (leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	10 (+0)	18 (+4)	15 (+2)

Saving Throws Int +4, Wis +8

Skills History +4, Medicine +8, Nature +3, Perception +8

Damage Resistances poison, necrotic

Senses passive Perception 18

Languages Druidic plus any two languages

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Spellcasting. The druid is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): druidcraft, infestation, shillelagh, toll the dead

1st level (4 slots): entangle, speak with animals, cure wounds

2nd level (3 slots): barkskin, healing spirit^{XGE}, spike growth

3rd level (3 slots): call lightning, plant growth, speak with plants, daylight

4th level (3 slots): stoneskin, blight

5th level (2 slots): scrying, mass cure wounds

ACTIONS

Petrified Wood Quarterstaff. *Melee Weapon Attack: +4 to hit (+7 to hit with shillelagh), reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage, or 16 (3d8 + 4) bludgeoning damage with shillelagh.*

Player characters can be a Ghoul!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*

GRIMALKIN PICKPOCKET

Small Humanoid (Grimalkin), any alignment

Armor Class 14 (leather armor)

Hit Points 21 (6d6)

Speed 25 ft.

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

Skills Acrobatics +5, Deception +5, Perception +4, Sleight of Hand +8, Stealth +8

Senses darkvision 60 ft., passive Perception 14

Languages Common, Grimalkin, Thieves' Cant

Challenge 1 (200 XP) **Proficiency Bonus** +2

Feline Agility. The pickpocket can double its speed until the end of its turn. Once it uses this trait, it can't use it again until it moves 0 feet on one of its turns.

Street Smart. The pickpocket can move through a space of a Medium or larger creature.

Sneak Attack (1/Turn). The pickpocket deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the pickpocket that isn't incapacitated and the pickpocket doesn't have disadvantage on the attack roll.

ACTIONS

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

BONUS ACTIONS

Cunning Action. The pickpocket takes the Dash, Disengage, or Hide action.



Illustration by Gabriel Ramos



Illustration by Keren Beyit

GUNSLINGER

Medium Humanoid, any alignment

Armor Class 13 (studded leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The gunslinger makes two attacks with its revolver.

Revolver. *Ranged Weapon Attack:* +6 to hit, range 50/100 ft., one target. *Hit:* 6 (1d10 + 3) piercing damage.

BONUS ACTIONS

Deadeye (3/Day). The gunslinger adds a 1d10 bonus to its next attack or damage roll with a revolver.

INVENTOR

Medium Humanoid, any alignment

Armor Class 12 (15 with mage armor)

Hit Points 165 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	12 (+1)	14 (+2)	17 (+3)	13 (+1)	16 (+3)

Saving Throws Int +7, Wis +5

Skills Arcana +7, Investigation +7, Nature +11, Perception +5

Senses passive Perception 15

Languages any three languages (usually Goblin and Gnomish)

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Mechanical Tentacle. The inventor can have up to four mechanical tentacles at a time. Each appendage can be attacked (AC 20; 15 hit points; immunity to poison and psychic damage). Destroying an appendage deals no damage to the inventor, which can extrude a replacement tendril on its next turn. An appendage can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

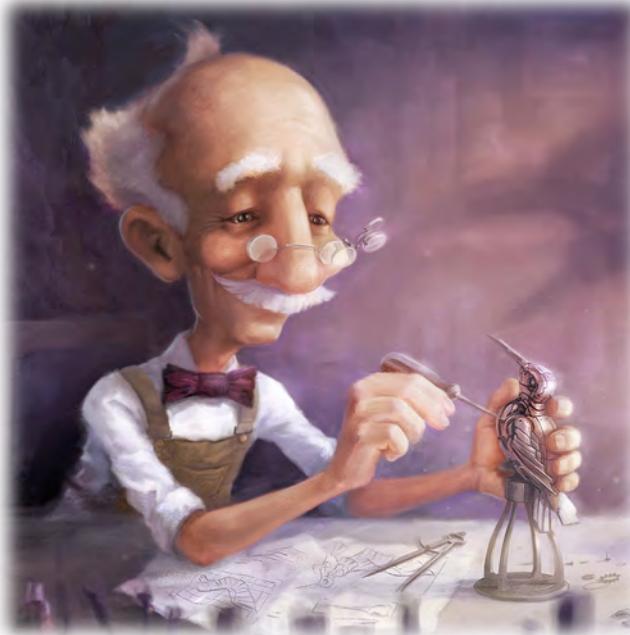


Illustration by Valentino Ferrari

Inventors are master artificers, and can restore ancient technology to working order, or adapt it to new purposes. Their gusto for invention tends to get them into trouble, and occasionally puts the populace they dedicate their lives to helping at risk, however.

Safety Goggles. The inventor's vision is unimpeded by smoke or fog, and they have advantage on saving throws against blindness and deafness.

Spellcasting. The inventor is a 14th-level spellcaster whose spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following artificer spells prepared:

Cantrips (at will): acid splash, eldritch blast, light, ray of frost

1st level (4 slots): absorb elements, catapult^{XGE}, grease, heat metal

2nd level (3 slots): spider climb, dispel magic, haste

3rd level (3 slots): protection from energy, tiny servant^{XGE}

4th level (3 slots): fabricate, skill empowerment^{XGE}

ACTIONS

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

Hit: 4 (1d10 + 4) bludgeoning damage.

Zapper. *Ranged Spell Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 22 (4d10) lightning damage. On a hit, the lightning jumps to a second target within 15 feet of the original target, and each is pulled up to 5 feet toward the other.

LEGENDARY ACTIONS

The inventor can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The inventor regains spent legendary actions at the start of its turn.

Cantrip. The inventor casts a cantrip.

Mechanical Tentacle. *Melee Weapon Attack:* +7 to hit, reach 30/60 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the rope inventor can't use the same tendril on another target.

Wrench. The inventor makes an attack with its wrench.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the scientist takes a lair action to cause one of the following effects; the scientist can't use the same effect two rounds in a row:

Latest Creation. The inventor summons an ally to a point it can see within 30 feet of itself. Roll a d10 to determine the creature summoned: 1: 1 homunculus; 2-3: 1d4 + 2 bronze scouts^{MTF}; 4-5: 1d4 iron cobras^{MTF}; 6-7: 1d4 + 1 burnished golemite infantry^{TWW}; 8-9: 2 oaken bolters^{MTF}; 10: 1 biomechanical horror^{TWW}. Each option can only be revealed once. If a result has already been used, reroll the d10.

