



# FOES & MALEFACTORS

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*A collection of nemeses to be found in "GLIMMER'S RIM".*

# NUMBERS?! THERE WEREN'T SUPPOSED TO BE NUMBERS!

This document is designed to comply with the rules & systems of 5E.

Most of Glimmer's Rim was built with no assumptions about the game you'd run it in, but combat is a central pillar of many RPGs, and leaving you to build stats from nothing seemed insufficient. My solution is this: I've built stat-blocks for these monsters in two systems my Kickstarter backers wanted: DCC and 5E. If you don't use either game, I hope they can at least be a springboard to make your conversion easier.

All text in this folio is free to pillage, plunder, convert or cannibalize for parts. If one of these monsters is right for a book you're working on, put it in there and sell that shit. I only ask for credit. In return, if any of you have the patience and fortitude to convert these stats to your native system, I hope you'll let me host it on the [GLASS//CUTTER] website alongside all the other versions we wind up making as a community.

Alright? Alright.

## USING MY STAT-BLOCKS

Tightened for use on the F&M cards. All the 'fluff' is front-loaded into the first text block, covering an overview of the creature, its **Wants**, and anything special it might have in its **Hoard** for later looting.

Then HP, AC & Speed. Pretty self-explanatory.

Next come bonuses for each of their Abilities. Use these for Skill Checks, Saves and anything else that might need an ability score.

Special traits sit under the ability block, just like in a standard 5E stat-block.

Actions and Tactics opens with a quick description of how the monster considers, reacts or otherwise treats combat differently than an average enemy. As a baseline, most unfriendly creatures are self-interested, wary and lack at least one basic need (food, water, shelter, etc.) If the creature is likely to be found in a specific place, I describe its **Den**.

Last comes combat actions, ordered thus:

1. Melee or Ranged Attack (Or other action).
2. Bonus to Attack (or other prerequisite to hit)
3. Reach/Range
4. Number/type of targets
5. Further description of attack (if any)
6. Effects of successful hit.

Some foes have special reactions that they take on player's turns. They're unique, but everything you need to know is right there under the entry: When they use it, what it does, how it works.

As for XP, do what feels right. Players of all different levels may find their way to The Rim and agonizing over the exact perfect 'universal' XP felt Sisyphean to me. Was the fight hard? Give them a lot. Was it easy? Give them a little.

## WHAT'S MISSING?

You'll notice that not every single living thing on Glimmer's Rim made it into this document. There are couple different potential reasons for this:

1. They were too powerful to even worry about. If the party tries to kill The Dame, or (god help them) the Salt Mother without doing anything to weaken them beforehand, they'll die certain and unpleasant deaths. No need for stats.
2. A 'real' fight seemed Boring/Unnecessary/Unlikely. I wound up with way too many enemies for an adventure of this size, and I had to cut something somewhere. If your party wants to kill Jeacquese or the Warden or swat down the dragonflies, fine! Let them. They just do it. If you really want stats, I'm sure you can gin something up from the MM. Elenet is the most glaring omission here, but again—she seems an unlikely foe, and if I'm wrong, then there's giants in the MM already.

## ENCOUNTER SIZES

Each foe falls into one of the following categories:

**UNIQUE:** You will see only one of these creatures in this life. When it's gone, it's gone.

**SOLO:** Only one encountered at a time. Solitary creatures. Lone wolves.

**PACK:** Roam in numbers. Roll a d6. On a 1-2, they number one less than the Saltborn's party. On a 3-4 it's even numbers. 5-6 and the PCs are outnumbered by one.

**HORDE:** Twice the size of the Saltborn's party.

**SWARM:** Many treated as one. They conform to normal rules for swarms.

# WANDERING MONSTER TABLES

For variety, or just because your players killed everything else, already. Rude.

## WANDERING MONSTERS; DUNES

1. A swarm of **Scuttling Gemcrabs** scouring the beach for fresh decorations to shimmer their shells.
2. **The Maxolotl** splashes happily in its tide pool—directly in the way of the Saltborn's progress.
3. **A Faceless Mammoth** roots at the treeline for deeply-buried limbs with fresh leaves to eat.
4. **Pact Cultists** dig for mollusks & harvest the flesh. Thrilled to have a better harvest stumble up.
5. **Chosen Ones**, plotting a raid on **The Rookery (D2)**. Engrossed in their plans. A further 1-in-6 chance they are led by Dee, if she yet lives.
6. Pick an unrolled result from the Tangle/Bayou table. Basking in the open air.

## WANDERING MONSTERS; BAYOU

1. **A Grandmother Boa** hangs hidden like a sturdy vine. Squeezes prey into jelly and drinks her food.
2. **The Dire Catfish**, sifting at the swamp bottom for baubles. Spots you before you spot him.
3. **Musqueorda**, bellies empty and egg sacs full.
4. **The Bog Creep** crawls from the mire, arms held wide and looking for company.
5. **Pact Cultists** bear rejected Godflesh on a skiff they pole northward—an offering to the Dame.
6. Pick an unrolled result from the Tangle/Dunes table. Disoriented, high and barking unfamiliar words from awkward mouths.

## WANDERING MONSTERS; TANGLE

1. **Stone Boar** working at a fresh dig—graphite, limestone, bismuth and quartz.
2. A mongoose and cobra, locked in fierce combat. Politely refuse assistance on either side. They are long term sparring partners.
3. **A Moss Sloth**, hibernating in stony boughs, a **green-gold carcanet (RA)** matted in damp fur. If woke, fury. Scoops out eyes with knife-long toes.
4. **Pact Cultists**, sprouting mushrooms from their ears, noses, eyes. In the thrall of the **Charm Tree (T4)** & smuggling covert supply runs of harvested bones from the Embrace to their new master.
5. Roll a D3 on the Embrace table. Escapee from the Salt Mother's corpse.
6. Pick an unrolled result from the Bayou/Dunes table. Lost and getting more so.

## WANDERING MONSTERS; EMBRACE

1. **Forsaken Flesh** drops from the ceiling, sloughs from the walls, seeps from the floor. Unworthy of its place in such a holy corpus.
2. **A Column Of Eyes** on patrol.
3. **Leaking Dreams** slipped from a crack in the Saltmother's skull.
4. Pick an unrolled result from the Bayou/Tangle table. Terrified and skittish.



## AGNES SCRATCH, SALT PROPHET

*Medium Humanoid, Chaotic Evil, Unique*

Half-burnt, robed in a leper's tatter and old as a miser's boot. Yet she is a force to be reckoned with. **Wants:** to bind the Salt Mother back into Her bones. To see Her tear the world apart in Her rage. **Hoard:** Agnes' Raiment, the Pelagic Stave, the Ripple Athame and the Ring of the Wine-Dark Eye (all RA).

**AC:** 13                      **HP:** 140                      **SPEED:** 30

**STR:** +0                      **DEX:** +1                      **CON:** +4  
**INT:** +3                      **WIS:** +8                      **CHA:** +4

**Seawise:** Cannot Drown. Water refuses to harm her.

### ACTIONS & TACTICS

She fights only at direst need—otherwise leaving it to her lackeys. She would die rather than lose the Embrace. On her turn she can make two Tempest Orb attacks, and one Derelict Grip.

**Den:** If confronted in the Embrace, she flees to her chambers, coaxing the Saltborn to follow. Within, she uses her Saltstep to blip from pocket to pocket of space, lobbing Tempest Orbs at the Saltborn as they navigate her bone web.

**TEMPEST ORB:** *Ranged:* +6, 90 ft, 1 creature.

*Hit:* 2d4+4 thunder damage and target must make a DC 12 CON save or be deafened.

**DERELICT GRIP (RECHARGE 5-6):** Agnes saps water from the ground in a 30 ft. square. Any creatures in the square must make a DC 13 DEX save or take 3d6 slashing damage as they are lashed by whips of sea-spray. Half damage on save. Any who enter this area must make the same save, and it counts as difficult terrain. The square disappears on Agnes' next turn.

**SALTSTEP:** As a bonus action, Agnes can fall into water and reappear in any unoccupied square within 60 ft.

### REACTIONS

#### ATOMIZE

*Trigger:* First hit with an attack by a non-magical weapon. Before the damage is dealt, Agnes catches the attack with her palm and the weapon turns to salt.

#### HEAVY LUNGS

*Trigger:* At Half-HP.

Agnes points at the lowest HP Saltborn. They make a DC 16 CON save. On fail, they fall unconscious as their lungs fill with seawater. They make their death saves at disadvantage until stabilized. On save, they take 4d6+5 damage and cough up briny sputum.

## BOG CREEP

*Medium Undead, Neutral Evil, Unique*

Verdigris wet flesh oozes and drips from an emaciated frame. Abattoir reek seeps from a slack, broken jaw. It stumbles forward, mewling pathetically. **Wants:** No one knows. **Hoard:** A bellmetal funeral barge, sunk & hid away inside a waterlogged lair.

