

SCARRED LANDS

Vigil Watch Chapter Five



The Festering Fields

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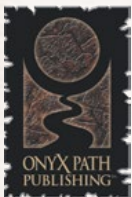
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Special Thanks

Scott Holden for indispensable feedback and lore wisdom.

TheConri and the crew of Devil's Luck Gaming for playtesting and feedback.

Sarah & Fran Stewart for the comprehensive timeline and for remaining Vigilant!



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CHAPTER FIVE: THE FESTERING FIELDS

This blasted, ruined wasteland is one of the deadliest regions in all of Ghelspad. The whole damnable region is infested with dark energies beyond control. We should thank Tanil that the damage remains contained and wall the whole place off.

The area now comprising the Festering Fields was once the westernmost portion of the great nation of Zathiske. During the Titanswar, this region served as a major battlefield between the titanspawn armies from the north and west and the divine armies from the east.

HISTORY

Countless mortals expired on these fields, locked in deadly combat for the glory of their patrons. In the years since the Divine War, the dead have begun to rise, animated by a dark necromantic force emanating from the fields. Whatever its

source, this region remains a dangerous wasteland where the dead roam freely.

GEOGRAPHY

Wedged between the Sweltering Plains and the Ukrudan Desert, the Festering Fields are more of an arid and bleak wasteland than any sort of field. The ground is blackened and broken by ancient spells of mass destruction, and the earth is littered with bones. As the Festering Fields approaches the Mounds of Man in the south, it becomes more rocky and uneven. In the north, the fields turn sandy and gradually fade into the gray dust of the Ukrudan.

FLORA AND FAUNA

Few species of flora can manage to subsist in the fields. The most prevalent form of plant life is a black moss called blackweed that seems to thrive on death, rapidly covering undead and fresh corpses alike. Few animals inhabit this region, but there are several forms of animate plants and monstrous beasts to plague travelers of the fields. Otherwise, undead and night-touched roam this wasteland, slaughtering any foolish enough to travel here.

RANDOM ENCOUNTERS

Each day of travel across the Festering Fields requires multiple random encounter checks. Roll a d20 and consult the Random Encounter table to find the result. While the characters are exploring or camping on the Festering Fields, roll a d20 four times per day, checking for encounters each morning, afternoon, evening, and night. An encounter occurs on a roll of 15 or higher.

Random encounters do not take character level into account so players may encounter creatures too powerful for them to overcome directly. In these instances, allow for a way in which the characters can extricate themselves from the situation and avoid certain death.

ENCOUNTER TYPE

D20	ENCOUNTER
1 - 13	No Encounter
14 - 15	Terrain Hazard
16 - 17	Terrain Encounter
18 - 20	Terrain Hazard and Encounter

TERRAIN HAZARD

The Festering Fields is rife with death. The environment itself seems to emanate malice. It is no place for the living.

TERRAIN HAZARDS

D20	TERRAIN HAZARDS
1 - 10	None
11 - 15	Deadland
16 - 18	Desecrated Ground
19 - 20	Dark Storm

DESECRATED GROUND

Entire tracts of the terrain of the Festering Field are mangled. Such powerful and fell magics were released during the Titanswar that sections of the land are irrevocably besmirched by necromantic energies.

An area of desecrated ground can be any size, and a *detect evil and good* spell cast within range reveals its presence.

Undead standing on desecrated ground have advantage on all saving throws.

TERRAIN ENCOUNTERS

While travel through the Festering Fields is unpredictable, each type of terrain within the region presents a distinct array of threats.

UNIQUE TERRAIN: DEADLANDS

The characters come upon an ancient battleground littered with bones.

Deadlands typically range in size from 300 to 600 square feet. When the party enters a deadland, roll a d20 and consult the table to determine what creatures, if any, are present. The undead rise up out of the bones and attack when the characters are halfway across the field.

DEADLAND ENCOUNTERS

D20	ENCOUNTER
1 - 11	No encounter
12 - 14	3d6 Skeletons
15 - 17	2d6 Pallidi
18	3 Warhorse Skeletons
19	1 Minotaur Skeleton
20	Ogre Zombie

Every 1d4 rounds, roll again on the Deadland Encounter table, ignoring results of 19 and 20, and add the resulting enemies.

