

THE KHYBER KHRONICLE

VOLUME 8

THE BLADE DESERT EDITION

TEST YOUR SKILL IN A HUNT
FOR THE ELUSIVE BLINK DOG

TREASURES AWAIT BENEATH
THE SANDS OF THE BLADE DESERT

EXPLORE THE HALFINGS OF
THE TALENTA PLAINS

DO MY EYES DECEIVE? WHAT MIRAGES WILL
YOUR PLAYERS SEE IN THE DESERT?

MAGIC ITEMS, SHORT ENCOUNTERS, AND NEW MONSTERS



THE KHYBER KHRONICLE

VOLUME 8



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CATCHING THE WIND

A TALENTA PLAINS SKILL CHALLENGE



WRITTEN AND DESIGNED BY MATHEW BOOTH

CATCHING THE WIND - A TALENTA PLAINS SKILL CHALLENGE

Written and Designed by Mathew Booth

COMPETITION BACKGROUND

The blink dogs of the Blade Desert are skittish and wild, despite their reputation as the Ghallanda, or “helpful hound” of the desert. They disappear at the slightest provocation, not helped by the Valenar, hunting them with blunted arrows for sport. The Valenar elves are not the only culture to hunt these fey hounds, yet the other does it with more respect.

The ghallanda is one of the many spirits revered by the Talenta plains halflings. They are the foremost spirit among the tribe of the same name, now known to the greater world as House Ghallanda, bearers of the Mark of Hospitality. A list of all the traditions accorded among House Ghallanda and the greater tribes to pay respects to the blink dog would take more space than available. So instead, we’ll focus on one.

A time-honored tradition in the Talenta Plains, especially for young hunters, is to catch or touch a blink dog without being detected. The competitors dunk their hands in a special dye, each a different color, and attempt to lay hands on the blink dog before it flees. Traditionally, this is attempted on wild dogs, though more often lately wealthy halfling nobles will hire a Vadalis breeder and use a prepared course.

Outsiders may have the opportunity to participate for several reasons. It may just be a way for a halfling born in the city to claim their heritage among the tribes. Other times, “twicelings” may have to prove their skill and stealth by competing against a tribe member. And on occasion, a halfling tribe has been known to bring a ghallanda to Gatherhold, promising prizes for whoever catches the hound before it runs away.



RUNNING THE COMPETITION

An encounter like this is best run as a Skill Challenge. Instead of asking the PCs to enter into a combat encounter with the blink dog and/or other participants, instead, use their skills and the dice to add excitement to the encounter. This encounter has been built with the guidelines contained in the title *Skill Challenges in 5e* by R P Davis, available on the Dungeon Master's Guild.

The blink dog encounter is a Medium skill challenge. This means the players must gain 6 successful skill rolls before they accumulate 3 failures. The general DC of the checks made during this encounter is 15, though the DM may raise or lower these depending on the players' decisions or tactics. The Blink Dog stat block in the Monster Manual gives them a passive Perception of 13, with a +3 modifier to active Wisdom (Perception) checks.

Here's a list of possible checks that can be asked for. Don't feel you need to limit or be limited to these skills; a smart party may come up with a number of tactics. Also, don't forget that abilities and skills aren't always a 1-to-1 match. A Wisdom (Intimidation) check and other strange associations are possible, so long as the players can justify what they use.

- Dexterity (Acrobatics) - Though these challenges generally take place in the desert, it's not uncommon to find rock outcrops, sand dunes or even certain plants that can be used to gain an advantage.
- Wisdom (Animal Handling) - Though, by RAW, the blink dog is a fey, it's possible to draw on a character's experiences with other canines to predict the dog's movements or even tempt it closer.
- Intelligence (Arcana) - The traditional knowledge skill for fey, this can be used to recall prior studies or information that might give the character an advantage in the hunt.
- Strength (Athletics) - While it may seem counter-intuitive, a sufficiently fast character may simply be able to run up to the blink dog before it can disappear. Also, don't forget this skill can be used to grapple if the character would rather bring the animal back over merely touching it.
- Wisdom (Insight) - The character's own skill may not be the only way to track the blink dog. If there are other hunters about, a character may find the creature by tailing or questioning other hunters!
- Intelligence (Investigation) - One of two skills that can be used for tracking, this one is for the character who's actively studying the environment for clues. Remember though, tracking is only half the job.
- Intelligence (Nature) - Maybe it's not your style to track the blink dog down. Instead, this skill might be used to make sure you're in the right place when the blink dog passes by.
- Wisdom (Perception) - Many adventurers' go-to skill, this is a good choice for getting onto the blink dog's trail; or even spotting its sandy coat against the brown sand.
- Dexterity (Stealth) - Someone will, at some point, have to do some actual sneaking. This skill is best used against the blink dog's passive Perception or active Perception rolls, over the fixed DC. Even an unstealthy character can succeed if the blink dog fails to spot them.
- Wisdom (Survival) - The classic wilderness skill, of course, applies. Some hunts may take hours, and if a character fails to catch a blink dog with their first few checks, they may want to try again.

The party may also use applicable spells, magic items or abilities to gain Advantage on a particular check; *pass without a trace* for a Dexterity (Stealth) check, but this generally shouldn't provide Advantage on every check. Only the most powerful spells should provide automatic successes.

Most Talenta tribes wouldn't see these as cheating, provided the character or characters do not attempt to hide their use. A challenger using spells or items, especially if they're an outsider, simply means they need the crutch to keep up with the halflings themselves. A DM may choose to disallow this, but it's recommended to let the players use their creativity as much as possible.

SUCCESS OR FAILURE

There are three possible outcomes to most skill challenges, and they'll mean different things to different hunts. A few possible interpretations of those outcomes are given below:

- **Total Success:** No failures, all successful rolls. In this case, it may mean the characters have not only caught the blink dog but brought it back to the challenge-giver. Other Total Successes might be that the characters are the only ones to mark the dog or the ones who lasted the longest in the search if no blink dogs were found.
- **Partial Success:** If the characters manage to succeed with some failed rolls, it's possible they only managed to touch the blink dog, that they weren't the only ones to touch the blink dog, or that they managed to catch a different competitor harming the dog or interfering with their own efforts.
- **Total Failure:** Hitting three failed rolls before success means the characters have lost the challenge. Consequences are for the DM to decide in the greater context, but immediate results may simply be that they could not find or catch the blink dog. Another competitor may have totally succeeded, or the characters may have hurt or killed the blink dog.