**AC:** 0                      **HP:** 100                      **SPEED:** 25

**STR:** +4                      **DEX:** -1                      **CON:** +5  
**INT:** -5                      **WIS:** -2                      **CHA:** -4

**Damage Immunity:** Acid, Slashing, Piercing, Bludgeoning, Poison, Necrotic.

**Damage Vulnerability:** Fire.

**Morass:** Weapons get caught in the Bog Creep's quagmire flesh. The more you try to free them, the more likely you are to get stuck yourself. The Creep only comes unglued when it dies & melts away.

### ACTIONS & TACTICS

It clings to a Saltborn and drags them to its lair.

**DISCHARGE:** *Ranged:* +5, 50 ft, 1 creature.

The Creep coughs out a wad of thick bog-peat.  
*Hit:* 1d8 acid damage.

**BURST:** When reduced to half-HP the Creep uses its next action to detonate its sludge across a 30 ft. cube. Each creature in range must make a DC 15 DEX save or take 6d6 acid damage and become fixed in place as the spell Entangle. Half damage and no grapple on save.



# BONE CHIMAERA

*Large Undead, Lawful Evil, Solo*

An awful flux of skeletal patchwork, nothing where it ought to be. Fingers in the role of teeth, slithering spinal wrists splay out into rib-bone claws. Death need not be ugly, but this does. **Wants:** To take more bones and grow, then return to its master the **Charm Tree (T4)** for dissolution. **Hoard:** It, in itself, is a prize and a curiosity if you can put it back the way it was.

**AC:** 14                    **HP:** 110                    **SPEED:** 30  
**STR:** +4                    **DEX:** +1                    **CON:** +3  
**INT:** -3                    **WIS:** +2                    **CHA:** -1

**Resistances:** slashing damage  
**Immunities:** poison, charm, stun, exhaustion, fright, paralysis

## ACTIONS & TACTICS

It is a mindless servant of the Tree. It is a machine that harvests bones. It has no instinct to preserve the bones that it has already collected—that's just not in its programming. In Combat, the Chimera makes a multi-attack with its Bite, Swipe & Chest Gape (if possible).

**BITE:** *Melee:* +7, 5 ft. one creature.  
*Hit:* 2d6+4 piercing damage.

**SWIPE:** *Melee:* +7, 5 ft. up to two adjacent creatures.  
*Hit:* 2d6+4 slashing damage.

## CHEST GAPE (recharge 3-6):

*Ranged:* +7, 120 ft. one creature.  
*Hit:* The Chimera fires a wad of compact bone from its open chest. Target takes 2d6+2 bludgeoning damage and the cannonade unfolds into one of the Ossuary's skeletal beasts. If target is brought to zero HP by this attack, it is turned into a Bone Chimera with ½ HP.

## REACTIONS

### VENGENT BURST

*Trigger:* When brought to zero HP.  
The Chimera detonates, and every creature within a 40 ft. cube must make a DC 15 DEX save. *Hit:* 4d6 piercing damage, half on save.

# CAPT. H. CRUIKSHANK

*Medium Undead, Neutral, Unique*

The undying shade of Jeacquese's piratical partner. Clung to this false life out of pure vindictive wrath against whoever is to blame for his death, but too narcissistic to realize it was pretty much all on him. For lack of a better idea, he mostly just hangs around the wreck of his ship, fucking up anyone who comes too close. **Wants:** VENGEANCE! Against...hem. Uh.

**Hoard:** There's the **Black Iron Strongbox (RA)** on his ship, otherwise just...ghost juice?

**AC:** 13                    **HP:** 124                    **SPEED:** 30  
**STR:** -2                    **DEX:** +3                    **CON:** +3  
**INT:** +1                    **WIS:** +2                    **CHA:** +2

**Darkvision** 120 ft.

**Resistances:** acid, cold, fire, lightning, thunder, all weapon damage from non-magic unsilvered weapons

**Immunities:** necrotic, poison, charm, stun, exhaustion, fright, paralysis

**Mistwalk:** Cruikshank can move through occupied space as though it were rough terrain.

## ACTIONS & TACTICS

**Den:** Cruikshank treats his ship like a haunted house, disappearing through walls and using his Geist Tricks to mess with intruders. When spotted & engaged, he'll multi-attack a Spectral Sabre and a Nihil Orb attack.

**SPECTRAL SABRE:** *Melee:* +6, 5 ft. one creature.  
*Hit:* 2d6+3 necrotic damage, and target must make DC 14 CON save or lose a stacking 5 ft. of movement as infantile spectral hands emerge from the shipwood to grab at their clothes. Any one whose speed is brought to 0 by this effect is dragged prone by the grasping hands and is restrained until they make the check, The Captain is destroyed, or he chooses to end the effect.

**NIHIL ORB:** Cruikshank manifests a swirling globe of darkness in his misty claw. Everyone in eyesight must make a DC 13 WIS save, avert their eyes, or see within the swirling darkness the confirmation of one horrible suspicion they have long held. Oh, and they take 1d12+4 psychic damage. Anyone who looks twice in a single encounter is paralyzed until they take damage.

**GEIST TRICKS (recharge: 5-6):** If Cruikshank has any movement left at the end of his turn he will slip through the nearest floor, wall or ceiling. On his next turn he causes some novel effect using the room most of the Saltborn currently occupy:

Captain's Cabin—The bedding comes to life and try to smother the Saltborn.

Hold—Rotting crates turn into hungry Mimics. Rusted cannon try to ram easy targets.

Deck—The stays and sheets descend to try and grapple one of the Saltborn. Then they start to choke.

After the Saltborn defeat his spooky trick, he'll show back up to swing his sword at them some more.

## CHOSEN OF THE PACT

*Medium Humanoid, Lawful Any, Pack*

True believers, each and all. They are the blessed few that Agnes Scratch selects for the honor of ritual evisceration, living short lives of devout service til their number comes up. They protect Agnes and the Embrace and they ensure the able, steady function of the harvesting operation. In return, they are granted a certain elevation above their unburdened brethren. A cultist whose heart is promised to the Salt Mother is honored and inducted into a tight-knit band of brothers who also count the few days down to their own deaths. Once a week, a Chosen cultist is sacrificed by Agnes in the Sanctum and their freshly-stilled cardiac muscles are slathered onto the massive, pounding heart of stone secreted beneath the Altar of the Deep. **Wants:** to be made one with their god. **Hoard:** A ring with a hidden, retractable iron spike.

**AC:** 12                      **HP:** 35                      **SPEED:** 30

**STR:** +2                      **DEX:** +2                      **CON:** +1  
**INT:** +0                      **WIS:** +2                      **CHA:** +0

**Zeal:** No Chosen can be convinced to betray the Salt-Pact by logic, guile or glamour.

### ACTIONS & TACTICS

They form with blades up front & an arbalest or two in the back. They only retreat to raise alarm. They are not afraid to die.

**TWIN KRIS:** *Melee x2:* +4, 5 ft, one creature.  
*Hit:* 1d6+2 slashing damage each.

**ARBALEST:** *Ranged:* +4, one creature. Reload.  
*Hit:* 2d6+6 piercing damage and target makes a DC 12 CON save or is knocked prone.

**BLOODLET:** *Special, One Use, at <10 HP.*  
The Chosen uses their ring cuts a deep gouge in their own hand, and flings it in a 15 foot cone. All in range must make DC 15 WIS save or take 3d6 acid damage as they are burned by unholy sacrament.

## CHAMELEON EELS

*Gargantuan Swarm of Large Beasts, Evil*

A deep, clear tidal pool brimmed with writhing eels. Their skin cells bend light, and they appear from the surface to merely be a strange refraction of the water. **Wants:** to eat the thieves that try to steal their treasure. **Hoard:** **The Grail of Absalom (RA).** At the bottom of the tide pool.

**AC:** 13                      **HP:** 150                      **SPEED:** N/A

**STR:** +1                      **DEX:** +5                      **CON:** +0  
**INT:** +1                      **WIS:** +0                      **CHA:** +0

**Refractory Sheath:** Cannot be seen by creatures outside of their pool. Creatures in the water must make a DC 17 Perception Check to spot them (DC 13 once they've been attacked by the eels).

**Writhing Net:** They make a nearly impassable barrier above their prey, DC 17 Acrobatics Check to slip through. This ability is disabled after swarm is reduced to half-HP.

### ACTIONS & TACTICS

**Den:** A 50 foot column of crystal water with a shining cup of gold at the very bottom.

The eels let their prey descend to the bottom of the pool and retrieve the grail. Then they toy with them on their way to the surface. Saltborn begin to drown after 2 x CON mod rounds in the pool (Minimum 2).

**NIBBLE:** *Melee:* +8, one creature in swarm's space.  
*Hit:* 1d10 piercing damage, Automatically hits if target cannot see them.

## COLUMN OF EYES

*Large Monstrosity, Lawful Neutral, Solo*

A five foot glass jar of eyes. Blue, green, grey, red, crystalline, eightfold, windowed. All harvested. It floats around on an anti-gravity plinth. The perfect watchdog. **Wants:** to seek interlopers and tell its masters. **Hoard:** Eyes, if you're into that, and the floating plinth if you aren't.