The undead attack until either they or the characters are dead, or the characters flee the deadlands. When fleeing characters exit the deadlands, active undead return to the where they animated and collapse.

Plains Encounters

Most of the Festering Fields are loosely considered 'plains', only because 'wasteland' isn't a standard topographic designation. Rocky, jutting outcroppings and small copses of trees (most sickly or dead) are the primary features of the desolate plain.

PLAINS ENCOUNTERS

D10	ENCOUNTER
1	Undead
2	Hunter's Hounds
3	Corpse Pile
4	Giant Rats
5	Mistwalker
6	Undead
7	Yagara
8	Minotaur Skeleton
9	Warhorse Skeleton
10	Night-Touched

Cavern Encounters

Numerous tunnels and caverns crisscross and pockmark the Festering Fields. The Titanswar saw vast tracts of land perforated, overturned, and chaotically commingled. The abundance of caves (particularly south, near the Mounds of Man, and north in the foothills below Lokil) are both a blessing and curse.

CAVERN ENCOUNTERS

D10	ENCOUNTER
1	Yagara
2	Undead
3	Warhorse Skeleton
4	Swarm of Insects
5	Giant Rats
6	Undead
7	Carrion Hound
8	Mistwalker
9	Swarm of Bats
10	Night-Touched

Hills Encounters

The hills of the Festering Fields are not majestic, rolling expanses. These are craggy, broken, wart-like formations, at best resembling shattered bones breaking through flesh, at worst cancerous cysts on the face of Scarn.

HILLS ENCOUNTERS

D10	ENCOUNTER
1	Giant Zombie
2	Undead
3	Night-Touched
4	Willow Tree Warrior
5	Corpse Pile
6	Undead
7	Swarm of Bats
8	Chardun-Slain
9	Hunter's Hounds
10	Burned Ones

Burned Ones (Creature Collection p. 29)

The characters stumble upon a dilapidated temple inhabited by 2d4 burned ones who wander the surrounding fields and reside in the ruin during daylight hours.

Carrion Hound (Creature Collection p. 36)

The characters encounter a carrion hound emerging from a tunnel looking for food.

Chardun-Slain (Creature Collection p. 38)

The characters pass too close to a glade inhabited by 3d6 Chardun-slain, judiciously spread throughout the area. At the center of the grove stands an ancient monolith.

If the party is camped, the Chardun-slain emerge from the glade to attack the camp and attempt to knock characters unconscious. They then drag those characters back to the monolith, where they attempt to dismember them and paint the monolith with their victims' blood.

Corpse Pile

The players stumble across the leavings of a recent battle. Bodies molder in an open field. The air is thick with the scent of death.

Giant Rats (SRD p. 378)

3d6 giant rats emerge from a nearby crevasse searching for their next meal.

Giant Zombie (p. 9)

A loud crunching noise rhythmically approaches. Looking to the top of a nearby hill, the party sees a massive undead giant lumbering toward them. The creature moans out a miserable cry and drags a massive bone club along the ground behind it.

Hunter's Hound (Creature Collection p. 110)

A dark baying can be heard as a small pack of 2d4 hunter's hounds emerge. Though very much resembling death dogs, these hounds are substantially larger and have the fire of malice in their eyes.

Night-Touched (Creature Collection p. 137)

A night-touched controller and 3 night-touched hounds prowl the darkness.

Minotaur Skeleton (SRD p. 346)

Assembling from a field of shattered bones, a minotaur skeleton rises and lumbers towards the party.

Mistwalker (Creature Collection p. 129)

1d6 mistwalkers lurk in the fog nearby.

Ogre Zombie (SRD p. 357)

Though rare in the Festering Fields, some ogres who died in the Divine War still wander the region as lone, murderous threats.

Swarms of Bats (SRD p. 389)

The characters disturb 1d4 swarms of bats.