Noxious Gas. Clouds of steam are expelled from machinery scattered around the inventor's lair. The area within 20 feet of each a nozzle becomes heavily obscured. The clouds last until the end of the scientist's next turn or until they are dispersed by a strong wind.



Illustration by Nate Hallinan

Kamelon are smaller than their lizardfolk cousins, and gentler, standing only as tall as the average gnome. The few who are no doubt aware of a kameleon's ability to change the color of their skin to blend with their surroundings, and in fact many lands that host Kamelon villages never become aware of them at all.

Kameleon make their homes nestled into the branches of thick jungle canopy, and their simple structures are scarcely visible to the untrained eye, blending in perfectly with the host tree's natural foliage. They rarely light fires, and most find them distracting and noisy.

The insides of their homes betray the mundane outer surroundings, and usually are filled with bright colors. Kamelon rarely wear clothing in their homes or among their own kind.

KAMELON HUNTER

Small Humanoid (Kameleon), any alignment

Armor Class 15 (natural armor)

Hit Points 19 (4d6 + 4)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +6, Survival +4

Senses passive darkvision 60 ft. Perception 14

Languages Common, Kameleon

Challenge 2 (450 XP)

Proficiency Bonus +2

Innate Spellcasting. The kameleon's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast a number of spells, requiring no material components:

1/day each: *blur, invisibility*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 (1d8 + 1) bludgeoning damage.

Tongue. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage. If the target is Medium or smaller, it is pulled 5 feet toward the kameleon. If the target ends its turn within 5 feet of the kameleon, it can attack the creature with its a quarterstaff as a bonus action.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 3) piercing damage.

BONUS ACTIONS

Eye Alignment (Recharges after a Short or Long Rest). The kameleon focuses its eyes on a creature or object it can see. Until the end of its next turn, it has advantage on the next weapon attack it makes targeting that creature, provided it can still see it.

Player characters can be a kameleon!

See: Old Gus' Errata: Wanderers of the Infinite Skies

LEGIONNAIRE

Medium Humanoid (any race), any alignment

Armor Class 13 (studded leather armor)

Hit Points 20 (4d8 + 4)

Speed 30 ft.

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

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Formation Tactics. The soldier has +2 bonus to its AC, and advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 10 feet of at least one other legionnaire.

ACTIONS

Multiattack. The legionnaire makes one attack with its rifle or two with its bayonet.

Rifle. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

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



Illustration by Ariel Perez



Illustration by Alexandra Fedotova

LIVE-LINE PESCADOR

Medium Humanoid (any race), any alignment

Armor Class 13 (studded leather armor)

Hit Points 6 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	11 (+0)	9 (-1)	11 (+1)	9 (-1)

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Water Eyes. While is not submerged, the pescador has advantage on attack rolls against underwater targets.

ACTIONS

Longspear. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 3 (1d6) piercing damage.

Longspear (Thrown). *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



Illustration by Saeed Jalabi

The luchador is an individualist, drawing their power from confidence, and eschewing the cloistered, ordered wisdom of monastic orders for raw chaos and charisma of public bouts of personal contest. Heels and heroes, luchadores make a literal larger-than-life show of combat, grappling and twirling one another into submission with the roar of a cheering (or jeering) crowd in their ears.

Some luchadores revel in their ring persona, and adopt it as a full-time identity, while others take great care in preserving a life outside the ring.

Player characters can be a Way of the Luchador Monk!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*

LUCHADOR

Medium Humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (8d8 + 24)

Speed 40 ft.

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

Skills Acrobatics +6, Athletics +9, Performance +7

Senses darkvision 60 ft., passive Perception 12

Languages any two languages

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Grappler. The luchador has advantage on attack rolls against any creature it is grappling.

Innate Spellcasting. The luchador's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: pyrotechnics^{XGE}

1/day each: enhance ability, jump, longstrider

Mucho Macho Combo. Once on its turn when it hits with an unarmed strike, the luchador can deal an additional 1d8 damage to the target of the attack.

Unarmored Defense. While the luchador is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

ACTIONS

Multiattack. The luchador makes three melee attacks or grapples (escape DC 14).

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 25 (1d8 + 3) bludgeoning damage.

Pin. The luchador attempts to pin a creature it is grappling. The luchador makes another grapple check. If it succeeds, the luchador and the grappled target are both restrained until the grapple ends.

Sleeper Hold (Recharges after a Short or Long Rest). The luchador attempts to subdue a creature it is grappling. Roll 5d8; if the target's current hit points are less than the total, they fall unconscious for 1 minute, or until someone uses an action to wake them. This ability has no effect on creatures that do not need to breathe.

REACTIONS

Parry. The luchador adds 2 to its AC against one melee or ranged weapon attack that would hit it. To do so, the luchador must see the attacker.



Illustration by Theme Finland

LUDAI

Medium Monstrosity, any alignment

Armor Class 10

Hit Points 23 (3d8 + 9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	7 (-2)	12 (+1)	8 (-1)

Damage Resistances poison

Senses passive Perception 13

Languages Common, Ludain

Challenge 1/2 (100 XP) **Proficiency Bonus +2**

ACTIONS

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage.

Slime. Slick slime covers the ground in a 10-foot square centered on a point within 30 feet of the ludai and turns it into difficult terrain for 1 minute. If a creature starts its turn in the area, it must succeed on a DC 11 Dexterity saving throw or fall prone.

Player characters can be a ludai!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*

MACHINIST

Medium Humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 13 (2d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	12 (+1)	11 (+0)	10 (+0)

Senses passive Perception 10

Languages Common and one other language

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Spellcasting. The machinist's spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It can cast the following spells:

At will: fire bolt, mending, shocking grasp

2/day each: grease, pyrotechnics^{XGE}

ACTIONS

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

Pistol. *Ranged Weapon Attack:* +3 to hit, range 40/80 ft., one creature. *Hit:* 7 (1d8 + 1) piercing damage.



Illustration by Jose Parodi

MAD SCIENTIST

Medium Humanoid (any race), Chaotic Evil

Armor Class 12 (15 with mage armor)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	17 (+3)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +5, Cha +8

Skills Arcana +4, Deception +7, Persuasion +7, Nature +4

Senses darkvision 60 ft., passive Perception 11

Languages any three languages (usually Common and Abyssal)

Challenge 14 (11,500 XP)

Proficiency Bonus +5



Illustration by Xyuen Mun

Mad scientists can do great good, but their lack of restraint tends to prove that whatever can go wrong, will go wrong. They serve larger towns and cities, or, if they are wealthy, conduct experiments of their own design in remote locations.