**AC:** 10                      **HP:** 45                      **SPEED:** 20

**STR:** -2                      **DEX:** -1                      **CON:** +3  
**INT:** +1                      **WIS:** +0                      **CHA:** -2

### ACTIONS & TACTICS

It is single-minded in the execution of its duty, finding intruders, setting off an alarum and gripping them in a Baleful Eye until backup arrives.

**ALARUM:** Every creature within 15 feet of the Column of Eyes must make a DC 13 INT save or take 2d4 psychic damage as a pulse of psychic energy explodes outward, seeking the nearest of the Pact's leaders and alerting them of the Saltborn's presence.

**BALEFUL EYE:** *Ranged:* +5, 60 ft, 1 creature.  
*Hit:* 1d4 psychic damage and target must make a DC 13 INT save or be gripped by the Column's stare, unable to move. The Column can maintain this effect on up to four creatures at once.

## CRYPT STALKERS

*Medium Fey, Chaotic Neutral, Horde*

A vacant strigine face, the body of a starving dog. Sharp ears dwindle to trailing silk wisps. They usually eat ghosts, but have long since emptied the cemetery. Now they deign to eat flesh, *then* the ghost of what they just ate.

**Wants:** To get at the trapped Mist-Wraith. He looks so tasty. **Hoard: Treasure (RA)**, long used as a chew toy.

**AC:** 15      **HP:** 34      **SPEED:** 45

**STR:** +3      **DEX:** +2      **CON:** +1  
**INT:** +0      **WIS:** +2      **CHA:** -3

**Starveling Gnaw:** When a Stalker reduces a creature to 0 HP, it forces an immediate death save failure & heals itself using one of the downed creature's hit dice.

**Geistesser:** When a Saltborn dies within 10 ft. of a Crypt Stalker, it heals itself using all the hit dice the dead PC. Its next attack is a crit-hit on a natural 15+.

**Spry:** Stalkers can climb and dismount the stones of the cemetery as a free action and considers no solid ground to be rough terrain. They can Disengage as a bonus action.

### ACTIONS & TACTICS

**Den:** They hop across headstones like mountain goats, stalking prey, using tombs for cover, and picking a weak target to surround and strike.

**SNAP:** *Melee:* +5, 5 ft, one creature.  
*Hit:* 1d8+4 slashing damage each.

## DEE, PRIME CHOSEN

*Medium Humanoid, Lawful Evil, Unique*

Play-caller for all the Pact's kidnappings, thievery, and assorted meat crimes. **Wants:** her heart to be the one that revives the Saltmother. **Hoard:** The **Blink Dagger (RA)**; a coin-purse full of dried pomegranate seeds.

**AC:** 13      **HP:** 70      **SPEED:** 30

**STR:** +2      **DEX:** +4      **CON:** +1  
**INT:** -2      **WIS:** +1      **CHA:** +2

**Zeal:** No Chosen can be convinced to betray the Salt-Pact by logic, guile or glamour.

### ACTIONS & TACTICS

Always heads for the fray.

**TWIN KRIS:** *Melee x2:* +4, 5 ft, one creature.  
*Hit:* 1d6+2 slashing damage each.

## REACTIONS

### SHATTER FEINT

*Trigger:* A Chosen dies.

Dee blips away, appears next to the most vulnerable member of the Saltborn, and makes a free Twin Kris attack.

### SHUFFLE STACK

*Trigger:* At Half-HP. Dee expends a charge from her dagger. Everyone flickers to random locations on the battlefield and she poises herself to escape and warn Agnes Scratch that the battle has turned.

## DEFILED FIRE ANTS

*Medium Swarm of Tiny Beasts, Lawful Evil*

Red as a broken thumb and coated in widow's hair wisps of The Charm Tree's dominating spore weft.

**Wants:** to bring new servants to Mother Tree.

**Hoard:** The fungal spores, if scraped carefully and distilled, could make a potion of domination.

**AC:** 10      **HP:** 22      **SPEED:** 40

**STR:** -4      **DEX:** +1      **CON:** +0  
**INT:** -5      **WIS:** -1      **CHA:** +0

**Swarm:** Can occupy another creature's space & vice versa. Can move through any opening large enough to fit an ant. Cannot heal.

### ACTIONS & TACTICS

**Den:** Pours from the thin veins of the fungal floor, picks a victim, bites them up and tries to carry them off to the Tree before anyone can stop them.

**MANDIBLE:** *Melee:* +3, 1 target in swarm's space.  
*Hit:* 4d6 piercing damage, and target must make DC 10 CON save or be paralyzed and fall prone into the swarm. Save DC goes up by 2 every time it is made. Damage halved if swarm is at half-HP or lower.

## DELPHIC SNAILS

*Tiny Beast, Lawful Good, Just the Three*

Pathetic. Powerless. Crush them under heel if you like. **Wants:** to offer fateful choices. **Hoard:** Their stones, of course. Their shells, as well, if you glue them back together after crushing them.

**AC:** 1      **HP:** 1      **SPEED:** 10

**STR:** -6      **DEX:** -6      **CON:** -6  
**INT:** +0      **WIS:** +10      **CHA:** +7

They cannot attack. They will not attack. They are at your mercy, the poor things.



## DIRE CATFISH

*Medium Beast, unaligned, Solo*

Older than you. Bigger than you. Might be smarter than you. It's soft drab flesh is speckled through with glinting hairs that mimic the shine of The Dame's excretions.

**Wants:** to eat the shiniest stuff it can. Goes for waders, prioritizes anyone wielding the **Whalebone Blade (RA)**.

**Hoard:** A fist sized diamond, flawless and grown over like a bezoar in its gullet.

**AC:** 10                    **HP:** 52                    **SPEED:** Swim 60

**STR:** +3                    **DEX:** +1                    **CON:** +1  
**INT:** -3                    **WIS:** +0                    **CHA:** -3

**Swamp-slick Sheen:** Has advantage on Stealth checks while in the Bayou's waters.

Not much for attacking. Likes to swallow the easiest item it can and get gone. Has advantage on slight of hand checks to swallow stuff from someone who hasn't seen him, but attention won't stop him. He's incorrigible.

## DIRE MITES

*Tiny Beast, Unaligned, Horde*

Furry black nibblers the size of a balled fist. Sewn through the nest and coming up for fresh blood. They latch on and the do not let go. **Wants:** Your blood. **Hoard:** Nothing.

**AC:** 11                    **HP:** 17                    **SPEED:** 25 (Burrow 30)

**STR:** -1                    **DEX:** +2                    **CON:** +1  
**INT:** +0                    **WIS:** +0                    **CHA:** -3

## ACTIONS & TACTICS

Picks a victim, and latches on.

**LATCH:** *Melee:* +3, one target.

*Hit:* 1d6+2 piercing damage, and it latches onto its victim, leeching blood. Every turn the mite remains attached, the target takes a further 8 piercing damage. When latched, attacks made against the Mite succeed, but if killed, the body shears off from its fangs and they sink into the flesh, dealing a further 2d6+6 piercing damage. The Mite *can* be safely removed, using an action to carefully unfasten it.

## DROWNED MYRKA

*Medium Undead, Neutral Evil, Unique*

Mottled flesh, mildewed hair. Eyes of cindered coal. Unfashionable tatters of antique wardrobe. Speaks with a wet rattle in her chest and smells of doused brimstone.

**Wants:** In descending order to drown Rahvd; to drown anyone; a pleasant chat. **Hoard:** three Treasures (RA) at the bottom of her pool.

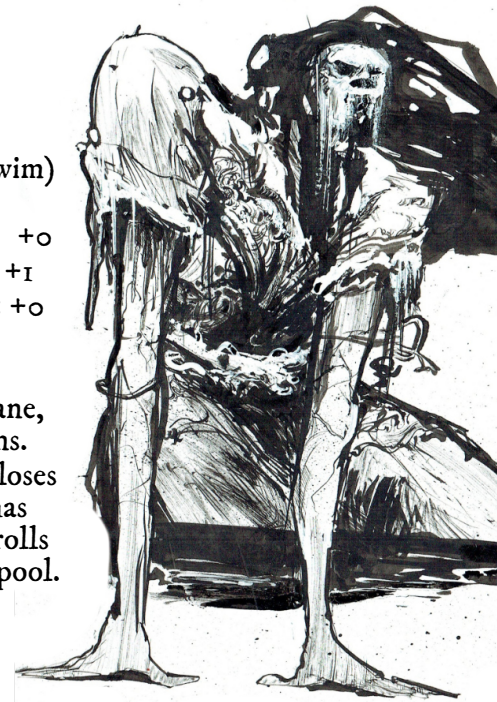
**AC:** 10    **HP:** 175  
**SPEED:** 20, 40 (Swim)

**STR:** +3    **DEX:** +0  
**CON:** +2    **INT:** +1  
**WIS:** +2    **CHA:** +0

**Darkvision:** 60 ft.

**Resistances:** Mundane, Nonsilvered Weapons.

**Stonewalk:** Myrka loses her resistances and has disadvantage on all rolls when outside of her pool.



## ACTIONS & TACTICS

**Den:** A dark dank grotto of coral stone. At the back, her pool. The entrance was a bit of a squeeze. Myrka makes or maintains a Death Grip, & either Saps her current victim or uses Charnel Gaze each round.