Swarms of Insects (SRD p. 389)

The characters are accosted by 1d4 swarms of insects. At the end of the encounter, any character damaged by a swarm must succeed on a DC 11 Constitution saving throw or become infected with sewer plague (SRD p. 199).

Warhorse Skeleton (SRD p. 346)

A herd of 2d4 warhorse skeletons stampede toward the party.

Willow Tree Warrior (Creature Collection p. 196)

Unbeknownst to the characters, in the stand of trees under which they sought shelter is a willow tree warrior. The monster will use its False Appearance ability until the party makes camp for the night. Once this happens, the tree will attempt to kill whomever is on guard and strangle the rest of the group in their sleep.

Yagara (p. 12)

One of Yaga Mordi's hag sisters prowls the area accompanied by 2d4 pallidi. The yagara is shape-changed into an attractive elven woman.

Undead

Undead are near omnipresent in the Festering Fields. Travelers journey through the fields at great peril.

UNDEAD

D10	UNDEAD
1	Ghouls
2 - 3	Pallidi
4 - 5	Skeletons
6	Wight and Zombies
7 - 8	Zombies
9	Skeletons and Ghouls (no Ghast)
10	Wraith and Zombies

Ghouls (SRD p. 312)

The stench of death precedes the coming of ghouls. Characters with a passive Wisdom (Perception) score of 12 or higher hear and smell a ghoulish pack approaching, consisting of 2d6 ghouls led by a **ghast** (SRD p. 311).

Pallidi (p. 10)

A small contingent of 2d6 pallidi attempt to murder the adventurers.

Skeletons (SRD p. 346)

The characters come upon 3d6 skeletons while traveling. The skeletons are either fully exposed or slightly buried beneath loose soil. If this option is rolled while the group is camping, the skeletons wander into the camp and attack.

Wight (SRD p. 354)

The characters encounter a wight stalking the Festering Fields. Any character openly displaying a connection to Denev is relentlessly attacked.

Wraith (SRD p. 355)

The party encounters a lone wraith in search of its next victim.

ZOMBIES

Characters catch the scent of death on the air and adventurers hear the lumbering of the undead. Roll a d10 to determine what appears:

ZOMBIES

D10	ZOMBIES
1 - 5	3d6 Zombies
6 - 9	3d6 Zombies accompanied by 1 Giant Zombie
10	4d6 Zombies accompanied by 1d6 Giant Zombies

WEATHER

The Festering Fields is temperate year-round, but with a wide variance over the course of 24 hours. The temperature rarely climbs above 85 degrees F (30 degrees C) during the day and dips down to around 35 degrees F (2 degrees C) at night.

Even without precipitation, pockets of a cold mist blanket the fields. Travelers inside one of the pockets of mist have their visibility limited to 50 yards.

DARK STORMS

Dark Storms come on suddenly, first starting as a slight darkening of the sky and then rapidly expanding from a central point, opening in the sky like an iris. This imposes disadvantage on Wisdom (Survival) checks used to predict their appearance. The Storms are typically between 1 to 2 square miles in size and do not move with the wind as a normal storm does. Everything within the area of the Dark Storm is lightly obscured, with creatures in the area having disadvantage on Wisdom (Perception) checks that rely on sight. The heavy rains extinguish open flames and impose disadvantage on Wisdom (Perception) checks that rely on hearing.

Dark Storms persist for a minimum of 1 hour. After the first hour, roll a d20. On a 13 or higher, the storm persists for another 10 minutes.

The true danger of a Dark Storm is a vitality leeching effect. Creatures directly exposed to the storm must succeed on a **DC 15 Constitution** saving throw or suffer a level of exhaustion. Every 10 minutes of exposure requires an additional check. Exhaustion cannot be removed until the creature is dry and no longer exposed to the storm.

For reasons unknown, an undead's vision is completely foiled by the winds and rain of the storm. Undead find the loss of their vision distasteful, and being blind only attack those they can sense otherwise. Undead within the storm make every effort to remove themselves, be it by burrowing, seeking immediate shelter, or leaving its boundaries.

