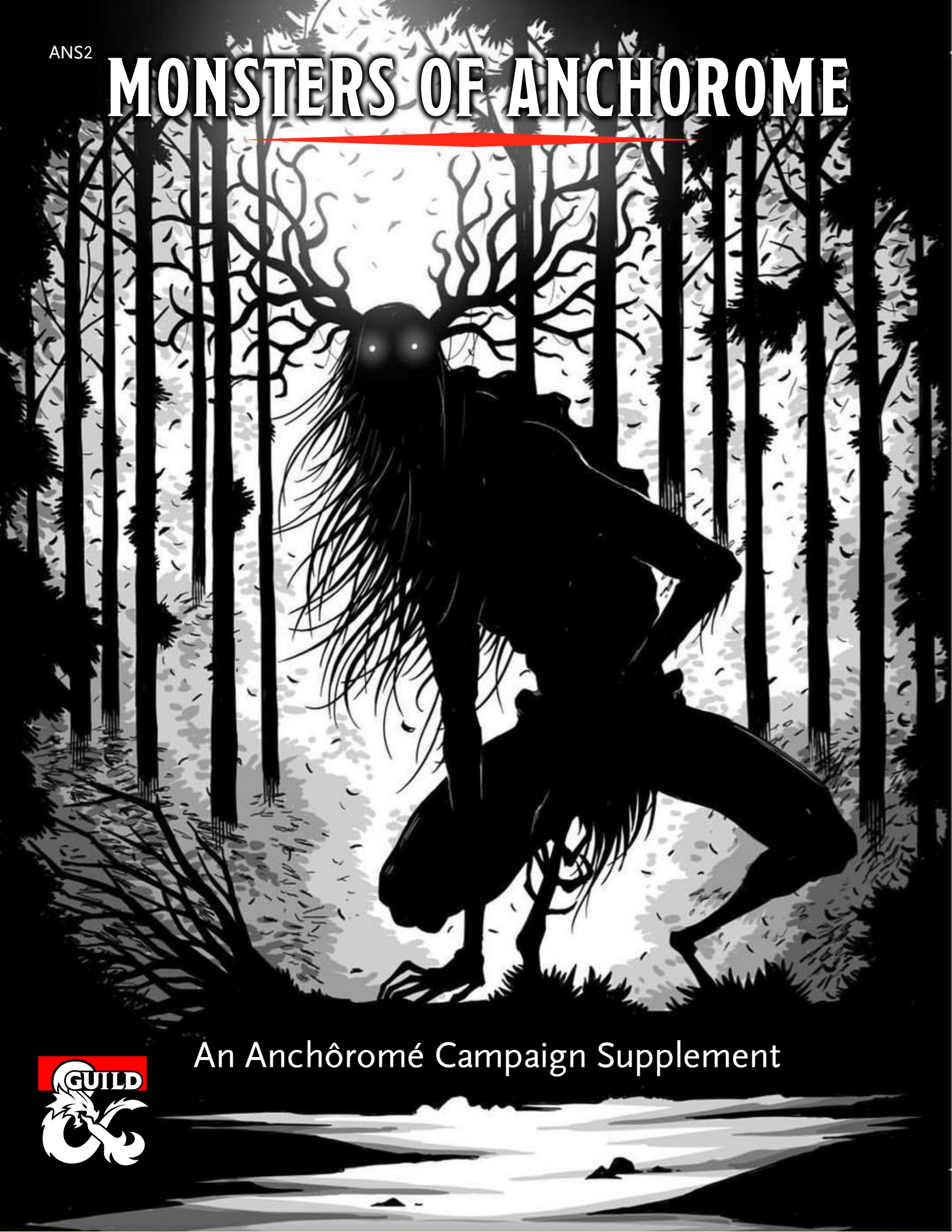


ANS2

MONSTERS OF ANCHOROME



An Anchôromé Campaign Supplement



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ABOUT

This book is intended to accompany **ANC1 The Anchôromé Campaign Guide** and provides 32 new creatures for DMs to use in their adventures in the northwestern continent of Toril.

However, it should also be noted that the creatures found here can be used in just about any campaign. In order to increase the usefulness of this product, Anchôromé-specific lore has been separated from the generic at the conclusion of each entry.

While the creatures herein are greatly altered from their origins, they are all taken from North American indigenous legends. While they deviate significantly from true legend in most cases, the general features of the legendary creature are frequently included. Most creatures here that are based on myth have multiple spellings for their names which can lead to confusion when additional research is desired. An excellent resource for creature origins can be found in the *Important Link* section below.

IMPORTANT LINK

The following link can be helpful in getting a better sense of the creatures within **ANS2 Monsters of Anchôromé**.