**DEATH GRIP:** *Melee:* +7, 5 ft, one target

*Hit:* Target is grappled and dragged into Myrka's pool. At the start of its turn, it takes 3d6+5 damage & then makes a DC 15 DEX save to escape. If reduced to 0 HP, they drown. If Myrka takes 25 damage at once, she lets go.

**SAP:** *Melee:* auto-hit, one target (already Grippled)

*Hit:* 10 necrotic damage & Myrka heals 10 HP.

**CHARNEL GAZE:** Myrka fixes her charcoal eyes on a creature she can see. They flash in a pattern she learned from watching the Psychoptic Nettles out in the bay. Target must make a DC 15 WIS save or use its next movement to walk over to the lip of her pool. If it fails this check, it rolls again on its next turn. On a success, it shakes of the thrall, on a fail it climbs into the water. Any creature affected thus cannot resist Myrka's Grip until they take damage.

## REACTIONS

### COME HITHER

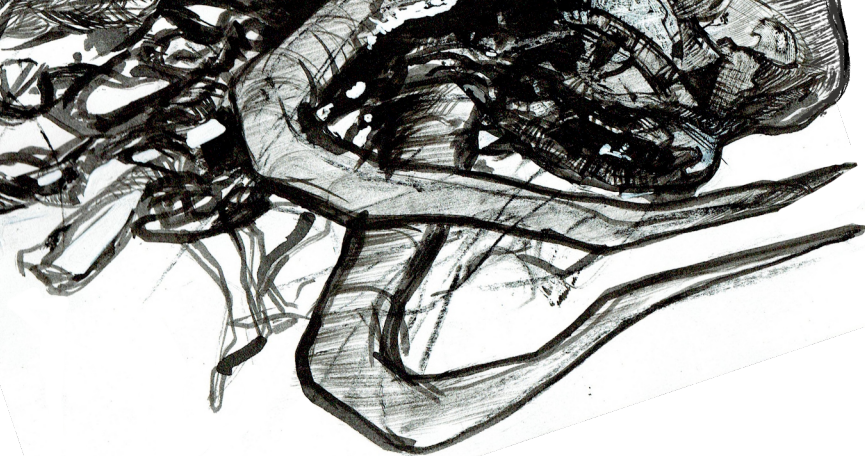
*Trigger:* Start of first round where Myrka acts.

She sighs a sea-foam fog across the grotto. All creatures in a 40 ft. cube must make a DC 13 WIS save or act as though affected by her Charnel Gaze.

### HANDS OF THE DEAD

*Trigger:* First time two Saltborn enter the pool.

The withered arms of Myrka's past victims reach up from the murky depths of her pool to drag any party members therein down to the depths. Treat this attack like a Death Grip.



## FACELESS MAMMOTH

*Large Beast, unaligned, Solo*

A mangy, scabbed mastodon with ropes of tangled hair covering empty eye sockets and hung into a low beard to mock its missing trunk. It roots around the treeline, digging buried branches from the gold-dust sand & eating them. Very protective of this unearthed bounty. **Wants:** to eat; to be left alone. **Hoard:** Ivory tusks, of course, & **Treasure** tangled in its mane.

**AC:** 10      **HP:** 150      **SPEED:** 25  
**STR:** +5      **DEX:** -2      **CON:** +4  
**INT:** -1      **WIS:** +0      **CHA:** +0

### ACTIONS & TACTICS

The Mammoth likes to Charge its foes, Sweep all adjacent targets, & pick a new enemy to Charge at. It will also use its Charge to escape.

**CHARGE:** *Melee:* +7, 5 ft, one target. The Mammoth uses up to twice its movement to bum-rush a target, trampling everything. Stones crushed, Trees flattened. Any creatures in its path make a DC 13 DEX save or take 1d8 bludgeoning damage. *Hit:* 2d8 bludgeoning damage & target is knocked prone.

**SWEEP:** *Melee:* +5, all adjacent targets. The Mammoth rakes its tusks through the sand. *Hit:* Targets take 2d6 bludgeoning damage and are thrown 1d6x5 feet.

## FORSAKEN FLESH

*Medium Aberration, neutral, Pack*

A slouching pile of animate meat propelled by wads of twitching muscle. Flesh rejected by the body of the Salt Mother, but nevertheless cursed with a foul mockery of her life. **Wants:** to find a foundation to shape itself around. Yours will do nicely. **Horde:** Rings on severed fingers, earrings gold teeth, glass eyes, ivory, abalone, ambergris. Your job to separate it.

**AC:** 10      **HP:** 52      **SPEED:** 35 (climb 35)  
**STR:** +3      **DEX:** +1      **CON:** +7  
**INT:** -2      **WIS:** +0      **CHA:** -3

**Damage Resistances:** Piercing, Slashing.

**Undying:** If not destroyed in fire, reforms in 1d6 hours.

### ACTIONS & TACTICS

Sticks to one target. Literally. It goes after an easy foe to grapple & subsumes it. Until removed, it Melds.

**SUBSUME:** *Melee:* +4, 5 ft, one creature.

*Hit:* Flesh carpets its target, grappling it (escape DC 15). Attacks aimed at The Flesh share damage with target. Only releases on death.

**MELD:** *Melee:* auto-hit, grappled target.

The Flesh exudes a vitriolic jelly, fusing itself to the Subsumed creature. 2d8+4 acid damage (half on DC 15 CON save).

## GHARIAL VISCOUNTS

*Medium Beast, Lawful Evil, Pack*

Lazy, wicked dandies of crocodilian royalty. They sneer through long snouts and generally make everyone feel lesser and threatened. **Wants:** the Dame's favor; to learn any exploitable weaknesses of her other courtiers. **Hoard:** bellies hissing with stockpiled levies re-purposed as gullet stones. If split open, two **Treasures (RA)** per Viscount.

**AC:** 14      **HP:** 78      **SPEED:** 30, 50 swim  
**STR:** +4      **DEX:** -1      **CON:** +2  
**INT:** +2      **WIS:** -2      **CHA:** +3

**Slink:** When in swamp water, checks to notice, find or track a gharial have disadvantage.

### ACTIONS & TACTICS

**Den:** A wide flat stone in the middle of the Drowning Pools. The water around is shallow, but hot and riddled through with deep hidden troughs for the Viscounts to drag you down into.

They Bite prey, then on their next turn they drag them under and Death Roll them. If leading allies, they spend lives cheaply—using their deaths to press an advantage.

**BITE:** *Melee:* +7, 5 ft, one creature.

*Hit:* 2d8+4 piercing damage and the target is grappled (escape DC 14).

### DEATH ROLL (RECHARGE 6):

*Melee:* auto-hit, one creature already grappled. It pulls its prey under and thrashes, breaking bones. *Hit:* 2d8+4 bludgeoning damage & target makes a DC 14 CON save or become stunned (save ends).



# GLUTSHARK

*Large Undead, Chaotic Neutral, Unique*

A war-torn Basking Shark, bloated and bloodless. Whips of severed intestine allow for awkward terrestrial ambulation and snake out to snag nearby prey to stuff ignobly into the gaping toothless mouth. **Wants:** to eat and eat and eat and eat. **Hoard:** In its belly, an ancient undigested corpse in threadbare funerary linens. Wears the **Tarnished Torc (RA)** at its neck.

**AC:** 11    **HP:** N/A (see Dead Meat)    **SPEED:** 20

**STR:** +4    **DEX:** -2    **CON:** +5  
**INT:** -2    **WIS:** -1    **CHA:** -6

**Dead Meat:** The Glutshark cannot be destroyed except by the failure of its gills. Every 25 points of damage dealt, however, make it less effective and more pathetic. Each time, remove one: Half Speed (chose twice, can't move), Half Reach, Sight, Any Attack. Every 75 points of damage dealt, empty its belly.



# ACTIONS & TACTICS

On its turn, the Gutshark makes 4 attacks, preferring to splite evenly between Snags & Lashes, & Swallowing any Snagged Saltborn. In 2d4 rounds it will asphyxiate, gills flexing with futility in the callous air. Until then, it feasts. If it gets all the Saltborn in its gullet before dying, it returns to the sea. Never flees.

**LASH:** *Melee:* +5, 20 ft reach, one creature.  
*Hit:* 1d6+2 slashing damage.

**SNAG:** *Melee:* +4, 20 ft reach, one creature.  
*Hit:* The target is grappled (Escape DC 15). Until escape, target is Restrained and cannot attack.

**SWALLOW:** *Melee:* +5, 5 ft, one Snagged creature.  
*Hit:* 3d6+2 bludgeoning damage & target is consumed. On its turn it takes 1d6 acid damage and makes a DC 3 CON save or falls unconscious in the cramped space. Every turn, this DC doubles. All attacks and escape rolls (DC 16 DEX or STR) have disadvantage.

# GRANDMOTHER BOA

*Large Beast, Unaligned, Solo*

Toothless, half-blind & delirious with age. Lost her way quite a while ago. She hangs around the swamp in the guise of a vine, waiting for prey to use her as a handhold. She squeezes them into juice. **Wants:** A snack; help getting back to the court. **Hoard:** some **Treasure (RA)** grasped at the end of her tail.