CONCLUSION

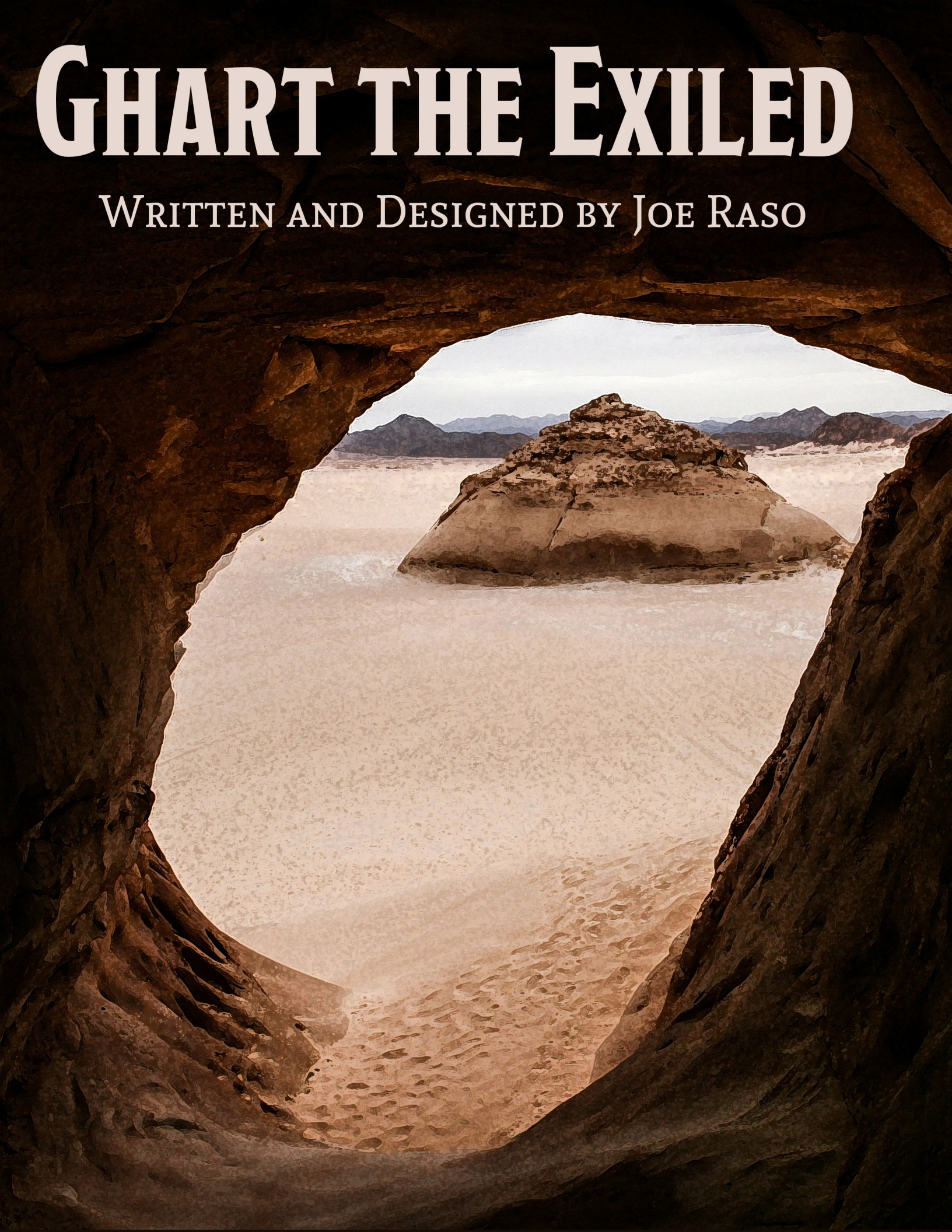
Again, the wider consequences of the result of the challenge depend on the context going in. Did the players need information from a chieftain? Was it a challenge given in jest? Or did the players need to catch a wild blink dog to renew Vadalis' own breeding stock? Maybe a Sharn nobleman asked them to get them a new, exotic pet for the next Tain Gala.

In any case, the players and characters should have given it their best. Skill challenges are a viable alternative to combat and negotiations, and they are an excellent tool for DMs to have handy. Again, check out R P Davis' *Skill Challenges in 5e* to find the full rules for making your own skill challenges.



GHART THE EXILED

WRITTEN AND DESIGNED BY JOE RASO



GHART THE EXILED

Written and Designed by Joe Raso

A HORRENDOUS ACT

The halfling tribes of the Talenta Plains work together to survive their harsh land. Independence is cherished so long as blood and tradition are respected. To be cast out from a tribe is a terrible thing. To face the wilds without the help of one's tribe is something to be feared and only occurs when an atrocity is committed.

Recently Ghart the Exiled committed such a foul act. He was cast out from his tribe three seasons ago, though the halfling tribes refuse to speak to outsiders of what he did to deserve such punishment.

Word of the tribe's action against Ghart spread across the plains, and he is now ostracized by all halflings on the Talenta Plains. Holy Uldra did not agree with the ostracization believing it was not a harsh enough punishment for his deeds. She issued an edict demanding Ghart's head should he ever be seen again on the Talenta Plains.

A VOICE IN THE DARK

After being exiled, Ghart fled across the Blade Desert to the base of the Endworld Mountains. There he found shelter within a cave with numerous passages that descended into the mountain's roots.

The halfling spent much time exploring the caves as he preyed upon the rats and lizards that lived within. In one deep cavern, Ghart heard a voice. It spoke to him of violence and revenge. It led Ghart to a hidden place where he found a tongue worm – a wicked dealkyr-created symbiont. Ghart willingly bonded with the vile creature before returning to the surface.

AN ABERRANT TRIBE

Over the seasons that followed, Ghart obeyed the new voice in his head. It led Ghart through the mountains to a tribe of dolgrim. His secret voice told the halfling what to say to make the aberrant creatures follow him.