Eldritch Sight. The scientist can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Spellcasting. The scientist is a 16th-level spellcaster whose spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a long rest. It knows the following spells:

Cantrips (at will): control flames, eldritch blast, mage hand, lightning lure^{SCAG, TCE}

1st level (4 slots): mage armor, hellish rebuke, witch bolt, *Tasha's hideous laughter*

2nd level (3 slots): misty step, crown of madness

3rd level (3 slots): hunger of Hadar, animate dead

4th level (3 slots): death ward, freedom of movement, sickening radiance^{XGE}

5th level (3 slots): cloudkill, danse macabre^{XGE}

6th level (2 slots): chain lightning, create homunculus^{XGE}, true seeing

7th level (1 slots): finger of death, glibness

8th level (1 slots): control weather, maddening darkness^{XGE}

ACTIONS

Scalpel. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 4 (1d10 + 4) slashing damage. The wound bleeds, dealing 5 (1d8) damage due to blood loss at the start of each of the target's turns, and closes if they regain 1 hit point.

Venom Injector. *Ranged Weapon Attack:* +7 to hit, range 50/100 ft., one target. *Hit:* 27 (5d10) acid damage.

LEGENDARY ACTIONS

The scientist can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The scientist regains spent legendary actions at the start of its turn.

Cantrip. The scientist casts a cantrip.

Laughing Gas. The scientist casts *Tasha's hideous laughter*.

Scalpel. The scientist makes an attack with its scalpel.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the scientist takes a lair action to cause one of the following effects; the scientist can't use the same effect two rounds in a row:

Latest Creation. The scientist summons an ally to a point it can see within 30 feet of itself. Roll a d20 to determine the creature summoned: 1-2: 1 crawling claw; 3-6: 1d4 + 2 nothics; 7-11: 2d4 skeletons; 12-16: 1d4 + 2 zombies; 17-19: 1 flesh golem; 20: 1 elder brain. Each option can only be revealed once.

Noxious Gas. Clouds of choking gas rise up from six hidden nozzles scattered around the scientist's lair. Creatures within 10 feet of such a nozzle must succeed on a DC 15 Constitution saving throw or spend their action on their next turn retching and reeling. Creatures immune to poison succeed this saving throw automatically.



Illustration by Clonerh!

Marshals are exceptional lawmen, and are given special dispensation from multiple civilizations to hunt outlaws across territories and boundaries. Some are pure idealists, believing their work will make the world a better place, but some are cold-hearted killers, who seek the heads of their quarry with no real sense of justice.

When a job is too big for just one individual, a marshal will form a posse of volunteer deputies to ride with.

Player characters can be an Oath of the Idealist Paladin!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*

MARSHAL

Medium Humanoid (any race), Lawful Good

Armor Class 16 (studded leather armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	12 (+1)	17 (+3)	14 (+2)

Saving Throws Wis +4, Cha +4

Skills Athletics +5, Intimidation +5, Survival +6

Senses passive Perception 12

Languages any three languages

Challenge 7 (3,900 XP)

Proficiency Bonus +3

Posse Up. At the start of each of its turns, the marshal designates three allies with 60 feet of it that it can see or hear, each of which gain 5 (1d10) temporary hit points.

Spellcasting. The marshal is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13). It has the following paladin spells prepared:

1st level (4 slots): *alarm, cause fear, cure wounds, ensnaring strike*

2nd level (3 slots): *branding smite, find steed*

3rd level (2 slots): *crusader's mantle, nondetection*

ACTIONS

Multiattack. The marshal makes three attacks, choosing from its revolver, rifle or longsword.

Revolver. Ranged Weapon Attack: +4 to hit, range 40/80 ft., one target. Hit: 9 (1d10 + 3) piercing damage.

Rifle. Ranged Weapon Attack: +4 to hit, range 80/240 ft., one target. Hit: 10 (1d12 + 3) piercing damage.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 2) piercing damage.

Rope. The marshal can rope a large or smaller creature within 20 feet of it. The target must succeed a DC 13 Strength or Dexterity (its choice) saving throw or be restrained.

Dreadful Warrant (Recharges after a Short or Long Rest). The marshal exudes a menacing presence. Each enemy within 30 feet of the marshal must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

REACTIONS

Duck and Cover. The marshal adds 3 to its AC against one attack that would hit it. To do so, the sheriff must be able to see its attacker.

OUTLAWS

As has ever been the case, outlaw gangs patrol the vast wildernesses, looking for travelers, caravans—or if they are particularly bold, even moving trains to rob. Outlaws tend to be impressed with their ability to survive in the wastelands, and the more successful outlaw clans have managed to tame the giant boar that roam them, forming a tenuous but symbiotic relationship with the beasts.

Outlaws make camps in canyons, caves or by fortifying long-deserted structures. A successful troupe might be a close-knit as a family or as regimented as a military. Some run clandestine operations, scouting towns as mummers or traveling salespeople, quietly plying their trades of extortion, robbery and thievery and splitting town before the locals get wise.

OUTLAW GANG LEADER

Medium Humanoid (any race), any alignment

Armor Class 15 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	11 (+0)	14 (+2)

Skills Intimidation +4, Perception +2, Survival +2

Senses passive Perception 12

Languages any three languages (usually Common)

Challenge 3 (700 XP)

Proficiency Bonus +2

Expert Rider. The outlaw has advantage on ability checks or saving throws that would result in them being forcibly dismounted and always lands on their feet if they fail.

ACTIONS

Multiaction. The outlaw makes two attacks with its revolver, or one attack with its rifle.

Revolver. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 6 (1d8 + 3) piercing damage.

Rifle. *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target. *Hit:* 8 (1d12 + 3) piercing damage.

Rope. The outlaw can rope a Large or smaller creature within 20 feet of it. The target must succeed a DC 13 Strength or Dexterity (its choice) saving throw or be restrained.

REACTIONS

Sacrifice. When the outlaw is hit by an attack, it can swap places with a friendly creature within 5 feet of it, causing that creature to be hit instead.

Outlaws are everywhere, but every gang has its rules, and folk living hard in the wilds need something to hold them together as a society. Some achieve this by being racially united, and others take a more egalitarian approach. Leadership in an outlaw gang is as likely to be won with words as it is with weapons. The sands of the wastes eventually take everything to ruin, though. Leaders die, their chief lieutenants are arrested, betrayed or killed, and the outlaws scatter to reorganize, or sneak back into and integrate with common folk, hauling as much ill-gotten gains as they can.