**AC:** 13    **HP:** 72    **SPEED:** 20

**STR:** +3    **DEX:** +4    **CON:** +1  
**INT:** -4    **WIS:** +0    **CHA:** +1

**Camouflage:** She has advantage on all contested Stealth checks when she keeps absolutely still.

# ACTIONS & TACTICS

The Grandmother Boa is hungry but not insensate. She mutters to herself as she's Binding her prey, & if she's offered any help finding her way back to court, she'll cut off the attack.

**BIND:** *Melee Attack:* +15, 5 ft, one creature.  
*Hit:* 2d8+4 bludgeoning damage, and the target is grappled (escape DC 18). Damage is doubled every consecutive use against bound target.

**DRIBBLE:** *Melee Attack:* +5, 10 ft, one target. Once per encounter, as a reaction when hit with an attack, she sprays venom from her gums.

*Hit:* 15 poison damage, & target is Blind for 1 turn.



## LEAKING DREAMS

*Large Undead, Unaligned, Pack*

A towering man made of chains? A swirling eye of storm? It shifts even as you look at it, crept out from a crack in the Salt Mother's calcified skull. The last bellowing nightmares of her flesh-bound mind waked by fresh meat slathered in her brain cavity. Her will has become the sea, but her flesh still begs for freedom. **Wants:** to play out its unknowable little drama for a consciousness. **Hoard:** It evaporates when it dies, leaving a pool of concentrated somnial fluid.

**AC:** 18                    **HP:** 16                    **SPEED:** 40

**STR:** -3                    **DEX:** +4                    **CON:** +0  
**INT:** +1                    **WIS:** +0                    **CHA:** +0

**Moonshine:** Resistant to all non-magical damage.

### ACTIONS & TACTICS

It capers about, cavorting and shifting from one phantasm to the next. It Indevils one of the Saltborn and then the next, unable to help itself. Like a lapsed ascetic at a smorgasbord.

**INDEVIL:** *Melee:* +5, 5 ft reach, one creature.

*Hit:* 1d8 psychic damage and the Dream slips up through nostrils and earholes to hide in the target's mind until its next turn.

## MAXOLOTL

*Huge Beast, True Neutral, Unique*

A 20 ft. long salamander, fat and lazy. It lounges in a beloved tide-pool, splashing happily. This tide-pool is always in the next place maximally inconvenient to the Saltborn—blocking the only obvious exit to the Billets, in the path of one of Aethir's stones in the Vitriol Garden, etc. If no inconvenience can be easily found, hold off until an opportunity presents itself. **Wants:** Peak moistness. **Hoard:** Might have some **Treasure (RA)**, squirreled away in its pool.

**AC:** 13                    **HP:** 260                    **SPEED:** 40

**STR:** +4                    **DEX:** -1                    **CON:** +5  
**INT:** -2                    **WIS:** +2                    **CHA:** +1

**Cell Bloom:** When the Maxolotl is reduced to Half-HP it splits into two Large Axolotl, each with half the remaining HP of the original. The die size of their attacks is decremented by 1. This happens again when the two new axolotl are likewise reduced to Half-HP. These last 4 Medium Axolotl burst in a swarm of Tiny Axolotl on death. Most burrow into the sand and escape, but any creature within 5 ft. of the burst must make a DC 14 CON save or have a number of them seek and find some soft tissue to dig into, dealing 2d6 damage and making healing impossible until removed.

## ACTIONS & TACTICS

Uses the least energy possible until split, then it gets busy. Each round it Stomps and uses its Gill Mane.

**STOMP:** *Melee x2:* +7, 5 ft, one or two creatures.

*Hit:* 1d8+4 bludgeoning damage each.

**GILL MANE:** *Melee:* +7, 15 ft, one creature.

*Hit:* 1d10+4 piercing damage and must make DC 12 CON save or be blinded until the Maxolotl's next turn.

## MOSS SLOTH

*Large Beast, Unaligned, Unique*

It sleeps through almost anything, but if roused, it is utterly furious. DC 16 Sleight of Hand check to cut the **Green-gold Carcanet (RA)** from its damp mane without waking it. Otherwise, red eyes open and a foul screech sends a plow of birds up. **Wants:** Just five more minutes. **Hoard:** What, the armor isn't enough for you?

**AC:** 8                    **HP:** 87                    **SPEED:** 15

**STR:** +3                    **DEX:** -2                    **CON:** +2  
**INT:** +0                    **WIS:** +2                    **CHA:** +0

**Immovable:** Effects that move their target, send them prone, etc, do not work on the Moss Sloth.

**Feral Rage:** When reduced to half-HP, the Sloth doubles its AC & Speed, gains a second Scythe attack, and auto-recharges its Pluck attack.

### ACTIONS & TACTICS

No patience for a chase. If they run, it's done.

**SCYTHE:** *Melee Attack:* +8, 10 ft, one target.

*Hit:* 2d10+4 piercing damage.

**PLUCK (RECHARGE 6):**

*Melee Attack:* +10, 5 ft, one target.

*Hit:* 6d6 piercing damage and target loses an eye.

## MUSQUEORDA

*Small Abberation, Chaotic Neutral, Horde*

Big blood-bellied leechflies with a quirk to their reproduction. Their larval forms eat only psychotropic neurochemicals. When a Musquorda feeds on a victim, it plants an itty-bity egg that travels up the bloodstream, through the heart and up into the brain where it gobbles up any atypical brain signals. These guys hone in on adventurers like crazy. Those dudes are always dosing themselves with something crazy.

**Wants:** Blood, to lay their eggs. **Hoard:** A live breeder is prized in some circles of the Dame's Court. On-call insta-sobriety is a handy thing when you've got plots to execute in the middle of a drug orgy.

**AC:** 12      **HP:** 14      **SPEED:** 10, Fly 40  
**STR:** -2      **DEX:** +2      **CON:** +2  
**INT:** -3      **WIS:** +0      **CHA:** -4

### ACTIONS & TACTICS

The Musquorda make a Jab attack and then fly back out of reach, even if it provokes an Attack of Opportunity. If they get three jabs in, they're satisfied.

**JAB:** *Melee:* +5 (auto-hit if surprised), 5 ft. 1 creature. *Hit:* 1d6+3 piercing damage and the Musquorda gains temporary hit points equal to damage dealt. Target must make a DC 12 CON save or have a Musquorda larva lodge itself in their circulatory system. Anytime over the next 24 hours they can make a DC 20 Medicine check to dislodge the little bastard. After that it's in their brain and the only safe way to get rid of it is to take 6 or more psychic damage in a day. That'll kill it. Otherwise it will grow and grow, feeding off all atypical neurochemicals, until eventually they fall unconscious and it bursts out of their swollen skull.

Until then, they are immune to all charm and suggestion effects, cannot become intoxicated, and can neither suffer nor benefit from any effect that might reasonably work by changing their neurophysiology (eg. Bardic Inspiration, Minor Illusion, Hallucinatory Terrain, Geas, etc.)

## THE OSSUWARY

*Medium Beast, Lawful Evil, Unique*

A great shaggy bird, its lank plumage twined through with bleached ribs and skulls. It serves the Charm Tree & does its bidding zealously, collecting skeletal remains wherever it can find them. It will not stop. It cannot stop. **Wants:** bones needs 'em **NEED GIVE ME YOUR TEETH** **Hoard:** It's all bones, dude.

**AC:** 13      **HP:** 135      **SPEED:** 25  
**STR:** +1      **DEX:** +0      **CON:** +3  
**INT:** -2      **WIS:** +4      **CHA:** -3

### ACTIONS & TACTICS

If attacked, it falls into a fervent rage, throwing itself wildly at the Saltborn. This doesn't last, though. If the tide turns, it will try to retreat & let its minions sacrifice themselves. Unless it thinks the Charm Tree is threatened.

The Ossuuary makes one Grim Claw and one Bone Chuck attack.

#### GRIM CLAW:

*Melee:* +5, 5 ft, one creature.  
*Hit:* 2d6+4 slashing damage. Saltborn dropped by this attack can be stabilized, but not roused except by a natural 20 on their death save or Medical check.

**BONE CHUCK:** *Ranged:* +5, 35 ft, one creature.  
*Hit:* 1d8+2 bludgeoning damage.

### REACTIONS

#### CALL THE DEAD

*Trigger:* First time hit with an attack.

The Ossuuary lets out a horrible shriek, bones rise from the earth, and reform into 1d4 skeletal beasts. Each might be:

- |            |              |                |
|------------|--------------|----------------|
| 1.) Snakes | 2.) Dogs     | 3.) Apes       |
| 4.) Boars  | 5.) Kestrels | 6.) Giant Rats |

Stats as their fleshy counterparts.

#### MIND SWARM

*Trigger:* At Half-HP.

A swarm of **Defiled Fire Ants** pour from the hide of the Ossuuary's. It is twice the size of a normal one, and their Mandible enthalls: Those who fail their save use their next action to attack an ally or heal the Ossuuary.

#### RISE!

*Trigger:* Reduced to 0 HP.