Ghart and his tribe of dolgrim now make their home in the caves the halfling found. They prowl the Blade Desert and occasionally roam into the Talenta Plains where they attack any unwary travelers they find.

Ghart the Exiled

Ghart is a lightfoot halfling **spy** with the following changes:

- Ghart is chaotic evil
- He has these racial traits: His walking speed is 25 feet. When he rolls a 1 on an attack, ability check or saving throw, he can reroll the die and must use the new roll. He has advantage on saving throws against being frightened. He can move through the space of any creatures that is of a size larger than him. He can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.
- Ghart has the following additional actions:

Tongue Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. The target must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tongue Grab. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* the target is grappled (escape DC 10).

TONGUEWORM

Vile Creations. Tongueworms are aberrations created by the daelkyr and given to their favored servants. The worms often attach themselves to the leader of a group in order to further a daelkyr's insidious plans.

Symbiont. A tongueworm can only attach itself to a willing or helpless creature. When attached, the aberrant's long thin tail extends down the host's throat to burrow into its stomach wall. The head of the tongueworm lies flat on the host's tongue. When not attacking the tongueworm hides its poison stinger beneath its body.

Attaching or removing a tongueworm deals 1 (1d3) points of piercing damage.

A host of a tongue worm gains the following actions:

Tongue Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 2) piercing damage. The target must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tongue Grab. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: the target is grappled (escape DC 10).

TONGUEWORM

Tiny aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 4 (1d8)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	18 (+4)	11 (+0)	5(-3)	8 (-1)	10 (+0)

Damage Immunities Poison

Skills Hide +6, Stealth +6

Senses blindsight 60 ft., passive Perception 9

Languages Cannot speak but understands Deep Speech.

Challenge 1/8 (25 XP)

Symbiont. When joined with a host, it may act independently on its host's initiative. It is aware of any dangers its host is aware of. Attacking a symbiont instead of its host provokes an attack of opportunity from the host. A symbiont is not affected by attacks directed at the host and uses the host's saving throws if they are better than its own.

Spell Sharing. A tongueworm may choose to benefit from any spells cast by the host on itself, even if such a spell would not normally affect aberrations. Spells targeting the host by others do not affect the symbiont, nor do spells that target the symbiont affect its host.

Telepathy. If the host speaks a language, then the tongueworm can communicate telepathically with it.

ACTIONS

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit:* 1 (1d3 - 2) poison damage. The target must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



DOLGRIM

Daelkyr Creations. Dolgrim are aberrant creatures created by the daelkyr when they invaded Eberron many millennia ago.

Aberrant Appearance. These vile creatures resemble misshapen goblins. They possess four gangly arms, hunched backs, and a head that seems squished onto its neckless body. A pair of sharply-toothed mouths grimace on their gruesome faces. They possess pale, oily skin that they frequently tattoo with snarling faces in garish colors.

Dual Minded. These creatures possess two brains that work together to form a single personality, and it is not uncommon for a solitary individual to hold conversations with itself.

Brutal Warriors. Dolgrim breed in harsh clans fighting one-another to survive. They innately fear of dalekyr and dolgaunts becoming compliant followers to any who assert their leadership. It is not uncommon for Cults of the Dragon below to possess squads of these loathsome creatures.

DOLGRIM

Small aberration, chaotic evil

Armor Class 14 (leather armor and shield)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	13 (+1)	12 (+1)	8(-1)	9 (-1)	6 (-2)

Skills Athletics +6

Damage Resistance bludgeoning, piercing, and slashing from non-magical weapons.

Senses darkvision 60 ft., passive Perception 9

Languages undercommon

Challenge 1/2 (50 XP)

Dual Consciousness. The dual brained nature of these creatures grants them advantage on all Intelligence and Wisdom saving throws.

Grabby. Dolgrim's multiple arms give these creatures advantage on all checks to start a grapple or to prevent a grappled creature from escaping.

ACTIONS

Multiattack. A dolgrim makes any combination of two melee or ranged attacks.

Morningstar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target, Hit: 6 (1d8 + 2) piercing damage.

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5ft or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.





TREASURES OF THE BLADE DESERT

WRITTEN AND DESIGNED BY JEREMIAH MCCOY

TREASURES OF THE BLADE DESERT

Written and Designed by Jeremiah McCoy

There is a desert between the Talenta Plain and Velenar. It is a wild place, which was home to much that is forgotten to time. The elves arrived 10,000 years ago and fought wars the Dhakaani Empire. That war ended, and others came.

When the humans came to Khorvaire, they expanded across the continent, and the Blade Desert was no exception. Thousands of years have passed through the region, but little of it is recorded. The sands often scoured the evidence away, but there are still wonders to be found there. There is still magic there just as there is magic throughout the world. You just have to know where to look. Here are a few storied items of magic and power that the desert sands hide.

DESERT WIND

There was a great elf prince in the dry regions of Xen'drik, one of the first provinces to stand against the giant empire. His name was Narlis. He had a double-bladed scimitar named Desert Wind, and it aided him in battles through the years. He like make elves left Xen'drik.

The blade was lost when the Tairnadal first came to the Blade Desert ten thousand years ago, and the Valenar are still combing the land for any sign of it. The story of the weapon's loss is not known. Some say it was a powerful Efreeti who took the weapon. Others suggest Narlis gave it as a gift to a respected opponent. Its legendary power and its history are compelling to all that know of it. It is not only powerful but a connection to their ancient past.

DESERT WIND

Weapon (double-bladed scimitar), Requires attunement, Legendary

You Gain +1 on attack rolls and damage.

You also gain a +1 deflection bonus to AC due to the blades natural tendency to block incoming attacks.

The blade also has 8 charges. By expending a charge, you may do either of these three things.

- You can make a ranged attack by throwing the weapon. The weapon will act as if it has the thrown quality, but the normal range is 30ft and 80ft as long. Anyone struck by the weapon must make a **DC 13 Dexterity save** or be knocked prone. The weapon returns to your hand after the attack.
- You can, as your movement action, fly up to 60ft. All attacks made against you till your next turn have disadvantage.
- As a reaction, you may become a creature of swirling air and sand. While in that form, you are immune to Grappled, Prone, and Restrained conditions. You have resistance to Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks. This form lasts until the beginning of your next turn.