The outlaws that manage to rise through the constantly shifting ranks make fearsome adversaries, especially if they have managed to organize a group of outlaws who are truly loyal, and not simply looking to stage a coup against the current leadership.

Outlaws employ various methods: some might pose as lost travelers begging for assistance, then turn on those who stop to help them. Others prefer a good old-fashioned hold-up, but avoid any unnecessary bloodshed (or wasted ammunition). A few have no regard for anything at all, employing the use of explosives or simply launching an all-out assault against their targets, leaving nothing behind but splintered wood and bone.



Illustration by Karsten Schreurs



Illustration by Ivan Smirnov

OUTLAW

Medium Humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 12 (2d8 + 4)

Speed 30 ft.

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

Skills Intimidation +2, Perception +1, Survival +1

Senses passive Perception 11

Languages any two languages (usually Common)

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Revolver. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 6 (1d6 + 1) piercing damage.

Rifle. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 8 (1d10 + 1) piercing damage.

Rope. The outlaw can rope a Large or smaller creature within 20 feet of it. The target must succeed a DC 11 Strength or Dexterity (its choice) saving throw or be restrained.

OUTLAW DEMOLITIONIST

Medium Humanoid (any race), any alignment

Armor Class 13 (studded leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

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

Senses passive Perception 11

Languages any two languages (usually Common)

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Volatile. If the demolitionist takes more than 8 fire damage on a turn, it must succeed DC10 Dexterity saving throw or explode. All creatures in a 15-foot radius of the demolitionist must then succeed a DC 12 Dexterity saving throw or take 10 (3d6) thunder damage.

ACTIONS

Mortar. The demolitionist launches an impact grenade to a point within 60 feet of itself. Creatures within 10 feet of the point must make a DC 12 Dexterity saving throw, taking 10 (3d6) thunder damage on a failure, or half as much on a success.

OUTLAW GOBLIN MUSKETEER

Small Humanoid (Goblinoid), any alignment

Armor Class 15 (hide armor)

Hit Points 23 (5d6 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+3)	14 (+2)	12 (+1)	8 (-1)	8 (-1)	10 (+0)

Skills Nature +1, Stealth +6, Survival +1

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1 (200 XP) **Proficiency Bonus** +2

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

Musket. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 5 (1d10 + 2) piercing damage.

BONUS ACTIONS

Fire Bullet (3/Day). The goblin loads its musket with an explosive pellet. If the next attack it makes with its musket hits, the attack deals an additional 2 fire damage.

REACTIONS

Duck and Cover. The goblin adds 3 to its AC against one attack that would hit it. To do so, the goblin must be able to see its attacker.



Illustration by Maria Trepalina



Illustration by Javier Charro

OUTLAW ORC MARAUDER

Medium Humanoid (Orc), any alignment

Armor Class 13 (hide armor)

Hit Points 26 (3d8 + 12)

Speed 30 ft.

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

Skills Athletics +5, Intimidation +1, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1 (200 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The orc makes two attacks, choosing from its sabre or one shotgun (if available).

Sabre. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

Shotgun (Reload 4–6). Creatures in a 15-foot cone must succeed a DC 12 Dexterity saving throw or take 2d6 piercing damage.

BONUS ACTIONS

Aggressive. The orc moves up to its speed toward a hostile creature that it can see.

OUTLAW SCORPION

Medium Humanoid (any race), any alignment

Armor Class 14 (leather armor)

Hit Points 43 (5d8 + 20)

Speed 30 ft.

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

Skills Acrobatics +5, Stealth +7

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages any two languages (usually Common)

Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The outlaw makes two attacks with its acid pellets.

Acid Pellet. Ranged Weapon Attack: +3 to hit, range 80/240 ft., one target. **Hit:** 8 (1d12 + 3) acid damage.

Stink Bomb. The outlaw lobs a grenade up to 40 feet away from itself to a point it can see. Creatures within 10 feet of the impact point must succeed a DC 13 Constitution saving throw or be incapacitated until the end of their next turn. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.



Illustration by Yelim Kim

OUTLAW SURVIVOR

Medium Humanoid (any race), any alignment

Armor Class 15 (studded leather armor)

Hit Points 53 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	10 (+1)	12 (+1)	13 (+1)

Skills Athletics +5, Intimidation +7, Perception +7, Stealth +7

Senses passive Perception 17

Languages any two languages (usually Common)

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Killer Instinct. During its first turn, the outlaw has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the outlaw survivor scores against a surprised creature is a critical hit. Additionally, the outlaw survivor ignores the benefits granted to creatures behind half and three-quarters cover.

Evasion. If the outlaw is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the outlaw survivor instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The outlaw deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the outlaw survivor that isn't incapacitated and the outlaw survivor doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The outlaw makes two attacks with its rifle or hatchet.

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

Scoped Rifle. Ranged Weapon Attack: +7 to hit, range 160/480 ft., one target. **Hit:** 10 (3d6 + 3) piercing damage.

Some outlaws live to see much of the wastelands and territories the world has to offer, scavenging pre-war weaponry, becoming hardened by their years of experience evading the law, and wearing trophies of foolish lawmen who dared cross them. These especially dangerous career criminals will never go quietly, and will do whatever it takes to survive, even betraying their own.



Illustration by Silverjow

Combat as a sport never really dies, it only evolves, and the perfectionist is the pinnacle of unarmed combatants: quick, clever, and always able to revenge a blow. They fight in anywhere anyone will pay them what they're worth. Perfectionists defeat their opponents with strength, speed and stamina and a perfectly timed punch. No tricks, no weapons: skill against skill alone.

A perfectionist retains the skills passed down to them through generations of barbarians, and can use all manner of different weapons, but once they enter a rage, most perfectionists simply drop whatever they are holding, preferring to beat their enemy to a bloody pulp using nothing more than their bare hands.

Young perfectionists sculpt their bodies into perfect specimens, and older ones wear their scars like badges of honor, proudly displayed for all to see.

PERFECTIONIST

Medium Humanoid (any race), any alignment

Armor Class 15

Hit Points 75 (10d8 + 30)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	9 (-1)	10 (+0)	16 (+3)

Skills Deception +6, Insight +2, Intimidation +6

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Sting Like a Bee. The perfectionist's unarmed strikes are magical, and it can add its Dexterity modifier to the attack's damage rolls (included in its actions).