ADVENTURE: DAMNATION TRAIL

This adventure can be used to introduce any group to the dangers of the Festering Fields.

ADVENTURE SUMMARY

The adventure begins with characters arriving on the border of the Festering Fields. Tasked with delivering some much-needed alchemical supplies to an alchemist named Birit (she/her, N human **mage**) in the hamlet of Bastion, the party must pass into the fields.

A LITTLE RAIN MUST FALL

Many factors contribute to the difficulty in navigating the Festering Fields. Trails and marked paths are few and far between; no true roads wind through this desolate place. The uniformly dour landscape coupled with the near-constant fog only add to travelers' woes.

The party's navigator makes a **DC 10 Wisdom (Survival)** check once each morning when they strike out and once every day in the late afternoon. If the check fails, the party inadvertently travels in the wrong direction and becomes lost (immediately roll once on the Random Encounter table and apply the results). The navigator can repeat the check after the party spends 1d6 hours trying to get back on course.

As the adventurers make their way through the hills, a successful **DC 10 Wisdom (Survival)** check with disadvantage will notify the party of an approaching storm. In the distance, across a small valley, the adventurers spot a small ruin that may provide shelter from the coming weather. The valley walls are broken and difficult to scale, making it impossible to outrace the storm going that route; the valley is the quickest and most direct path.

The floor of the valley is heavy with mist, obscuring the ground beneath. While not difficult terrain, the ground is **lightly obscured**. As the adventurers make their way through the valley, they occasionally hear and feel the crunch of bone underneath their boots, growing more frequent as they tread deeper into the valley.

When the party reaches 200 feet from the edge of the ruin, skeletal hands and skulls slowly start to rise from the mists ahead. Soon, 12 **skeletons** stand 60 feet ahead of the party, blocking their progress through the valley. A **DC 10 Wisdom (Perception)** check will alert the party to 6 **skeletons** rising 30 feet behind them.

At the end of the first round of combat, the sky opens, and a Dark Storm strikes the area, dispersing the undead. The

party must contend with the Dark Storm, seeking shelter in the ruin (see **The Ruin** map p. 13.)

EAT OR BE EATEN

As the party enters the ruin, they immediately hear muffled voices from a foyer 60 feet ahead. Characters can make a **DC 12 Dexterity (Stealth)** check to get closer to the muffled voices.

If successful, the characters can creep closer for a better listen. On a failed check, the talking stops abruptly. An advancing adventurer with a **passive perception** of 12 or higher hears footfalls approaching.

If the character sneaks up to the foyer, they can make a **DC 10 Wisdom (Perception)** check to discern the nature of the voices. On a failed check, the character believes they hear 3 different voices, arguing in 3 different languages. If the check is successful, the character still hears 3 different languages being spoken, but it is clearly one person speaking.

The **necromancer** (he/him, CE human, p. 10) is babbling back-and-forth with two skeletons propped up against the far wall of the foyer. The room is clearly the site of a recent battle, the dust not yet settled on everything that was disturbed during the confrontation. Once the necromancer realizes the party is there, he abruptly ends his conversation with the skeletons and addresses the character(s). He is quite manic, seemingly on the edge of sanity.

Depending on how the adventurers approach the necromancer, their exchange will begin in one of two ways:

If the party approaches the necromancer non-threateningly, he reacts in a bewildered but non-aggressive fashion. If the party approaches showing any outward sign of aggression (having weapons drawn for example), they will be met with distrust that quickly turns to hostility if not countered.

If the players manage to calm the necromancer with a **DC 10 Charisma (Persuasion)** check, he introduces himself as **Zebel of Locklund** and informs them that he has been wandering the ruin for quite some time, having fallen down a sinkhole into a subterranean passage. Unable to climb back up, he had no choice but to venture further into the ruin, eventually finding his way here through a series of tunnels. His mania appears to be a product of being lost and starving for several days; investigation will reveal caked blood around the necromancer's mouth and on his hands, and scraps of flesh in the necromancer's fingernails and teeth. His breath is absolutely awful.