The sword regains a 1d4 charges every sunrise.

WHERE IS IT NOW?

There was a legend that said a Dhakaani acquired the services of Efreeti during the war and used it to steal the weapon from battle. This may even be true. It is true that even now, the Desert Wind waits to be found waiting in a lost cave buried beneath the sands. It true an Efreeti waits for those who are foolish enough to try and take the blade. Those who bother asking why don't live long enough to share the answer.

WAND OF SAND

The wand of sand is associated with Keirus the Wanderer. It is unknown if he created them or just used one created by someone else. Not much is known about his origins. He claimed to be the last king of a line of humans who settled the Blade Desert thousands of years ago and withdrew into hiding. He claimed a city of glass and fire was hidden in the dunes.

His claims were doubted, but his abilities were impressive. He was a wizard of significant skill and was seen wandering the desert for over a hundred years. His last sighting was during the war. The wand's ability to command sand makes remarkably valuable in a desert, so people continue to search for it and others like it.

WAND OF SAND

Wand, Requires attunement, Rare

This wand has 7 charges. While holding it, you can use an action to expend its charges to do any of the following.

(1 charge) You cast the Entangle spell (**Strength save DC 13**) from it. This works only in a sandy environment.

(2 charges) You cast Wall of Sand

(3 charges) You cast Control Winds

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into sand and is destroyed.

WHERE CAN THEY BE FOUND?

The wizard died shortly before the Mournlands. He ran afoul of some elements in the desert near the Endworld Mountains. His body still lies there, but no one survives to approach him. The elementals are jealous protectors of their prey.

Others have speculated his wand was not the only one. Could there be a city of glass and fire hiding in the desert?

HELM OF THE LOST

Once in the Dhakaani Empire, there was a feared and beloved warlord named Grakia. She was a remarkable warrior who knew no equal. She was so respected she was given a magical iron helm to wear. Helm gave her the strength to lead a vast horde into battle with the elves.

Ultimately, even skill, power, and ferocity cannot always win the day. When Grakia led her horde in a heroic charge against the elves, she expected to crush them. She did not expect fierce magics, which shattered her charge and destroyed her army.

Since her fall, and the fall of the Dhakaani Empire, many a hobgoblin has sought the helm. It was one of a few items that represent the power and glory of a once great nation.

HELM OF THE LOST

Wondrous Item (head), Requires attunement, Legendary

While wearing this helm, you provide advantage on saving throws, strength checks, and melee attacks to any ally within 30ft. Additionally, you have advantage on **Charisma** checks with goblinoids.

WHERE CAN IT BE FOUND?

The Helm is found in an ancient battlefield, near an unremarkable oasis. Lying under the sands is a small army of hobgoblins that fell. The bones were bleached white, their armor sand scoured. Woe be upon those who disturb the remains without leave. The Army of the Lost is unforgiving.

WIND KISSED ARMOR

The wind Kissed armor can be found among the wanderers of the desert. A connection to Syrania, the Azure Sky, imbued into the armor at the time of its making. The plane must be Coterminal at the time of its making, and the secret is known to only a few nomadic groups in both Talenta Plains and Valenar, but it can be bought rarely if one is well respected.

WIND KISSED ARMOR

Armor (can be any armor type), Requires Attunement, Uncommon

While wearing this armor, you have 10ft extra movement on land or in the air if you have a fly speed. It does not affect swimming or climbing speeds.

WHERE CAN THEY BE FOUND?

The armor is found among the more successful traveling merchants and Valenar mercenaries. It is not cheap or easy to find.

SAND WHIPS

Ancient slaves used these whips to keep slave caravans moving. The whips would use the sand itself to punish the rebellious. They were once common and were created by Lord's of Dust for their servants to use. They are less common now, but a number can be found in the desert still.

SAND WHIPS

Whip, Requires Attunement, Uncommon

The Sand Whip is a normal whip (**1d4 slashing Finesse & Reach**) when used in environments outside of a sandy environment. When you use it in a sandy environment, the weapon does double damage (**2d4 slashing Finesse & Reach**) and on a successful hit the target experiences excruciating pain, must make a **Constitution save (DC 13)**. On a failure, the target has disadvantage on all saves and skill checks for 1 minute.

WHERE CAN THEY BE FOUND?

Still valued by illicit slavers and servants of the Lord's of Ash, these whips can be found throughout the world, anywhere with sand, but most of the ones found these days are located in the Blade Desert.

RING OF THE ENDLESS SUN

These rings were the rare gifts from a long-dead wizard in the service of a human war chief. The goal was to make the wielders seem more at home in the desert. The war chief and his 9 lieutenants were truly great desert warriors and became legends in their times, but thousands of years and desert sands will wipe away the greatest of deeds in time.

RING OF THE ENDLESS SUN

Ring, Requires Attunement, Rare

When wearing the ring, you no longer need to save to avoid exhaustion in extreme heat. You feel cool in everything up to open flame.

WHERE CAN THEY BE FOUND?

Most of the rings were lost when their wearers fell in battles lost to time. Given when they gained fame, it is likely they are still in the desert. Perhaps in a tomb, or on the hand of a desert nomad.

There is at least one in the hands of a Shifter mercenary named Prang. He is known for being particularly unscrupulous and lacking in honor. He also is known for being remarkably hard to kill.



MIRAGES OF THE DESERT

WRITTEN AND DESIGNED BY SHANI AND DAVE KNIGHTON



MIRAGES OF THE DESERT

Written and Designed by Shani and Dave Knighton

“Your trek through the vast stretches of rolling sand dunes begins to wear on your senses. You were warned by the halflings of the planes to be wary of everything you find. The Blade has a way of tricking the mind into seeing what isn’t there.”

Wandering through the Blade Desert has more dangers than the obvious monsters that call these sands home. The desert itself can easily present its own challenges. Mirages can occur any time during the day when the sun hits the sand just right. The visible heat waves rising up in the distance can cause one's mind to see what isn't there.

These mirages have been known to lead adventurers to their deaths as the promise of the oasis and fresh water pulls them off their course and deeper into the sands. The longer one has been traversing the rolling sands, the harder it is to discern what's real and what's not.