Perfect Specimen (3/Day) The perfectionist grants itself advantage on one Strength, Dexterity or Constitution ability check or saving throw it makes.

Swerve Defense. While the perfectionist is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

ACTIONS

Multiattack. The perfectionist makes three attacks with its fists.

Unwarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 7) bludgeoning damage.

BONUS ACTIONS

Float Like a Butterfly. The perfectionist takes the Dash action.

REACTIONS

Counterpunch. When a creature makes a melee attack against the perfectionist, it can immediately make one fist attack against its attacker. If it hits, the triggering attack is made at disadvantage.

Player characters can be a Path of the Perfectionist Barbarian!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*



Illustration by Marco Hasmann

Uncanny individuals colloquially known as “powder hounds” are quite literally the children of ancient wars when magic and gunpowder were first harnessed together. Exactly how their powers first entered the bloodlines of these individuals is a story lost to annals of time. Powder hounds have the uncanny ability to sense gunpowder at a distance, a feature that has become the common namesake for their kind. Indeed, most of them are loathe to be separated from the substance, always keeping a quantity on their person, and can be seen inhaling small quantities of it when they think no one else is looking.

Powder hounds often take up mercenary work, bounty hunting, mining through the use of explosives, or other professions where their abilities are at a premium.

Player characters can be a Powder Hound Sorcerer!

See: *Old Gus’ Errata: Wanderers of the Infinite Skies*

POWDER HOUND

Medium Humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 38 (5d8 + 15)

Speed 30 ft.

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

Skills Arcana +4, Medicine +4

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Powder Sense. As an action, the powder hound can sense the location of any gunpowder within 200 feet of itself, including any loaded firearms in the area.

Sorcery Points. The powder hound has 5 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Heightened Spell: When it casts a spell that forces a creature to make a saving throw, the powder hound can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Two-Shot. When the powder hound uses its Multiattack, it can 1 sorcery point to make an additional attack with its pistol.

Spellcasting. The powder hound is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): blade ward, fire bolt, mending, poison spray

1st level (4 slots): false life, mage armor, shield

2nd level (3 slots): blink, levitate, scorching ray

3rd level (3 slots): fireball, slow, thunder step

4th level (1 slots): freedom of movement

ACTIONS

Multiattack. The powder hound makes two attacks with its pistols.

Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/100 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reaction Relocation. A thunderous ring emanates from a point within 60 feet the powder hound can see. Creatures within a 5-foot radius of the point must make a DC Constitution saving throw, taking 7 (2d6) thunder damage on a failure, or half as much on a success.



Illustration by Brad Boedecker

Some rogues, especially those descended from the larger, bulkier races favor a more direct approach than their lithe, graceful counterparts in the trade. Ruffians make a living as criminal enforcers, extorting the proprietors of their honest earnings in exchange for “protection”. If met with resistance, they usually begin by breaking a few objects, and failing that, breaking a few kneecaps - using the first available piece of merchandise at hand to do so.

Bullies at heart, ruffians often employ several other sycophantic thug enforcers.

RUFFIAN

Medium Humanoid (any race), any alignment

Armor Class 15 (studded leather armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Saving Throws Str +5, Dex +4

Skills Athletics +5, Deception +4, Intimidation +7

Senses passive Perception 10

Languages Thieves' Cant plus any two languages

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Crushing Blows. The ruffian deals double damage to objects.

Evasion. If the ruffian is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the ruffian instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/turn). The ruffian deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the ruffian that isn't incapacitated and the ruffian doesn't have disadvantage on the attack roll.

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 3) bludgeoning damage.

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

Revolver. *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 6 (1d10 + 3) piercing damage.

Player characters can be a Ruffian Rogue!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*



Illustration by Andrew Sonea

Ancestor worship is common across many peoples of the world, and some within these societies develop deep and lasting relationships with the collective souls of their ancestors, who visit these descendants in visions and dreams, guiding their tribe's future with the collected knowledge and ambition of generations. These individuals often have an ancestor who was a shaman, leader or hero themselves.

Shamen dedicate themselves to their tribe and homeland, serving any number of social functions. Some are spiritual leaders, heroic warriors, trusted healers and valued advisors to tribal leadership all at once. They are also often the keeper of tribal traditions that mark their people's way of life as distinct, although a sign from the ancestors might also them know that the time to abandon tradition and change has come, leading their people to new lands, new ways or both.

SHAMAN

Medium Humanoid (any race), any alignment

Armor Class 15 (hide armor)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	11 (+0)	18 (+4)	14 (+2)

Saving Throws Wis +6, Cha +4

Skills Medicine +2, Nature +2, Perception +6, Religion +6

Senses passive Perception 10

Languages any two languages

Challenge 4 (4,400 XP)

Proficiency Bonus +2

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

At will: speak with animals

1/day: commune with nature, locate animals or plants, spirit guardians

Spellcasting. The shaman is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): booming blade^{SCAG, TCE}, druidcraft, eldritch blast, shillelagh

1st-5th level (3 5th-level slots): bane, bestow curse, conjure animals, ceremony^{XGE}, control water, divination, dream, healing spirit^{XGE}, ray of enfeeblement, thunder step^{XGE}, warding bond

ACTIONS

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 1) bludgeoning damage.

Player characters can be warlock whose Patron is Ancestral Spirits or the World Tree!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*



Illustration by João Rui

Sheriffs are local lawmen, defending small towns or other localities from those who would do them harm. They typically concern themselves only with local matters, and whatever happens outside their jurisdiction they are bound to ignore, although they can be friendly and will often assist bounty hunters or other lawmen if it suits their town's needs. However, they can be equally unhelpful if they fear escalation or retaliation.

Like all who hold the reins of power, some sheriffs become corrupt, using their power and influence to enrich themselves and terrorizing their own populace using the law as a cudgel.

SHERIFF

Medium Humanoid (any race), any alignment

Armor Class 16 (studded leather armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +4

Skills Athletics +5, Deception +4, Intimidation +4

Senses passive Perception 12

Languages any two languages (usually Common)

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Deputize. At the start of each the sheriff's turns, it chooses up to three creatures it can see within 30 feet of it. Until the end of the sheriff's next turn, each target can add a d4 to its attack rolls and saving throws.