Zebel will immediately begin to negotiate for fresh food and water once he no longer feels threatened by the party. He offers up a *spell scroll of protection from evil and good* to the party in exchange for food, water, and safe passage out of the ruins.

WHAT'S MINE IS MINE

This small ruined structure still possesses a good portion of its roof and no major breaches in its outer walls, and so should provide excellent shelter from the elements for a weary party. More importantly, it appears to be devoid of undead. Have the characters make an **Intelligence (Investigation)** check and compare the results to the following:

RESULT	DISCOVERY
10	2d4 Trinkets amongst the debris
15	and 1d4 small gems (25 gp each) in a small purse
20	and Tenara's Locket

A *detect evil and good* spell will also reveal the locket's location and indicate that it is a desecrated object. If the party discovers the locket, **Tenara** immediately phases up from her resting place under the floor and attempts to possess whoever holds the locket. Should she manage to possess the locket holder, she will immediately put it on and attempt to flee.

If the party does not find the locket, Tenara will wait until nightfall and attempt to possess one of the adventurers while the party sleeps. She will target female elves in the party first.

Characters possessing the locket are at disadvantage when resisting Tenara's possession ability. Characters wearing the locket can affect and be affected by Tenara while she is in the Border Ethereal.

Tenara uses the **ghost** stat block (SRD p. 311) with the following changes:

AC to 13

Hit Points to 60 (14d8)

Sunlight Susceptibility - While in sunlight, Tenara has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Resistance - Tenara has advantage on saving throws against any effect that turns undead.

DAYLIGHT'S ESCAPE

Once the party has contended with Tenara and either befriended or defeated the necromancer, daylight breaks over the ruin, permitting the adventurers to take their leave in relative safety. They must travel one more day through the Festering Fields to arrive at their destination, leaving the fields one hour before sunset if they begin their journey directly at sunrise. If Zebel is still with the party, he will attempt to follow them to Bastion unless they shoo him off. If the party arrives with Zebel in tow, Birit will chastise them and pay them only 50 gold before threatening to call the guard. If Zebel is not with the party, Birit will pay 150 gold to the party for their trouble in addition to offering food, lodging, and 1 *potion of greater healing* to each party member.

NEW CREATURES

The following creatures can be found in the Festering Fields.

GIANT ZOMBIE

Giants were utilized as pawns in the Titanswar. Many died in the Festering Fields. Their remains are periodically reanimated by the necrotic energies there.

GIANT ZOMBIE

Huge undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 85 (10d12 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 3 (450 XP)

Undead Fortitude. If damage reduces the zombie 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 zombie drops to 1 hit point instead.

Actions

Bone Greatclub. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 60/240, one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

NECROMANCER

Necromancers are specialist wizards who study the interaction of life, death, and undeath. Most like to dig up corpses to create undead slaves.

THE NECROMANCER

Medium humanoid male (human), chaotic evil

Armor Class: 12 (15 with mage armor)

Hit Points: 66 (12d8 + 12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14(+2)	12(+1)	17(+3)	12(+1)	11(+0)

Saving Throws: Int +7, Wis +5

Skills: Arcana +7, History +7

Damage Resistances: necrotic

Senses: passive Perception 11

Languages: Calastian, Infernal, Ledean, Zathisk

Challenge: 9 (5,000 XP)

Spellcasting. The necromancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, mending*

1st level (4 slots): *false life, mage armor, ray of sickness*

2nd level (3 slots): *blindness/deafness, ray of enfeeblement, web*

3rd level (3 slots): *animate dead, bestow curse, vampiric touch*

4th level (3 slots): *blight, stonewall, shadow traitor**

5th level (2 slots): *arcane hand, cloudkill*

6th level (1 slot): *circle of death*

*see **Scarred Lands Player's Guide**

Grim Harvest (1/Turn). When the necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Actions

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

PALLIDI

Though the night-touched were created by Hrinruuk, a fragment of that creative knowledge has found its way to Scarn. The Yaga's influence in the Festering Fields can be seen by the presence of what have come to be known as pallidi. The pallidi are undead who have risen possessing a fraction of the power of the night-touched. Initially, only Yaga Mordi and her Yagara possess the ability to create pallidi

with their spells but the Festering Fields are rife with dark and chaotic magics and pallidi now rise of their own volition.