For each day the party is wandering the desert, have each character roll a **Constitution** saving throw. The DC for this check is 10 + the number of days the party has been adventuring within the desert. On a failure, roll or pick from the table of mirages below. Any character that failed their check believes that the mirage is real. A DC 18 **Wisdom (Perception)** is required to realize that the object they see is not real.

D100	Mirage
1	Bubbling volcano on the verge of eruption
2	The waves of sand become ocean waves
3	Wings of an adult silver dragon
4	Tiny shack surrounded by gnome statues
5	Geyser that shoots 100 ft in the air every 2 minutes
6	Silhouette of a giant
7	Buried ruins of a castle
8	100 ft tall bottle of dwarven ale
9	Black cloud of swarming insects
10	An army of halfling riders
11	Crashed air ship
12	Tropical oasis
13	50 cats wearing party hats
14	Lone horse
15	Approaching sand storm
16	Sun with the face of a giggling halfling
17	Army of warforged
18	Scuttling carcass crab (see vol 1)
19	Single purple cloud yelling obscenities
20	City on fire
21	Oncoming lightning rail
22	A warforged in an obnoxiously large hat playing a lute

23	An ancient druid observatory
24	A tavern shaped like a teapot
25	A unicorn
26	A large group of humanoids in purple cloaks
27	A skeleton army
28	A man pushing a 15 foot diameter wheel
29	A wizard duel
30	A wooden box with sparks of green lightning erupting from it
31	A floating city
32	A white pavilion with an arrow embedded in the side
33	A white haired halfling shaking her fist at the air
34	A table with 5 people sitting around it playing a game with dice
35	A large crack in the ground that appears to go on for miles
36	A tree that appears to move every time you blink
37	A large black and white striped worm diving in and out of the sand
38	A giant 6 sided cube
39	4 humanoid creatures dressed in red, yellow, green and purple dancing

40	A dragon tea party
41	A 2 story tall goldfish swimming through the sand like water
42	A flying airship
43	A pack of gnolls
44	A flying red dragon
45	A crack in the sky with tentacles reaching through
46	A large obelisk that's shadow always points to the person seeing it
47	A cathedral with stained glass depicting a mechanical man in blue robes
48	A rainbow that has colors that constantly change
49	6 gnomes on stilts wearing unusual pants
50	A tornado full of sharks barreling toward you
51	An apple tree
52	A chicken the size of a horse
53	A blue house with a bear sitting on the porch reading the paper
54	A small pond with a single boat floating in the middle
55	A bath tub filled to the rim with bubbles
56	A waterfall that seems to fall from the clouds
57	A flamboyance of flamingos
58	6 men carrying a woman dressed in fine clothes atop of bed made of gold
59	A giant wasp
60	A pulsing blue light in the sky
61	A bush on fire
62	A large single door
63	A mime
64	A single beholder
65	A cave
66	A tree that grows a foot taller every time you blink
67	A llama wearing mens pajamas
68	A swarm of tiny insects in the shape of a whale flying through the air
69	An abandoned pirate ship
70	A halfling playing the tuba
71	A horse sized duck with a duck sized horse on his head

72	A giant wall of rain
73	A giant eye in the sky
74	A flight of harpies
75	An old man with a leather tome with the initials G.G. beckoning you to follow him
76	Seven ladies wearing white dancing
77	A band of colorful ponies
78	A pyramid with numbers on all sides
79	A pile of gold and gems
80	A covered wagon
81	A human crawling asking for help
82	A large pack of blink dogs
83	A dust storm in the shape of a tarrasque
84	A female with impossible long hair sitting atop a boulder
85	A tree covered in snow with blinking lights
86	A group of playing goblins
87	A walking tree with a racoon on his shoulder
88	A badger wearing a top hat
89	A wishing well
90	A baby griffon
91	A lighthouse whose light is more blinding than the desert sun
92	A rocking chair that is rocking without anyone sitting in it
93	A circus tent
94	A man flying in a chair held aloft by balloons
95	A hot spring
96	A wizard bathing in a clawfoot tub
97	A group of Rakshasas traveling single file through the dunes
98	A giant dodecahedron
99	A trapeze that seems to hang from nowhere with an illithid performing tricks
100	A prize winning size pumpkin



THE FIERCE HALFLINGS OF TALENTA

WRITTEN AND DESIGNED
BY ZACH PICKETT

THE FIERCE HALFLINGS OF TALENTA

Written and designed by Zach Pickett

There is nothing quite like going on a nice raid in Talenta. The sun is high, the clouds are sparse, and the wind blows through the grass and low brush in such a calming manner. You haul your well-earned loot along with a smile on your face. Then, all of a sudden, a finely crafted piece of wood strikes the back of your head with a sickening crack. Your vision goes blurry as you grasp for your sword, then the sound of battle cries fills the air. Raptors ridden by war painted halflings rush from cover, slicing and mauling all in their path.

SUBRACE

The existing subraces of halfling do little to capture the fierce and nomadic spirit of the Talenta halfling. Most halflings may love the road, but few take it as far as the Talenta halfling.

TALENTA HALFLING

As a Talenta halfling, you are stronger or wiser than average and are accustomed to the nomadic lifestyle common to the Talenta Plains. You are trained in the traditional weapons of your people and have a knack for working with animals.

Ability Score Increase. Either your Strength or Wisdom score increases by 1.

Nomad Rider. You have proficiency in the Animal Handling skill.

Talenta Weapon Training. You have proficiency with the tangat, sharrash, and boomerang.

NEW WEAPONS

Tangat. This lightly curved, short blade is reminiscent of a saber and is well suited to cutting through many things. Be it the neck-high grass, the meat of a kill, or the ankles of a foe.

Sharrash. This polearm weapon resembles a scythe with an outward turned blade. It is favored by war riders for its ability to sweep the feet out from under a foe.

Boomerang. These solid, curved throwing clubs are excellent for both hunting and war. When used by a skilled hunter or warrior, this weapon can return when it misses its mark.

SPECIAL WEAPONS

Weapons with special rules are described here.

Sharrash. A sharrash requires two hands to wield when you aren't mounted. You can attempt to shove within reach of this weapon. If you do so, you can only choose to knock a creature prone.

Boomerang. When you miss an attack when throwing this weapon, the weapon returns to you at the end of your turn. You can catch it if you have a free hand; otherwise, it falls at your feet.

Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
Tangat	25 gp	1d6 slashing	3 lb.	Finesse, light
Sharrash	15 gp	1d10 slashing	5 lb.	Reach, special
<i>Martial Ranged Weapons</i>				
Boomerang	5 gp	1d6 bludgeoning	1 lb.	Special, thrown (30/120)

FEAT

To say that a Talenta halfling is at home in the saddle is an understatement. Few riders form such strong bonds with their mounts as they. The rider and mount act in tandem, each relying on the other in a deadly and beautiful dance of death.

With the Mounted Master feat, a character can truly exemplify the bond of rider and mount upon the field of battle.

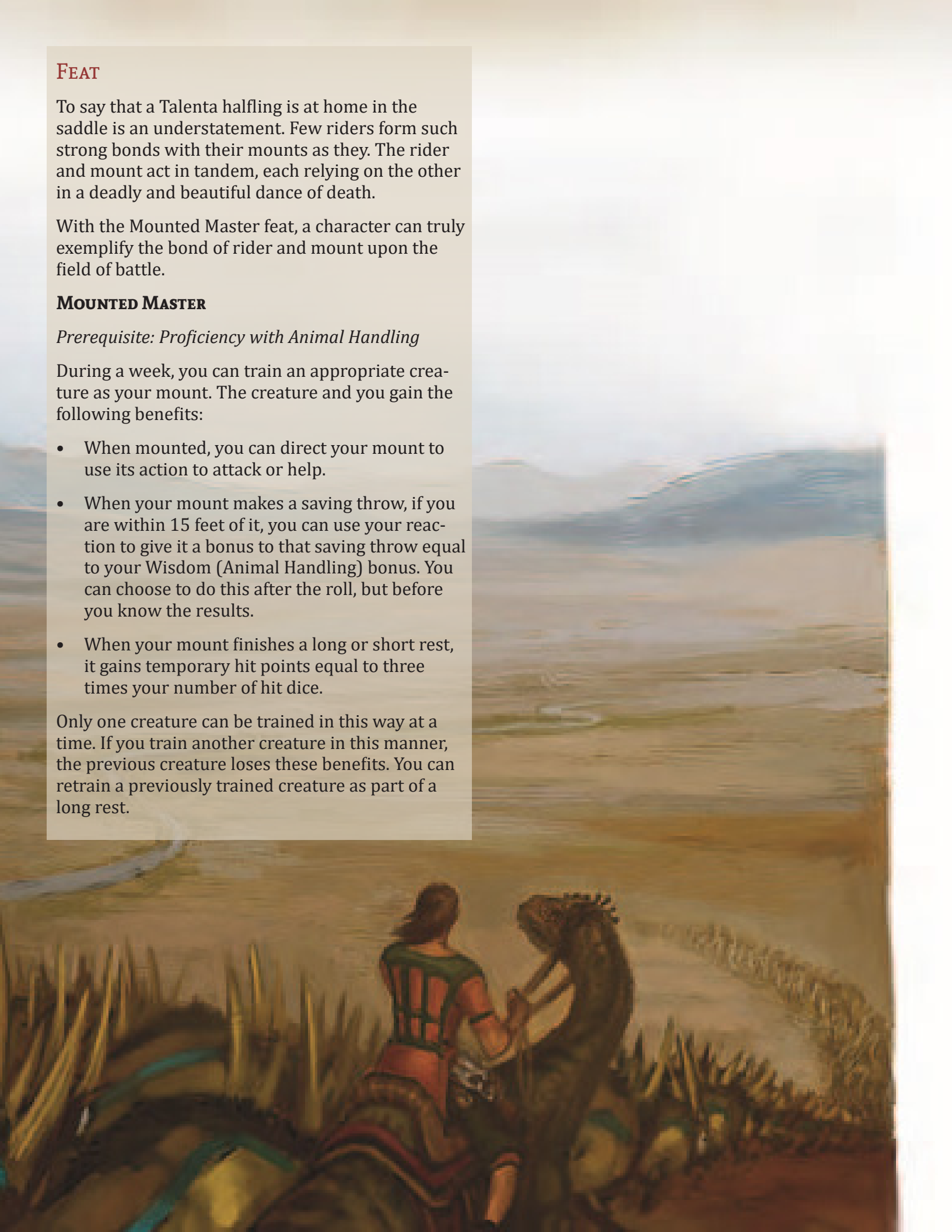
MOUNTED MASTER

Prerequisite: Proficiency with Animal Handling

During a week, you can train an appropriate creature as your mount. The creature and you gain the following benefits:

- When mounted, you can direct your mount to use its action to attack or help.
- When your mount makes a saving throw, if you are within 15 feet of it, you can use your reaction to give it a bonus to that saving throw equal to your Wisdom (Animal Handling) bonus. You can choose to do this after the roll, but before you know the results.
- When your mount finishes a long or short rest, it gains temporary hit points equal to three times your number of hit dice.

Only one creature can be trained in this way at a time. If you train another creature in this manner, the previous creature loses these benefits. You can retrain a previously trained creature as part of a long rest.



BEASTS OF WAR AND BURDEN

These halflings live and die upon the saddle, their whole lives are on the move. These beasts have been raised and trained to serve as loyal mounts through thick and thin.

CLAWFOOT

These fierce creatures closely resemble raptors. With their snapping jaws and slashing claws, the clawfoot is a cunning and dangerous pack predator whose hit and run tactics complement those of their riders.

CLAWFOOT

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 1 (200 XP)

Ambusher. In the first round of combat, the clawfoot has advantage on attack rolls against any creature it has surprised.

Well-Tempered. Creatures have advantage on Wisdom (Animal Handling) checks with the clawfoot.

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

Running Leap. The clawfoot's long jump is up to 20 feet, and its high jump is up to 10 feet when it has a running start.

ACTIONS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

FASTIETH

The fastieth is a faithful and fleet of foot beast of burden. No caravan or village is whole without a herd of fastieth giving it legs. These four-legged reptiles have solid frames and long legs, beating their more vicious cousins, the clawfoot when it comes to long and fast hauls through the plains and deserts.