The Ossuuary falls to the ground, dead. After a silent moment, the bones in its feathers begin to glow with sickly green light. They lift into the air, puppeting the bird-corpse ragdoll. Defeated or no, its minions are drawn to its embrace. Snake spines fuse into eye sockets. Forelimbs come together like bundles of sticks, each terminating in a grasping mouth of fingers, claws & talons. Now they fight a **Bone Chimera**.



## PACT BOTCH

*Medium Humanoid, Any Alignment, Pack*

Stitchfolk and sawbones. They build Agnes' mindless army. Grisly work, but what isn't in the Pact? They each of them serve under Ripley's watchful eye and most would lean toward him if a split with Agnes Scratch were imminent. **Wants:** Many, but all keep their secrets. This close to the heart of the Pact, true devotion is required. **Hoard:** The many tools of their trade, shining and neat.

**AC:** 13      **HP:** 29      **SPEED:** 30

**STR:** +0      **DEX:** +2      **CON:** +1  
**INT:** +0      **WIS:** +1      **CHA:** +2

### ACTIONS & TACTICS

Avoids battle where possible, shout for help when able. When forced to fight, skittish and unpredictable. They make two Dissect attacks.

**Den:** If in the **Botchworks (E4)**, some of the botches will try to raise some **Undrowned** to fight for them.

**DISSECT:** *Melee:* +4, 5 ft, one creature.  
*Hit:* 1d4+2 slashing damage.



## PANGOLIN KNIGHT

*Small Beast, Lawful Good, Unique*

Totters like a drunk on the weight of its too-tall befeathered sword, yet it has no mount to joust from. It makes every effort to perform the role of the respectable champion, but everything it does is just...*cute*. It hates it when outsiders find it adorable—it needs to be big and tough like its chosen patron. **Wants:** to bring honor to its title through chivalric heroism. **Hoard:** a **Single Scale From the Exalted Maw (RA)**. Malfaisante shed it a while back, but the Knight took it as a saintly gift and became her paladin. She finds the whole thing deeply amusing. If defeated in honorably combat, it gives the scale up willingly and retires as a Ronin.

**AC:** 15      **HP:** 22      **SPEED:** 25

**STR:** +2      **DEX:** -1      **CON:** +3  
**INT:** -1      **WIS:** +2      **CHA:** +2

**Deulist:** When in single combat, the Pangolin Knight can make four Fence attacks on its attack action. If it draws first blood, its AC increases by 1.

### ACTIONS & TACTICS

The Pangolin Knight does nothing that is sneaky, dishonorable, or would detract from the Dame's splendor. It fights to first yield, not to the death.

**FENCE:** *Meelee:* +5, 5 ft. one creature.  
*Hit:* 1d6+3 piercing damage.



# PARIAH BEAR

*Large Aberration, Chaotic, Unique*

A pharmacological nightmare of virus, infection culture and parasite swarming over mangy fur and exposed, bruise-blue flesh. Its muzzle leaks sanguine bile. Its eyes are pits of worms. It lives in a cloud of quivering mites. To touch it is to be made unclean. You will wither. Friend and foe alike will shun you. Eyes will refuse to linger. It takes more than water to cleanse this taint. **Wants:** Nothing. Not anymore. It wanders, collects and spreads. Then it returns to the cave it has made its den. There's no thought attached to it. Just habit. **Hoard:** It's corpse is an epidemiologist's dream. To anyone else it's a nightmare barren of value.

**AC:** 13                    **HP:** 75                    **SPEED:** 40  
**STR:** +5                    **DEX:** -1                    **CON:** +8  
**INT:** -4                    **WIS:** -2                    **CHA:** -5

**Scar Tissue:** Disease confers no disadvantages or ill-effects to the Pariah Bear.

**Blight:** Any creature who is hit by or hits the Pariah Bear with a melee attack must make a DC 12 CON save or contract one of the following diseases—

**MISER'S SWEAT:** *Recovery Period 1 week.*  
Dehydration and a lust for gold. Exhaustion +1.

**GRAYSAP:** *Recovery Period 1 week.*  
Monochromatic vision.

**DOCTRINAL SKITTER:** *Recovery Period 3 days.*  
Every creed, religion, dogma or conspiracy theory you come across are yours now. You can't help yourself, gobbling up every faith you can find. When they all fall out of you three days later, it knocks your knees out from under you. Was it all truly a lie?

**LOCKJOINT:** *Recovery Period 24 hrs.*  
Cartilage turns to iron. Everything refuses to bend. It hurts like a sonovabitch. All rolls involving DEX are twice as hard (always last in Initiative).

**BABELROACH:** *Recovery Period 6 Months.*  
An earwig, genetically malformed by generations in The Bayou Vesper. Translates animal calls into known speech. Nights in the Tangle become a chorus of sex & death. Kinda nifty til it starts to eat your eardrum.

**MEMETIC BLOCK:** *Recovery Period 3 Months.*  
Your brain starts losing connection with societal signals & data. What's cooperation good for anyway? Once per day, the GM can force a 3-in-6 chance that the infected character must approach a situation with untempered self-interest (player's discretion what that means.).

If a creature contracts more than three illnesses from the Pariah Bear, they are cursed to be seen as a pariah by all they meet.

## ACTIONS & TACTICS

When attacked, it goes into a rage. It Swipes twice, occasionally focusing on one target in order to pin them and Cough.

**SWIPE:** *Melee:* +4, 5 ft, one creature.  
*Hit:* 1d8+5 slashing damage. If both Swipes hit one creature, they must make a DC 15 STR Saving Throw or be pinned beneath the Bear, Grappled.

**COUGH:** *Melee Bonus Attack:* one pinned creature. The Pariah Bear coughs a lungful of worms over its pinned target. The target has one turn to use its action to clean the worms off or they go for the soft spots. They start digging into eyes, blinding until they are cleared (Medicine Check DC 13), and into nostrils and mouth, choking. Eating them clears up throat and allows continued breathing. They are bitter and juicy.



## PHTHORIC PIRANHA

*Huge Swarm of Tiny Beasts, Chaotic Neutral*

Three thousand needle teeth churn through the acid bath of a pitcher plant's belly, seeking meat. Kill one, there's two more in its place. **Wants:** To get out of the acidic pool, really, but they haven't got the reason to cooperate toward that goal even among themselves, never-mind a nice juicy adventurer. **Hoard:** Plenty of **Treasures (AR)** down here. They aren't the first to get caught in the pitcher plant's trap.

**AC:** 13      **HP:** 60      **SPEED:** swim 40

**STR:** +1      **DEX:** +4      **CON:** +2  
**INT:** -5      **WIS:** -4      **CHA:** +0

### ACTIONS & TACTICS

EAT.

#### **BLOOD FRENZY:**

*Melee:* +5, all creatures in piranha's space.

*Hit:* 1d4 piercing damage. Every time any creature is hit with a Blood Frenzy, all later Blood Frenzy attacks increase their damage by 1d4, regardless of target.

## PSYCHOPTIC NETTLES

*Gargantuan Swarm of Small Aberrations, Unaligned*

Eyeless sacs of gelatinous, bio-luminescent meat, extruding quivering spines and trailing taut, muscular feelers. They are drawn to the coral of the bay, and make their homes in the hollows. When the wind sings through the Phantom Chorale, they breach the surface to listen, drifting in a graceful arc back down to the water and winking like paper lanterns in the twilight.

**Wants:** To forever be dancing to the coral-song.

**Hoard:** Dusky pink bezoars in a sort of gullet—the crystallized, indigestible memories of past victims.

**AC:** 12      **HP:** 150      **SPEED:** 30 swim, 15 float

**STR:** +1      **DEX:** +3      **CON:** -3  
**INT:** +0      **WIS:** -1      **CHA:** +1

**Fragile Membrane:** Nettles collapse into pulsing, useless heaps if kept out of water for three rounds.

**Swarm:** the swarm occupies a 200 ft. Cube out in the bay. Anyone in the Swarm's space is subject to each of the swarm's actions.

**Reverie:** The nettles' glow throbs in a sympathetic rhythm to the coral-song, lulling watchers into a trance. Any who watch the nettles dance for more than a minute must make a DC 14 WIS save or be charmed and use their movement and other actions to walk into the surf, repeating this save & effect every turn until they shake the spell or swim into the nettles' embrace.

### ACTIONS & TACTICS

Draws in their prey, latches onto the orbital bone and sucks the mind out through the eye socket. That's what they eat, leaving behind a hollow brain husk.

**FLAIL:** *Melee:* +4, all creatures in swarm space.

*Hit:* 1d8+2 damage. Forces swimmers underwater to hasten drowning.

#### **SPINE MISSILE:**

*Ranged:* +6, 60 ft. Two creatures, one at Half-HP.

*Hit:* 2d8+2 poison damage and is poisoned. In two rounds, they will be paralyzed. Any healing or a DC 10 Medicine check ends.

#### **LATCH ONTO EYE:**

*Melee Attack:* +4, all charmed creatures in swarm space.

*Hit:* 3d10 psychic damage. Anyone killed by this attack resurrects without a mind. If hit with this attack, visual memories can no longer be made of anything seen through this eye.