Pallidi can arise from skeletal remains or corpses. Patches of ink-black "flesh" cling grimly to bones or are married to sickly, moldered skin. A viscous black ichor continually gushes forth from a pallidi's mouth and oozes from its wounds. Dead eyes hide the malicious intent that burns behind them.

PALLIDI

Medium undead (titanspawn), neutral evil

Armor Class: 10 (natural armor)

Hit Points: 22 (3d8 + 9)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	16 (+3)	6 (-2)	8 (-1)	5 (-1)

Saving Throws: Dex +1, Con +5, Wis +1

Damage Immunities: cold, poison

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

Condition Immunities: exhaustion, poisoned

Senses: darkvision 90 ft., passive Perception 8

Languages: understands the languages it knew in life but can't speak

Challenge: 2

Undead Fortitude. If damage reduces the pallidi 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 pallidi drops to 1 hit point instead.

Night-Touched. Magical darkness doesn't impede the pallidi's darkvision. In areas of dim light or darkness, the pallidi has advantage on Dexterity (Stealth) checks to hide.

Sunlight Sensitivity. While in sunlight, the pallidi has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 1) slashing damage plus 1 necrotic damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 1) piercing damage plus 2 necrotic damage.

Strength Drain. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 1) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a humanoid dies from this attack, a new pallidi rises from the corpse 1d4 hours later.

YAGA MORDI

One of the most dangerous entities to stalk the Festering Fields is the hag known as Yaga Mordi. Many believe she was once a necromancer of Glivid-Autel named Ylliani Mordori, whose dark practices were too reckless and unsavory for her contemporaries. Additionally, Ylliani's evangelization of alchemical immortality, a philosophy and approach to the study of necromancy and immortality, was met with overall disdain and ridicule by the Society of Immortals and the majority of necromancers of Glivid-Autel.

In Hollowfaust, while expounding the virtues of continued and extended studies into alchemical immortality would not have been met with ridicule, Ylliani's methods and approach would not be welcome in such a "controlled" environment. And thus, Ylliani turned her wanderings to the Festering Fields.

It is unknown what became of Ylliani. If Ylliani is indeed Yaga Mordi, perhaps one of her ancient journals could shed light on her journey; shed light on her transformation from human to fey. Legends tell of concoctions to which hags subject their daughters in order to trigger the transformation, and with the rise of the Yagara, there may be truth in that.

YAGA MORDI

Large fey (shapechanger, titanspawn), neutral evil

Armor Class: 17 (natural armor)

Hit Points: 135 (18d8 + 54)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws: Con +9, Int +11, Wis +8

Skills: Arcana +17, History +11, Insight +8, Perception +8

Damage Resistances: cold, necrotic

Damage Immunities: poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: exhaustion, poisoned

Senses: darkvision 120 ft., passive Perception 18

Languages: Dunahn, Infernal, Ledean, Primordial, Sylvan, Titan Speech

Challenge: 14

Horrific Appearance. Any humanoid that starts its turn within 30 feet of Yaga Mordi and can see her true form must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Yaga Mordi is within line of sight, 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 Yaga Mordi's Horrific Appearance

for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Yaga Mordi.

Death Shroud. When Yaga Mordi hits with any weapon, the weapon deals an additional 9 (2d8) necrotic damage (included in the attack). At the start of each of her turns, Yaga Mordi deals 9 (2d8) necrotic damage to any creature grappling her

Legendary Resistance (3/Day). If Yaga Mordi fails a saving throw, she can choose to succeed instead.