FASTIETH

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 20 (3d8 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Athletics +3, Perception +3

Senses passive Perception 13

Languages -

Challenge 1/8 (25 XP)

Beast of Burden. The fastieth is considered to be a large animal for the purpose of determining its carrying capacity.

Well-Tempered. Creatures have advantage on Wisdom (Animal Handling) checks with the fastieth.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

GLIDEWING

This large relative of the Pteranodon has a wingspan of 20 feet and is capable of carrying three to four halflings high above the dangers of the Talenta Plains. When speed and maneuverability are of utmost importance, the halflings turn to the glidewing. A favored tactic of glidewing riders is to enter combat from high above and dive down with the sun at their back.

GLIDEWING

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	3 (-4)	11 (+0)	5 (-3)

Skills Acrobatics +4, Perception +4

Senses passive Perception 14

Languages -

Challenge 1 (200 XP)

Well-Tempered. Creatures have advantage on Wisdom (Animal Handling) checks with the clawfoot.

Keen Sight. The clawfoot has advantage on Wisdom (Perception) checks that rely on sight.

Flyby. The glidewing doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.





MONSTERS OF THE DESERT

WRITTEN AND DESIGNED BY KENNY MORRIS

ASHEN HUSK

These pitiful, desiccated zombies shamble through the land in search for living creatures to drain water from. The air around them shimmers from the oppressive heat they radiate.

ASHEN HUSK

Medium undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Saving Throws Wis +2

Damage Resistance bludgeoning and piercing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages Understands the languages it knew in life but cannot speak.

Challenge 2 (450 XP)

Heat Aura. The ashen husk radiates heat within a 10-foot radius centered on itself. A creature enters the area for the first time on its turn or starts its turn there, it must make a DC 13 Constitution saving throw, taking 7 (2d6) fire damage on a failed roll, half as much on a successful one. Creatures that fail by 5 or more gain a level of exhaustion (from dehydration). A humanoid slain by this ability rises 24 hours later as an ashen husk unless the humanoid is restored to life, or the body is destroyed.

Undead Fortitude. If damage reduces the ashen husk 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 a critical hit. On a success, the ashen husk drops to 1 hit point instead.

ACTIONS

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

ASHWORM

In the wild, these large worms can be found roaming the deserts and plains. They resemble purple worms but don't grow much larger than a horse. Ashworms are aggressive only when protecting themselves, and they are very trainable.

ASHWORM

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 25 (3d10 + 9)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	3 (-4)	13 (+1)	6 (-2)

Senses tremorsense 60 ft. passive Perception 11

Languages --

Challenge 1/2 (100 XP)

ACTIONS

Sting. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, the target's Strength is reduced by 1d4 on a failed save, half as much on a successful one. The target is rendered unconscious if this reduces its strength to 0 until it regains its Strength. The reduction lasts until the target finishes a short or long rest.

CAMELOPARDEL

Have you ever seen a horned giraffe wandering the deserts or plains? No? Then, my friend, you have not yet been blessed. Camelopardel's are protectors of the wilds. It is said that where they tread, life grows. I have even heard tell of an oasis forming at the final resting place of such a creature.

CAMELOPARDEL

Large fey, neutral good

Armor Class 14 (natural)

Hit Points 95 (10d10 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	9 (-1)	16 (+3)	17 (+3)

Skills Perception +9, Survival +9

Saving Throws Con +7, Wis +6

Damage Resistance fire

Condition Immunities charmed, exhaustion (from dehydration), paralyzed

Senses darkvision 60 ft. passive Perception 19

Languages Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The camelopardel's innate spellcasting ability is Charisma (spell save DC 14). The camelopardel can innately cast the following spells, requiring no components:

At will: animal friendship, druidcraft, pass without trace

1/day each: create or destroy water (create only), fog cloud (dust cloud), goodberry, gust of wind

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

Speak with Beasts. The camelopardel can communicate with beasts as if they shared a language.

ACTIONS

Multiattack. The camelopardel makes two attacks: one with its hooves and one with its ram attack.

Hooves. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

Ram. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Healing Lick (3/day). The camelopardel licks one creature (can lick itself). The target magically regains 13 (2d8 + 4) hit points. In addition, the lick removes one level of exhaustion and hydrates the target.

CHEKRYAN

With creatures like the chekryan stalking the wastes, you can never drop your guard. They appear from nowhere. They slaughter without remorse, teleporting from one target to the next. Then they vanish with one or two victims in tow. It is very similar to a giant scorpion in appearance but has large, blade-like mandibles.

CHEKRYAN

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	3 (-4)	14 (+2)	16 (+3)

Saving Throws Str +7, Dex +5

Skills Perception +5, Stealth +5

Senses darkvision 60 ft., tremorsense 60 ft. passive Perception 15

Languages --

Challenge 5 (1,800 XP)

Innate Spellcasting. The chekryan innate spellcasting ability is Charisma (spell save DC 14). The chekryan can innately cast the following spells, requiring no components:

3/day each: misty step

1/day each: blur, dimension door, fog cloud (dust cloud)

ACTIONS

Multiattack. The chekryan makes four attacks: two with its claws and one with its bite and one with its sting.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). If the chekryan has two claws, each of which can grapple only one target.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Sting. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much on a successful one.

DESERT DEVIL

At the core of the approaching vortex is a humanoid form, flayed of its skin but showing no sign of pain. It tears into battle brandishing twin blades. The swirling sands around it quicken in pace and aggression, ripping away the flesh of those too close to the howling fiend.

DESERT DEVIL

Medium fiend, lawful evil

Armor Class 14 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	7 (-2)	10 (+0)	9 (-1)

Saving Throws Str +5, Dex +6, Wis +3

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered.

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft. passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Desert Halo. The desert devil is surrounded by a swirling sand storm in a 15-foot radius, strong enough to flay skin. Creatures that enter or start their turn in the desert halo's area take 14 (4d6) slashing damage. Ranged attacks against any target within the halo's area are made with disadvantage. The desert devil takes no damage from its own desert halo.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Regeneration. The devil regains 10 hit points at the start of its turn. If the devil takes radiant damage or damage from silvered weapons, this trait doesn't function on the start of the devil's next turn. The devil "dies" only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The desert devil makes two attacks with its scimitars.