Spellcasting. The sheriff is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, compelled duel, thunderous smite*

2nd level (2 slots): *branding smite, calm emotions, find steed, zone of truth*

ACTIONS

Multiattack. The sheriff makes two attacks, choosing from its pistol or sabre.

Sabre. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Revolver. *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 6 (1d10 + 3) piercing damage.

Shotgun (Recharge 4–6). Creatures in a 15-foot cone must succeed a DC 15 Dexterity saving throw or take (10) 3d6 piercing damage.

REACTIONS

Duck and Cover. The sheriff adds 3 to its AC against one attack that would hit it. To do so, the sheriff must be able to see its attacker.

Player characters can be an Oath of the Idealistic Paladin!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*



Illustration by Nicole Cardiff

The name “tattoosionist” is initially misleading: it comes from their ability to create tattoos that shift and animate upon their skin, for example a snake slithering around an arm. But this is no illusion: there is a very real *snake* inside their arm, and it can do far more than slither around. Tattoosionists are psionic artificers that abandon their labors upon unliving items, instead using alchemical inks and their own body as their workshop, animating the images upon their skin and use them for anything they desire— as a third hand, moving heavy objects, pulling a wagon-cart, even self-defense.

Tattoosionists take pride in their artistry and individuality, and prefer clothing and armor that allows them to display portions of their labors, although you quite literally never know what they might have hidden up their sleeve.

Customizing a Tattoosionist NPC

Consider customizing your tattoosionist NPC with any creature of a challenge rating that matches the spell slots listed, or create even more powerful tattoosionists able to summon even more powerful creatures!

Player characters can be a Tattoosionist Artificer!

See: *Old Gus’ Errata: Wanderers of the Infinite Skies*

TATTOOSIONIST

Medium Humanoid (any race), any alignment

Armor Class 15 (studded leather armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	10 (+0)	16 (+3)	17 (+3)

Saving Throws Wis +6, Cha +6

Skills Arcana +3, Perception +6, Performance +6

Senses passive Perception 16

Languages any three languages

Challenge 7 (2,300 XP)

Proficiency Bonus +3

Tattoosion. The tattoosionist is a 7th-level spellcaster that uses Charisma as its spellcasting ability. As an action, the tattoosionist can expend a spell slot and animate a construct of creature from one of its tattoos to a space within 30 feet of it that it can see. The creature has all of its usual statistics, but has 35 hit points, its creature type is construct, it cannot speak, its Intelligence and Charisma scores are 1, and it can’t be charmed, exhausted, frightened, paralyzed, petrified, or poisoned. The constructs share their master’s initiative count, and obey their mental commands (no action required). The tattoosionist can sustain two such constructs at a time. A construct remains until the tattoosionist recalls it (no action required), the tattoosionist is incapacitated, or the construct dies. When the tattoosionist completes a long rest, their constructs regain any missing hit points, and they can prepare new tattoo constructs with their available slots.

The tattoosionist has the following tattoos prepared:

1st level (4 slots, CR 1/4): constrictor snake (2), flying sword, winged kobold

2nd level (3 slots, CR 1/2): orc (2), worg

3rd level (3 slots, CR 1): brass dragon wyrmling, hippogriff, lion

4th level (1 slot, CR 2): peryton

ACTIONS

Multiaction. The tattoosionist makes two attacks with its psionic knuckles or one with its psionic needles.

Psionic Knuckles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 3) bludgeoning damage plus 6 (1d10) force damage.

Psionic Needles. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one target. *Hit:* 8 (3d10) piercing damage.

REACTIONS

Psionic Boost. When the tattoosionist causes a construct under its control to deal an additional 5 (1d8) force damage.



Illustration by Tess Eisinger

The Way of the Rolling stone teaches its students to wander their entire lives until there is somewhere worth staying; it might be a noble cause or a safe place to spend a harsh season. Eventually when the bad weather (or trouble) clears, the way of the rolling stone is to continue their journey.

They can be stoic, stubborn, or patient to the point of indolence, but when the time for action arises, they become an avalanche of fury, and an immovable object if they have decided to stand their ground.

Player characters can be a Way of the Rolling Stone Monk!

See: *Old Gus' Errata: Wanderers of the Infinite Skies*

WAY OF THE ROLLING STONE MONK

Medium Humanoid (any race), any alignment

Armor Class 15

Hit Points 53 (7d8 + 21)

Speed 40 ft.

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

Skills Athletics +6, Insight +5, Nature +3, Perception +5

Senses tremorsense 10 ft., passive Perception 15

Languages any two languages

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Magic Fists. The monk's unarmed strikes are magical.

Spellcasting. The monk is a 5th-level spellcaster that uses Wisdom as its spellcasting ability (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): mold earth^{XGE}

1st level (4 slots): catapult^{XGE}, earth tremor^{XGE}

2nd level (2 slots): earthbind, Maximilian's earthen grasp^{XGE}

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier feet (included in its AC).

Unarmored Movement. While the monk is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

ACTIONS

Multiattack. The monk makes two attacks with its unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 20/60., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage.

Stone Punch (Recharge 5–6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 28 (8d6) bludgeoning damage. The targets must succeed a DC 13 Strength saving throw or be pushed up to 30 feet away from the monk.

BONUS ACTIONS

Monk Training. The monk takes the Dash or Disengage action. If the monk uses its Multiattack option, it can use its bonus action to make one additional unarmed strike.

REACTIONS

Deflect Missiles. The monk deflects or catch the missile when hit by a ranged weapon attack, reducing the damage by 1d10 + 8. If the damage is reduced to 0, it can immediately make one rock attack.



Illustration by Brandon McCamey

CHAPTER 5: TREASURE

UNIQUE FIREARMS

In addition to standard arms, artificers, scientists, and researchers are constantly experimenting with new ideas in firearms manufacture. These unique firearms are not magical weapons.

Firearm Properties

Firearm properties like *kick*, *burst*, *reload*, and *spread* are detailed in Chapter 5 of *Old Gus' Errata: Wanders of the Infinite Skies*. Be sure to review a firearm's properties carefully before using it in the game!

Artificers and Infusions

A DM can consider making any number of firearms in this section available as infusions for an artificer player character, either as a crafted item or as a modification to an existing firearm. When infused, even a unique firearm should be treated as a magical weapon.



Illustration by Pavel Proskurin

E.M. LEADPUSHER PISTOL

Weapon (martial firearm)

A refurbished relic of the second great war, this unique firearm requires no gunpowder in the ammunition fired from it, which are instead propelled by an artificed magnetic piston. The lack of a gunpowder component to use this firearm has the practical upshot of rendering its user invisible to a powder hound's senses.