Spellcasting. Yaga Mordi is a 16th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, or +11 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *chill touch, toll the dead, filch*

1st (4 slots): *inflict wounds, spectral hand, animate undead minion*

2nd (4 slots): *blindness/deafness, ray of enfeeblement, aegis*

3rd (3 slots): *animate dead, bestow curse, vampiric touch*

4th (3 slots): *blight, darkstaff, inflict susceptibility, wall of darkness*

5th (3 slots): *dance macabre, enervation, negative energy flood, aura of death*

6th (2 slots): *circle of death, soul cage*

7th (2 slots): *finger of death, power word pain*

8th (1 slot): *leech field*

Grim Harvest (1/Turn). When Yaga Mordi kills a creature that is neither a construct nor undead with a spell of 1st level or higher, she regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Night-Touched. Magical darkness doesn't impede Yaga Mordi's darkvision. In areas of dim light or darkness, Yaga Mordi has advantage on Dexterity (Stealth) checks to hide

Coven Spells. Yaga Mordi's coven practice spells not only in line with her fascination with death and immortality, but spells used to further the Yaga's research into those fields.

1st level (4 slots): *detect magic, inflict wounds, animate undead minion**

2nd level (3 slots): *gentle repose, ray of enfeeblement*

3rd level (3 slots): *animate dead, speak with dead, vampiric touch*

4th level (3 slots): *blight, locate creature*

5th level (2 slots): *contact other plane, raise dead, aura of death**

6th level (1 slot): *circle of death, create undead*

* see **Scarred Lands Player's Guide**

Actions

Death Glare. Yaga Mordi targets one frightened creature she can see within 30 feet of her. If the target can see Yaga Mordi, it must succeed on a DC 13 Wisdom saving throw against this magic or drop to 0 hit points.

Claw. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 4) slashing damage plus 9 (2d8) necrotic damage.

Life Drain. *Melee or Ranged Spell Attack.* +8 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 26 (5d8 + 4) necrotic damage plus 22 (5d8) cold damage.

The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic 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 slain by this attack rises 24 hours later as a pallidi under Yaga Mordi's control, unless the humanoid is restored to life or its body is destroyed.

Change Shape. Yaga Mordi magically polymorphs into a Medium or Large female humanoid, or back into her hag form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her hag form if she dies.

Legendary Actions

Yaga Mordi 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. Yaga Mordi regains spent legendary actions at the start of her turn.

Claw. Yaga Mordi makes a claw attack.

Life Drain (Cost 2 Actions). Yaga Mordi uses her Life Drain ability.

Summon Undead (Costs 3 Actions). Up to five pallidi appear in unoccupied spaces within 30 feet of Yaga Mordi and remain until destroyed. Pallidi summoned in this way roll initiative and act in the next available turn. Yaga Mordi can have up to five pallidi summoned by this ability at a time.

PLAGUE OF THE YAGA MORDI

This spell functions as *Chardun's Army* (Scarred Lands *Player's Guide* p. 148) with the following changes:

4th level necromancy (divine, true ritual)

Components: V, S, M (ensorcelled skull of a Night-Touched Controller, rare herbs)

Bones and corpses become **pallidi**.

YAGARA

Knowledge of Yaga Mordi has spread across the region, and a few have braved the desolate expanse of the Festering Fields to request her guidance. The lure of immortality is great and few supplicants realize the true cost until it's too late. Unlike traditional hags, Yaga Mordi only "enlightens" willing mortal females. Mortals fortunate(?) enough to survive Yaga Mordi's Ritual of Becoming are transformed into Yagara.

YAGARA

Large fey (shapechanger, titanspawn), neutral evil

Armor Class: 14 (Natural Armor)

Hit Points: 58 (7d8 + 30)

Speed: 30 ft.

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

Skills: Arcana +6

Senses: darkvision 60 ft.; passive Perception 11

Languages: Infernal, Ledean, Sylvan, Titan Speech

Challenge: 6

Horrific Appearance. Any humanoid that starts its turn within 30 feet of a yagara and can see her true form must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if a yagara is within line of sight, 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 a yagara's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the yagara.