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

DUNE HAG

Just as cruel as any hag, these monsters embody the dangerous qualities of the desert. They can form large cactus-like spines and can flay the skin of their victims with a burst of sand and wind. Dune hags enjoy using illusions and manipulation to guide victims into dangerous situations, weakening large groups until they are ready to wipe them out.

DUNE HAG

Large fey, chaotic evil

Armor Class 16 (natural)

Hit Points 85 (10d10+30)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	13 (+1)	12 (+1)	16 (+3)

Skills Deception +9, Intimidation +9, Perception +4

Saving Throws Con +6, Wis +4

Damage Resistance fire; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft. passive Perception 14

Languages Common, Giant, Sylvan

Challenge 7 (2,900 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14). The hag can innately cast the following spells, requiring no components:

3/day each: charm person, disguise self (including medium humanoid forms), fog cloud (dust cloud)

1/day each: hallucinatory terrain, heat metal

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Cactus Hide (Recharge 5-6). As a bonus action, the hag's skin forms long, thick thorns, until the beginning of the hag's next turn. While active the hag's melee attacks deal an additional 4 (1d8) piercing damage. In addition, any creature within 5-feet of the hag that attacks the hag in melee take 4 (1d8) piercing damage. Any creature grappling the hag takes 18 (4d8) piercing damage from the thorns.

ACTIONS

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

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage, and the target is grappled (escape DC 15) if it is medium or smaller. The hag can't attack with its claws while grappling in this way.

Flaying Wind (Recharge 6). A 15-foot cone of flesh ripping wind of sand burst forth from the hag. A creature in the area must make a DC 14 Strength saving throw, taking 28 (8d6) slashing damage and are knocked prone on a failed saving throw, half as much and the creature is not knocked prone on a successful one.

DUNEWINDER

Big, temperamental, and hungry. Dunewinders are sand colored, fire-breathing burrowing worms covered in spines. Despite their size, dunewinders have comparatively small mouths. Inside their mouths are a series of mandibles used to grind their food into small bits. Cold seems to keep them at bay.

DUNEWINDER, YOUNG

Large monstrosity, unaligned

Armor Class 14 (natural)

Hit Points 114 (12d10 + 48)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	4 (-3)	12 (+1)	4 (-3)

Damage Resistance fire

Damage Vulnerability cold

Senses darkvision 60 ft., tremorsense 60 ft. passive Perception 11

Languages --

Challenge 7 (2,900 XP)

Death Throes. When the dunewinder dies, it explodes, and each creature within 15 feet of it must make a DC 15 Dexterity saving throw, taking 27 (6d8) piercing damage on a failed save, half as much on a successful one.

ACTIONS

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10+5) piercing damage, and the target is grappled (escape DC 15) if it is medium or smaller. A grappled target takes 16 (2d10+5) bludgeoning damage at the beginning of their turn. The dunewinder can only grapple one creature with this attack.

Fire Breath (Recharge 6). The dunewinder exhales fire in a 40-foot line that is 5-feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much on a successful one. Creatures grappled by the dunewinders bite automatically fail the save.

DUNEWINDER

Huge monstrosity, unaligned

Armor Class 18 (natural)

Hit Points 225 (18d12 + 108)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	13 (+1)	22 (+6)	5 (-3)	12 (+1)	5 (-3)

Damage Resistance fire

Damage Vulnerability cold

Senses darkvision 60 ft., tremorsense 60 ft. passive Perception 11

Languages --

Challenge 16 (15,000 XP)

Death Throes. When the dunewinder dies, it explodes, and each creature within 30 feet of it must make a DC 19 Dexterity saving throw, taking 45 (10d8) piercing damage on a failed save, half as much on a successful one.

ACTIONS

Bite. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 41 (6d10 + 8) piercing damage, and the target is grappled (escape DC 18) if it is large or smaller. A grappled target takes 24 (3d10 + 8) bludgeoning damage at the beginning of their turn. The dunewinder can only grapple one creature with this attack.

Fire Breath (Recharge 6). The dunewinder exhales fire in a 90-foot line that is 10-feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much on a successful one. Creatures grappled by the dunewinders bite automatically fail the save.

DUSTBLIGHT

These creatures have a humanoid shape, but their skin is sandy and cracked. Between the cracks in their skin drips oily blood. They have clawed hands and a large lamprey-like mouth filled with sharp fangs. Dustblights are evil to the core, sometimes attacking travelers just to slake their cruel natures.

DUSTBLIGHT

Medium monstrosity, neutral evil

Armor Class 15 (natural)

Hit Points 27 (5d8 + 5)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	6 (-2)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +6

Senses darkvision 60 ft., tremorsense 60 ft. passive Perception 12

Languages Primordial

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The dustblight makes three attacks: one with its bite and two with its claw attack.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Dust Spray (Recharge 6). The dustblight sprays a 15-foot cone with dust. Creatures in that area must make a DC 12 Constitution saving throw, becoming blind for 2 rounds on a failed save, nothing happens on a successful one.

FORLORN HUSK

Sometimes when a humanoid dies of thirst, they rise again in an unending search for water. Forlorn Husks seem to attack only when unable to find any water (or are attacked). When unable to find water, they will turn to drinking blood. In their transformation into the undead, they develop long claws and a maw filled with hook-like fangs.

FORLORN HUSK

Medium undead, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	11 (+0)	13 (+1)	5 (-3)

Saving Throws Wis +3

Damage Resistance fire, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 11

Languages Knows the languages it knew in life.

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The forlorn husk makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage, and the target is grappled (escape DC 13) if it is medium or smaller. At the beginning of a grappled creature's turn, they must make a DC 12 Constitution saving throw, taking 18 (4d8) necrotic damage and gaining one level of exhaustion on a failed save, half as much damage and no gained level of exhaustion on a successful one. The forlorn husk regains hit points equal to half the necrotic damage dealt. While the forlorn husk is grappling a target with this ability, it cannot use its bite attack.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

THE KHYBER KHRONICLE

VOLUME 8

WELCOME TO THE KHYBER KHRONICLE;
A COLLECTION OF ENCOUNTERS AND DM
TOOLS THAT CAN BE USED TO ENHANCE
ANY ADVENTURE AS THE DM SEES FIT.

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