

TREMOR

Tremor is a 25-foot-tall bear that dominates the Wallingmiotta. While many believe Tremor is one of the Great Titans, this is untrue. Tremor was created spontaneously through fey magic. He now acts as the ultimate protector of the forest. Tremor does not move through the Wallingmiotta quietly. He can be spotted or heard from 300 feet away as he crashes through the trees and underbrush. Any creatures he sees as hostile towards the forest he attacks and fights until killed.

When he is not hunting or protecting the forest, Tremor retires to a 100-foot-tall cliff face located south of the Neepawa Bowels. At any given time, there is a 10% chance that Tremor is resting on the cliff.

However, Tremor is not alone. A harpy named Yoraene lives on the cliff with Tremor in a nest made from discarded plate mail armor. She uses her song to soothe and calm the bear so he can sleep. More clever than most of her kind, Yoraene enjoys testing creatures who dare approach the cliffs. Those who pass her test will be given safe passage through the forest. And those who fail her test are instead eaten by Tremor. So far, no one has passed her test. She worries Tremor is getting fat.

TREMOR

Huge fey, unaligned

Armor Class 14 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	2 (-4)	14 (+2)	9 (-1)

Saving Throws Str +10, Con +9

Skills Perception +6

Senses passive Perception +16

Languages —

Challenge 11 (7,200 XP)

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

Magic Resistance. Tremor has advantage on saving throws against spells and magical effects.

Magic Weapons. Tremor's weapon attacks count as magical for the purpose of overcoming damage resistance and immunity.

Actions

Multiattack. Tremor makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