Revolver Chamber. 1d10 piercing, range (40/80), ammunition (revolver), kick (11), reload (4)



Illustration by Anton Kaydalov

E.M. LEADPUSHER RIFLE

Weapon (simple firearm)

A refurbished relic of the second great war, this unique firearm requires no gunpowder in the ammunition fired from it, which are instead propelled by an artificed magnetic piston. The lack of a gunpowder component to use this firearm has the practical upshot of rendering its user invisible to a powder hound's senses.

Rifle Chamber. 1d12 piercing, range (80/240), ammunition (rifle), kick (9), reload (4), two-handed



Illustration by Lucas H.C.

SMITH & TINKER "SILVER SEPTON" REVOLVER

Weapon (martial firearm)

This exceptionally well-made firearm has a seven-chamber cylinder and a long mithril barrel with a burnished nickel fish. The handle is a polished black cherry wood. Close inspection of the hammer reveals an artificed rune which amplifies the powder charge of an expended piece of ammunition, increasing the power and range of the shot. Ammunition fired from this firearm has a non-magical +2 bonus to its damage roll.

Revolver Chamber. 1d10 piercing, range (50/100), ammunition (revolver), kick (14), reload (7)



Illustration by Krzysztof Knefel

MACHINE PISTOL

Weapon (martial firearm)

This unique firearm has a large magazine and exceptional recoil, making it incredibly easy to handle. When you take the Attack action on your turn, you can use a bonus action to make an additional attack with this weapon.

Pistol Chamber. 1d8 piercing, range (40/80), ammunition (revolver), kick (8), reload (10)



Illustration by Bethesda Softworks

SYRINGE RIFLE

Weapon (simple firearm)

This rifle's magazine can accommodate 10 syringe vials that can be used as ammunition. When the needle senses contact, the plunger is pressed, injecting (or spraying) the contents of the vial into or onto the target. The size, weight and complexity of the ammunition give it a lower range than most rifles. Due to the fragility and difficulty in crafting the ammunition (which require 1 hour, 50 gp of materials and a successful DC 14 check with glassblower's tools to produce 2d6 syringes), the rifle is ill-suited to gunpowder. Instead, the rifle propels the syringes through an ingenious system of compressed air from a canister that is filled by using an action on your turn to operate the hand-pump. The rifle can be fired three times before it must be pumped before resuming firing.

Syringe Chamber. 1d4 piercing damage + the syringe's contents' damage or effects, range (40/80), ammunition (special), kick (8), reload (6)

MAGIC FIREARMS

Magic firearms vary greatly. Some are perfectly practical, but expensive and time-consuming to produce. Others are unstable, wild experiments. Others still were created by cultures lost to time. These weapons are prized possessions, and many end up in the hands of private collectors or in a pattern room operated by the rich and powerful. Some require ammunition, and a few produce their own when fired.



Illustration by Richie Mason

FIREARM, +1, +2, OR +3

Weapon (any firearm), uncommon (+1), rare (+2), or very rare (+3)

You have a bonus to attack and damage rolls with this magic firearm determined by its rarity.

Additionally, if the firearm has the *burst* or *spread* properties, that rating is increased by 1, and its kick rating is reduced by the same amount.



Illustration by Mykhailo Moskal

ASSASSIN'S DELIGHT

Weapon (simple firearm), rare

You have a +1 bonus to attack and damage rolls with this magic pistol. This pistol has been designed to fire at long ranges and as close to silently as possible with modern engineering. A creature whose passive Perception score is less than 15 cannot hear the firearm's discharge unless are within 30 feet it when it is fires. If a creature has the *keen hearing* trait, it can hear the sound from up to 60 feet away.

Revolver Chamber. 1d10 piercing, range (60/120), ammunition (revolver), kick (10), reload (6)



Illustration by Adam Wesierski

DAMAGED PLASMA ACCELERATOR

Weapon (martial firearm), very rare

This magic battle rifle fires a burst of small, purple energy projectiles that resemble magic missiles. The weapon is damaged, but functional. It has 3 charges and regains 1d2+1 charges daily at dawn. Firing the weapon consumes 1 charge.

Plasma Barrage. 2d10 force (or half on a successful saving throw), range 60/120, burst (15), kick (12), heavy, two-handed



Illustration by Sarah Ford

DRAGON-BREATH HAND-CANNON

Weapon (simple firearm), rare

The chamber of this magic pistol enhances conventional ammunition fired from its barrels, coating it in magical flame. The additional apparatus comes at a cost of chamber size: the firearm can only be fired twice before it must be reloaded. However, the recoil on the gun is very low, making it easy for a strong child to handle.

Pistol Chamber. 1d6 piercing + 1d6 fire, range (30/60), ammunition (revolver), kick (8), reload (2)



Illustration by Niels Vernon

HALLOWED CONFLAGRATION

martial firearm, two-handed, heavy), legendary (requires attunement)

This magical revolver fires superheated explosives. It is damaged, but functional. It has 6 charges and regains 1d6 charges daily at dawn. Firing the weapon consumes 1 charge.

Revolver Chamber. 1d10 piercing + 2d6 fire, range 60/120, burst (15), kick (14), heavy, two-handed

Heart of Fire. When the fire damage dice result in a 6, roll another d6 and add it to the total.

Unstable Core. If the firearm's attack roll results in a 1, roll a 1d20. On a 1, the pistol explodes. Each creature within 10 feet of it must make a DC 15 Dexterity saving throw. A target takes 3d10 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners and ignites flammable objects in the area that aren't being worn or carried.



Illustration by Lucas H.C.

HOMESTEADER'S HATCHET

Weapon (handaxe, simple firearm), uncommon

You have a +1 bonus to attack and damage rolls made with the axe-head bayonet welded to this magic shotgun, and its lightweight construction allows it to be used as a melee weapon or a firearm with only one hand. When you hit a creature with the axe-head, the creature is cursed until the end of your next turn. A cursed creature has a penalty to Dexterity saving throws it makes against firearms with the *burst* or *spread* property equal to your Strength modifier (minimum of 1).