## RIPLEY, ARCHBOTCH

*Medium Humanoid, Lawful Evil, Unique*

Once head of the Sanguine Hive, now fallen to the humble post of servile alchemist. Yet, Agnes Scratch is the best chance at escape from Glimmer's Rim. He will be patient. Wait for his opportunity. **Wants:** Escape. To re-seize his lost power. **Hoard:** Four tiny glass vials. Within, three drops of blood from each of the other leaders of the Pact. Just enough. Just in case.

**AC:** 12      **HP:** 87      **SPEED:** 30  
**STR:** -2      **DEX:** +0      **CON:** +1  
**INT:** +5      **WIS:** +2      **CHA:** +2

**Retinue:** 3 Pact Botches accompany Ripley at all times.

### ACTIONS & TACTICS

Ripley disdains the use of any crude weapons, but is ever eager to employ his "talents". He uses two Mind Piths or a Mind Pith and a Compel every turn.

**MIND PITH:** *Ranged:* +6, 60 ft, one creature.

*Hit:* 2d6+2 psychic damage and target is pushed back one place on the initiative tracker.

**COMPEL:** *Ranged:* Spell Save DC 12 CHA (15 if target has been hit with Mind Pith), 30 ft, one creature.

*Hit:* Ripley forces the target to do one of the following:

- Use any of its attacks, spells, powers or resources on a chosen creature within range.
- Tell Ripley any secret it knows.
- Perform any skill within its power.

### REACTIONS

#### BLOODWEAVE

*Trigger:* When reduced to Half HP.

Every creature that has been hit with a Mind Pith must make a DC 15 CON save or have trace amounts of their blood turn to acid. 6D6 acid damage and they are paralyzed until the start of their next turn. Half damage on save, and no further effects.

## SALT-PACT CULTISTS

*Medium Humanoids, Any Alignment, Pack*

Sailors, Merchants, Soldiers, Pilgrims, Refugees, Outcasts, Slaves. A hodgepodge of every kind of person ever lost at sea. Any given band of cultists is formed of motley folk only guaranteed a single commonality: they were drawn into the gravity well of Scratch's sway.

**Wants:** Many, but almost all work hard to bring about their master's wishes. The ones who can't at least fake devotion fast become grist for the meat mill. **Hoard:** One meaningful Treasure (RA) per group encountered. Maybe also a note or clue to aid aimless Saltborn.

**AC:** 12      **HP:** 18      **SPEED:** 30

**STR:** +1      **DEX:** +1      **CON:** +0  
**INT:** +0      **WIS:** +0      **CHA:** +0

### ACTIONS & TACTICS

Down and dirty skirmishers, but overused to easy picking from the feeble Debris. At every encounter, roll 1d6 to determine morale:

1-2: Fanatics, all. They will die for the cause.

3-4: A clever bastard. The last standing will try to trick the Saltborn with false diplomacy.

5-6: A coward or two. They yield or scatter when overwhelmed.

**KRIS:** *Melee Attack:* +4, 5 ft, one creature.

*Hit:* 1d6+2 slashing damage.

**BOLA:** *Melee Attack:* +4, 5 ft, one creature.

*Hit:* 1d4 bludgeoning damage and choose one:

- Target is knocked prone. 1 action to untangle.
- Target is disarmed. 1 action to untangle/reequip.

## SCUTTLING GEMCRABS

*Medium Swarm of Tiny Beasts, Unaligned*

A dozen barbed crabs, their shells encrusted with the best and brightest gems of the beach. They mill about the area, digging for gems. The very best are fought over, the rest discarded. **Wants:** to cover their back with the most beautiful diamonds, rubies & opals it can find. The bigger they grow, the more ornamentation they require. **Hoard:** A kingly sum on each wide shell.

**AC:** 20      **HP:** 40      **SPEED:** 20

**STR:** -1      **DEX:** +3      **CON:** +2  
**INT:** -5      **WIS:** +0      **CHA:** -4

**Swarm:** Can occupy another creature's space & vice versa. Can move through any opening large enough to fit a tiny crab. Cannot heal.

**Soft Belly:** If one of the Saltborn spends their turn flipping over some of the Gemcrabs, their AC is reduced to 10 until their next turn.

### ACTIONS & TACTICS

They just want gems & only fight if attacked (or if they see a prize too good to refuse).

**SNIP:** *Melee:* +6, 0 ft, one creature in swarm's space.

*Hit:* 2d6 slashing damage, 1d6 once reduced to half-HP. Auto-hits as a reaction if target enters or starts its turn in the space occupied by the swarm.

## SEA WOLF

*Medium Monstrosity, Chaotic Neutral, Pack*

A bristling mane of thorns, a jaw like hands clasped in prayer. Flowing, iridescent stripes along its torso make it hard to lock your eyes onto its shape. A deadly hunter, bred by nature to creep up onto land and snag unwary waders before slipping back into the sea

**Wants:** The respect of its pack. **Hoard:** Depends. They aren't fussy eaters—who knows what you'll find.

**AC:** 12      **HP:** 35      **SPEED:** 15 (40 swim)

**STR:** +2      **DEX:** +2      **CON:** +0  
**INT:** +1      **WIS:** -1      **CHA:** +0

**Pack Vengeance:** Whenever a Sea Wolf is killed, the next attack against the killer is made at advantage and is a Critical Hit on an 18-20.

**Sidestep:** Once per combat, a Sea Wolf can Disengage as a bonus action.

### ACTIONS & TACTICS

A sea wolf will Call for backup when threatened, otherwise slipping past defenses to Harry a target that shows weakness.

**HARRY:** *Melee Attack:* +3, 5 ft, one creature.

*Hit:* 1d6+2 piercing damage and target must make a DC 13 WIS save or use next move action to backpedal 5 feet in the direction of Wolf's choosing.

**CALL:** *Bonus Action:* Once per combat, No roll. The Sea Wolf raises its head and howls wetly. 1d4 additional wolves appear in answer to the call.

## STONE BOAR

*Medium Elemental, Unaligned, Pack*

A walking boulder of granite sewn through with veins of shining opal. Onyx eyes set in a furrowed, stony brow. Tusks tipped in black diamond. Bristling tufts of crystalline fur chime at the wind and the shifting of rock-muscle. **Wants:** Stone. They wander the Tangle looking for fossilized roots to break up and incorporate into themselves. The biggest ones are oldest. **Hoard:** Anyone looking at its corpse would think it a mastercraft of stonemithery. That's one hell of a statue.

**AC:** 13      **HP:** 40      **SPEED:** 30

**STR:** +2      **DEX:** -1      **CON:** +4  
**INT:** -1      **WIS:** +1      **CHA:** +0

**Vulnerabilities:** Thunder damage.

**Resistances:** Piercing and slashing damage from non-magical weapons. Fire Damage.

**Smoor:** The stone boar has advantage on checks made to hide itself in stone. It burrows down & becomes one.

### ACTIONS & TACTICS

Protects their rooting quarries jealously. Otherwise as mercurial as any boar. Easy to get the blood up but runs when injured.

**GORE:** *Melee Attack:* +3, 5 ft, one creature.

*Hit:* 1d8+4 piercing damage. If the Stone Boar moves at least 20 ft. straight toward its target before the attack, the attack bonus and dice rolled are doubled. The target must succeed on a DC 11 STR saving throw or be knocked prone/pinned.





## SYBIL WURM

*Gargantuan Monstrosity, Lawful Good, Unique*

A world-shaking pillar of righteous fury, plated in spiked armor & trailing wisps of crimson skein thread from her cavernous maw, the fates of her enemies severed and used for decoration. **Wants:** to protect the helpless Delphic Snails. **Hoard:** Every piece of her is potently magical. Each of her manifold eyes can peer into a different plane of existence. Her teeth ground down and inhaled show you the manner of your death. Thread dyed in her blood can weave tapestries that rewrite history. If you eat of her flesh, you are unbound from the web of fate until you feel hunger gnawing once again. Don't even get me started on the bones.

**AC:** 17      **HP:** 217      **SPEED:** 30, Burrow 40

**STR:** +7      **DEX:** -4      **CON:** +5  
**INT:** -1      **WIS:** +6      **CHA:** +0

**Reweave:** After each of the Wurm's turns, it may re-roll its initiative and choose which to keep.

**Timefray:** Once, as a bonus action, the Wurm may repeat its multi-attack immediately.

### ACTIONS & TACTICS

Destroys those that would threaten the Delphic Snails. Ruins their bodies and snaps their connections to the outside world and fate itself.

Consume once and either fires a Ruin Salvo or makes a Crush attack every turn.

**CONSUME:** *Melee Attack:* +10, 5 ft, one creature. *Hit:* 2d10+6 piercing damage and target must make a DC 14 DEX save or be swallowed. There's plenty of room in the Wurm's stomach to move and attack, but anyone who starts their turn there takes 2d6 acid damage and has a cousin, childhood friend, minor enemy or other acquaintance purged from existence. They feel it happen.

**RUIN SALVO (Recharge 5-6):** *Ranged:* +8, up to 3 creatures. Fires a trio of javelin quills from its tangled carapace *Hit:* 2d6+6 piercing damage for each quill and target makes DC 14 DEX save or is pinned in place.