Spellcasting. A yagara is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, or +6 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *chill touch, toll the dead, filch*

1st (3 slots): *inflict wounds, spectral hand, animate undead minion*

2nd (2 slots): *blindness/deafness, ray of enfeeblement, aegis*

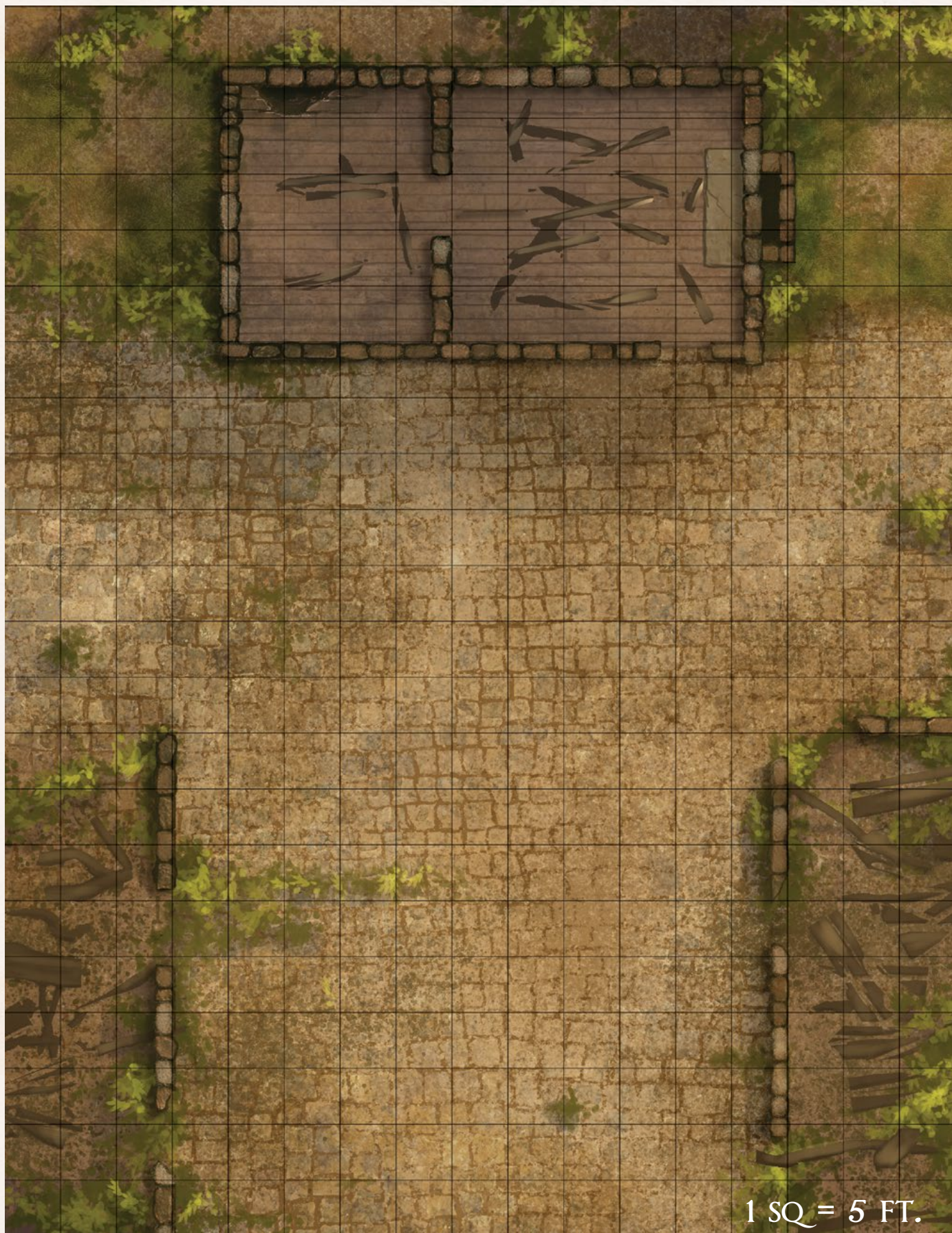
3rd (4 slots): *animate dead, bestow curse, vampiric touch*

Actions

Claws. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Change Shape. The yagara magically polymorphs into a Medium or Large female humanoid, or back into her hag form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her hag form if she dies.

THE RUIN



1 SQ = 5 FT.

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