Shotgun. 1d10 piercing, range 30/60, ammunition (shotgun), burst (13), kick (12), reload (1), bayonet (1d6 slashing)



Illustration by Colin Ashcroft

JAKOB'S EAGLE SIGHT

Weapon (martial firearm), uncommon

You have a +1 to attack and damage rolls made with this magic pistol. A custom-molded steel assembly depicts the head of an eagle, with the barrel extending from the mouth. The firearm features a double-trigger mechanism and two chambers: a revolving 7-chamber that accepts pistol ammunition, and single chamber for rifle ammunition. This pistol was likely used for hunting large or dangerous game or firing from horseback against a distant target, quickly closing the distance and switching to firing from the pistol chamber. There is a brass-plated scope atop the weapon. Objects viewed through the scope are magnified to twice their size.

Pistol Chamber. 1d10 piercing, range 60/120, ammunition (revolver), kick (12), reload (7)

Rifle Chamber. 2d6 piercing, range 80/240, ammunition (rifle), kick (13), reload (1)

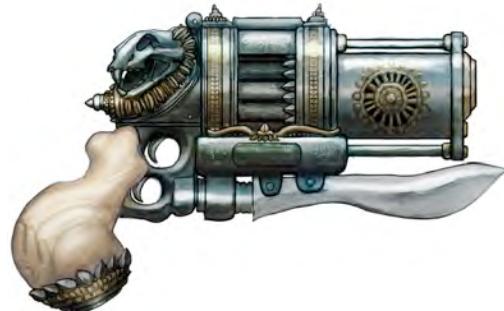


Illustration by Chenthooran Nambiarooran

THE LION'S BLAZE

Weapon (simple firearm), rare

You have a +1 bonus to attack and damage rolls made with the bayonet welded to this magic firearm. The handheld mortar launches fiery spheres, which ignite upon impact. It has 4 charges and regains 1d2 charges daily at dawn. Firing the mortar expends 1 charge.

Pistol Chamber. 2d6 fire, range 20/40, burst (14), kick (14), reload (1), bayonet (1d4 slashing, finesse)



Illustration by Lucas H.C.

LOTUS OF MALIWAN

Weapon (simple firearm), very rare (requires attunement)

This ornately engraved shotgun is lightweight and easy to manage. It can be used by a monk as a monk weapon, and it grants a +2 bonus to attack and damage rolls you make with it when you do.

As a bonus action, you can spend 1 ki point to change the type of damage the shotgun deals, choosing from piercing, acid, cold, fire, and lightning. You can use your ki save DC instead of the weapon's spread rating if it is higher.

Shotgun Chamber. 1d12 piercing, ammunition (shotgun), kick (9), reload (5), spread (13)

Magic Firearms, Ammunition and Charges

If a firearm that creates its own ammunition requires attunement, only its attuned owner can fire it!



Illustration by Will JinHo Bik

PIQUANT PISTOL

Weapon (simple firearm), very rare (requires attunement)

You have a +1 to attack and damage rolls made with this magical pistol. When the ammunition strikes the target, it explodes into a shower of acid. The pistol has 8 charges and regains 1d8 charges daily. Firing the gun expends 1 charge.

Pistol Chamber. 1d8 piercing + 1d6 acid, range 50/100, kick (12), reload (8), two-handed

Corrosive Shower. If you hit a target made of non-magical metal, wearing nonmagical metal armor, or wielding a nonmagical metal shield, it takes a permanent and cumulative -1 penalty to its AC, or the AC its armor or shield offers. Nonmagical metal armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. Mithril and adamantine armor and objects cannot be corroded in this manner.



Illustration by Victor Prattley

RIPLEY'S HOT BITCH

Weapon (martial firearm), rare (requires attunement)

This magic flamethrower has 3 charges and regains 1d2+1 charges daily at dawn. Firing the weapon expends 1 charge. A lengthy recharge cycle prevents the weapon from being fired more than once on a turn, regardless of the number of attacks you can normally make.

Flamethrower. 3d6 fire (or half on a successful saving throw), range 20, kick (13), spread (14), two-handed, heavy



Illustration by Weston Boege



Illustration by Victor Prattley

WYNONA

Weapon (simple firearm), legendary (requires attunement)

You have a +3 bonus to attack and damage rolls made with this magic firearm, which fires yellow bolts of light. The ancient service pistol has 12 charges and regains 3d4 charges daily at dawn. Firing the gun expends one charge.

Implosion Pellet. 3d4 force, range 80/240, kick (9)

Prone to Jam. If you roll a 1 on an attack roll with this unreliable firearm, it jams, and becomes unusable. On your turn, you can use an action, bonus action or one attack (if you have the *Extra Attack* feature). When you do, make a DC 10 Charisma (Persuasion) check. On a success, the gun un-jams.

Recursive Implosion Field. Whenever the weapon's damage dice result in a 4, roll another d4 and add it to the total.



Illustration by Ivan Rastrigin

THE ZAPPER

Weapon (simple firearm), legendary (requires attunement)

This magical firearm fires long streams of electrical energy. The weapon is damaged, but functional. It can retain 6 charges and regains 1d6 charges daily at dawn. Firing the weapon consumes 1 charge.

Ball Lightning. 2d6 lightning, range 50/100, kick (10) – If the target is wearing armor made of metal, you have advantage on the attack roll, and if it hits such a target, they can't take reactions until the start of their next turn.

Lightning Discharge (3 charges). A line of lightning 50 feet long and 5 feet wide blasts out from the firearm in a direction you choose. Each creature in the line must make a DC 16 Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half as much damage on a success. The lightning ignites flammable objects in the area that aren't being worn or carried.

ZAPRUDER Z.P.E. MK3

Weapon (simple firearm), legendary (requires attunement)

This experimental prototype weapon disables a target by removing its ability to move, and causing it to hover.

Firing the gun at yourself causes the gun to explode, causing you and any other creature within 5 feet of you to make a DC 15 Constitution saving throw or take 4d10 force damage.

Zero Point Beam. 1d10 force, range 60, kick (1) –

When you hit a creature or loose object, the target rises vertically, up to 20 feet, and remains suspended there for 1 minute. The beam can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a DC 16 Constitution saving throw is unaffected.

Once airborne, an affected target is wreathed in a pale blue light, shedding bright light in a 5-foot radius and dim light for an additional 5 feet. The target has disadvantage on attack rolls, it can't engage in teleportation or other extradimensional travel, nor can it benefit from being invisible. It can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. If you fire the gun at an affected target again, you can move the target's up to 20 feet in any direction within the weapon's range.

An affected target can repeat its saving throw at the end of each of its turns, ending the effect and falling any distance it was raised, unless it has a flying speed or the ability to hover.