**CRUSH:** *Melee Attack:* AOE, 10 x 30. The Wurm slams its wide body into the ground, all within area of effect make DC 14 DEX saves. *Hit:* targets take 8d6 bludgeoning damage, half on save.

### REACTIONS

#### PEER BEYOND

*Trigger:* First time hit with an attack. Attacking Saltborn must declare their next turn now to reasonable specificity. The Wurm acts on this knowledge. When their turn comes, target Saltborn must stick to their declared plan as best they can, abandoning any impossible actions.

#### FICKLE FATE

*Trigger:* Half-HP. Every creature within earshot must make a DC 18 WIS save as the Wurm screams a temporal edit. The GM names the most used class feature of every Saltborn that failed the roll. They must replace it with the corresponding feature of a random class.

#### EMPATHY BOMB

*Trigger:* Death. At the sagging of the Sybil Wurm's last breath, the Saltborn each and all are instilled with the undeniable certainty that what they have done is deeply, horribly wrong. It is the worst thing they will ever do.



## TOOTHPICK JACANA

*Medium Beast, Chaotic Neutral, Horde*

Four foot needle-beaked sandpipers, heads down-turned and eyes squeezed shut. They're in the throes of the mother of all hangovers and their kids are tucked up under their wings, begging for food. **Wants:** to be called back to court; to get high, a bit of meat to eat. **Hoard:** some small trinket leftover from salad days.

**AC:** 11      **HP:** 25      **SPEED:** 20, 40 fly

**STR:** +1      **DEX:** -1      **CON:** +2  
**INT:** -2      **WIS:** +2      **CHA:** +1

**Pestilential Beak:** Any creature hit by two or more peck attacks gains a level of exhaustion and is nauseous until they take a long rest.

### ACTIONS & TACTICS

**Den:** The salt-pan near the swamp's edge is dotted with little caldera that spit up tiny sandstorms every few seconds. The Jacana are familiar and try to use these blinding bursts to their advantage, trying for hit-&-run tactics, taking enough bites out of you to feed themselves & their nest, then off into the dust. The whole thing goes to shit, though. They can barely function through the withdrawals.



**PECK:** *Melee Attack:* +3, 10 ft, one creature.  
*Hit:* 2d4+2 piercing damage.

### PEPPERBOX BROOD (Recharge 5-6):

All adjacent creatures make a DC 13 DEX save. On fail, targets take 2d8+4 piercing damage as the clutch of hidden fledglings peck aimlessly. Half damage on save.

## TRAPDOOR KOMODO

*Medium Beast, Chaotic Neutral, Solo*

Mean eyes, rot-black claws, reciprocating teeth strung with gobs of caustic, cinnamon sputum. Swirling scales aglitter in the sun, when it *is* in the sun. Mostly it isn't, hid in the winding tunnels beneath the Garden, popping up from one or another hatch of hard packed sand to snag up prey. **Wants:** a meal, some treasure, peace. **Hoard:** in a low huddle of its tunnels, piled up. The many gems plucked up from the garden and a further 3 **Treasures (AR)**.

**AC:** 16      **HP:** 75      **SPEED:** 30

**STR:** +3      **DEX:** +0      **CON:** +4  
**INT:** +0      **WIS:** +2      **CHA:** -2

**Putrefactive Maw:** The Komodo cannot be poisoned or take poison damage. Anyone it bites must make a DC 14 CON save or suffer fever dreams (+1 exhaustion every long rest until it breaks on the third night.)

### ACTIONS & TACTICS

Makes an ambush Bite, Bites and Swipes on its turn, then burrows back underground to ambush a new victim. Any fools who follow it under become priority prey. It has advantage underground.

#### BITE:

*Melee:* +5, 5 ft, one creature. Auto-hits if from ambush.  
*Hit:* 2d4+4 piercing damage plus 1d4 acid damage.

**TAILSWIPE:** *Melee Attack:* +7, all adjacent.

*Hit:* 2d6+4 bludgeoning damage & targets make a DC 12 CON save or be thrown back 10 ft.

## UNDROWNED

*Medium Undead, Unaligned, Horde*

Dredged up from the depths and sewn up with a bucketful of seawater inside. To remind them what they were. The Salt Prophet brought them back to serve her, and they do. There's nothing left of what they used to be. The Sea took that from them. Agnes just gets what's left. **Wants:** Null. **Hoard:** Perhaps some small token of a previous life. A sea-smooth stone or waterlogged pipe.

**AC:** 8                    **HP:** 22                    **SPEED:** 25

**STR:** +2                **DEX:** -2                **CON:** +3  
**INT:** -5                **WIS:** +0                **CHA:** -2

**Salt's Grip:** The Undrowned cannot be destroyed so long as it keeps full of water. It will persevere, making all rolls at disadvantage, until it has been d3ined.

**Dead Already:** The Undrowned cannot be poisoned or take poison damage.

### ACTIONS & TACTICS

All Undrowned are given a single command at birth. "Dig"; "Patrol"; "Flay". This defines the edges of their existence. A cultist can refine their actions in a given moment—tell them to wait, or to do what they're doing in a different way, but a digger was born to dig. A flayer can do nothing but flay. If the Saltborn cause enough trouble (Eg. Kill a bunch of cultists, disrupt the dig site, etc.) Agnes Scratch ups their cognitive load to hold a secondary command: "Kill All Interlopers".

**SCRABBLE:** *Melee Attack:* +3, 5 ft, one creature.  
*Hit:* 1d6+2 slashing damage.

## THE VANTALAK

*Large Beast, Chaotic Evil, Unique*

Death poured into four paws and a tail. **Wants:** To be entertained. A lethal enterprise. **Horde:** Besides the stash in its feather-bed, its teeth and claws could be made into weapons non-pareil.

**AC:** 17                    **HP:** 146                    **SPEED:** 40

**STR:** +3                **DEX:** +2                **CON:** +2  
**INT:** +3                **WIS:** +4                **CHA:** +5

**Damage Resistances:** All non-magical weapons

**Adamantine:** The Vantalak cannot be subject to any effect that overwrites its natural will.

**Ur-Hunter:** If The Vantalak has smelled a living creature, it can track it anywhere.

**Honeyed Words:** As a bonus action the Vantalak can attempt an opposed Charisma Check against any Saltborn to Charm them.

## ACTIONS & TACTICS

It winnows. Pares away the weakness starting at the bottom, but everything is weak compared to it. All is chaff in the Vantalak's eye. It plays with its food; takes no threat seriously. It would be a fatal weakness if it had ever met anything that was a match for it. There's a few on this isle that could give it an honest fight, but why bother? It's a murder machine. What could it have that anyone else on that level would want?

On its turn, it Rends twice and uses Apocalypse Maw.

### REND:

*Melee:* +9, 10 ft, one creature. Auto-hit from stealth.  
*Hit:* 2d10+6 slashing damage and open wounds that don't close. They bleed every turn for 1d6 damage until they are healed with a DC 12 Medicine check.

**APOCALYPSE MAW:** *Melee:* +9, 5 ft, one creature.

*Hit:* 6d6 bludgeoning damage. Roll 1d4 to determine targeted limb, which is now hobbled. Efficacy of any held item is lessened in an arm and leg hobbling reduces speed by 5. If the attack was a natural 20, the limb is instead sheared cleanly off as if by a scalpel's stroke.

## REACTIONS

### SLINK

*Trigger:* When reduced to Half HP.

The Vantalak uses its reaction to slip behind the nearest, too-thin piece of environment and disappear. Randomly determine a Saltborn who has not gone yet this round. After their turn, the Vantalak will pounce from their blind spot and attempt to grapple them into a pin with advantage. Going forward and including now, the Vantalak's initiative is shifted to come directly after the target Saltborn. If the Vantalak's ambush would defy logic ("everyone back-to-back so it can't surprise us!") it waits for the perfect moment to strike. It is patient. This is its favorite part.



# THE VANTALAK'S SHADOW

*Large Monstrosity, Lawful Evil, Unique*

A slinky little zigzag of midnight. Torn from its home some many years past, it has made do playing shadow to lesser subjects. Then it saw you. **Wants:** To make its way back home to its master, but anything better than a fossilized tree will do for now. **Hoard:** Dead, it falls at your feet—a shroud of nothingness. That's pretty rad.

**AC:** 11

**HP:** 73

**SPEED:** 40

**STR:** +0

**DEX:** +6

**CON:** +1

**INT:** -2

**WIS:** +0

**CHA:** -1

## ACTIONS & TACTICS

Jumps from person to person, trying to get home, but it is not practiced at shadowing humanoids. It isn't perfect. If discovered, it'll lash out.

**NIGHTCLAW:** *Melee Attack:* +6, 10 ft, one creature.

*Hit:* 2d6+2 necrotic damage and target's true shadow is forever weakened. The Vantalak's Shadow heals HP equal to the damage dealt.

**SMOTHER:** *Melee Attack:* +6, 5 ft, one creature.

*Hit:* Target is Grappled and Blinded (Escape DC 12). At the beginning of the target's turn, it takes 3d6 bludgeoning damage and then may make its escape check. Damage dealt to the Shadow while smothering is shared with its target.