<http://www.native-languages.org/monsters.htm>

ADDITIONAL CREATURES

A number of creatures have been developed already in other Anchôromé sources. The book and CR of each creature can be found in the table below.

Creatures in the table are found either in **ANC1 The Anchôromé Campaign Guide**, **ANS1 The Land of the Insect Men**, or in one instance **ANM2 Kci Athussos, the Great Snail Dragon**.

CREATURES OF THE ANCHÔROMÉ CAMPAIGN

Creature	Source	CR
Achiyalabopa	ANC1	5
Alaghi, Anchôromé	ANC1	5
Ankheg, Anchôromé (Brood Keeper)	ANS1	12
Ankheg, Anchôromé (Brood Keeper Larva Swarm)	ANS1	2
Ankheg, Anchôromé (Elemental)	ANS1	2
Ankheg, Anchôromé (Grub)	ANS1	1/4
Ankheg, Anchôromé (Dectitious)	ANS1	1/2
Coyotlwere	ANC1	1/2
Dread Blossom Swarm	ANS1	4
Harpoon Spider	ANS1	4
Kci Athussos	ANS1	23
Knell Beetle	ANS1	4
Leechwalker	ANS1	7
Long Canyon Giant	ANC1	5
Megapede	ANS1	20
Nic'Epona, Anchôromé	ANC1	3
Pasocada Ghost	ANC1	1
Phase Wasp	ANS1	1/2
Puckwudgie	ANC1	1/2
Rolling Head	ANC1	1
Tanilai	ANS1	6
Tanilai, Larva	ANS1	1
Umpleby	ANC1	1
Wendigo	ANS1	1
Wariveen	ANS1	4

ANIWYE

The aniywe is a cruel creature with a rather interesting attack. It is said to be the progenitor of skunks even though its appearance is more in line with a gigantic weasel or honey badger.

Incredible Stench. Aniywe have claws and teeth as hard as steel, but their primary attack form, which they are legendary for, is a foul smelling acidic spray that ejects from glands in their rear. The spray itself is caustic and causes great amounts of damage, but the stench that accompanies it makes the area surrounding the aniywe unbearable to remain in for too long.

The scent can last for days, slowly dissipating over time. Creatures who are in the vicinity of a battle with an aniywe are commonly displaced until heavy rains arrive.

Reincarnated Giant. It is rumored that the original aniywe was a man eating giant of titanic proportions. The giant was killed by a great hero and reincarnated by the spirits into its current form. Since that time, more aniywe have been seen and while still a rare creature, there is certainly more than one.

ANIWYE IN ANCHÔROMÉ

Aniywe was a powerful spirit and giant born of Yudzee-Yolzo, as *He Who Created Himself* also seemed to create others in a vicious mockery of Tabladak's creation of the minnewawah.

Aniywe was killed by a minnewawah hero known as Great Fisher, enraging Yudzee-Yolzo. The spirit of the waterways reincarnated its child in this terrible form and created hundreds of others to punish Aniywe's killer.

ANIWYE

Huge monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	5 (-3)	10 (+0)	10 (+0)

Saving Throws Wis +3, Cha +3

Skills Perception +6

Damage Immunities acid

Senses passive Perception 16

Languages -

Challenge 8 (3900 XP)

Keen Hearing And Smell. The aniywe has advantage on Wisdom (perception) checks that rely on hearing or smell.

Stench. Any creature that starts its turn within 30 feet of the aniywe must succeed on a DC 16 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the aniywe's Stench for 24 hours.

ACTIONS

Multiattack. The aniywe attacks with its spray or makes three attacks; two attacks with its claws and one with its bite.

Spray (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 45 (10d8) acid damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10+5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) slashing damage.



APOTAMKIN

The apotamkin is a giant serpent that spends the majority of its time in the depths of rivers and lakes. It could survive easily on fish and other marine creatures but it unfortunately has a cruel streak and prefers sentient beings.

An apotamkin's appearance is unique in that it actually has reddish, mammalian hair on its serpentine head and elsewhere on its body.

Transformed Human. The original apotamkin was once a human woman who was cursed with a terrible serpentine form. Though her transgressions are unknown, it is said that the spirits rightfully punished her. There is no longer just a singular creature, but rather a race of apotamkin. It is unknown how she reproduced or spread to other lakes and rivers, as apotamkin are only capable of traveling short distances on land.

Many foreign folk who have heard legends of apotamkin mistakenly believe them to be some sort of vampire, mostly because the creature burns up if it remains out of the water for too long.

Cruel Ambush Predator. Apotamkin are used as a frightful story to scare children and teach them not to wander off without guidance. Unfortunately, the stories of their cruelty are true. Apotamkin specifically target children who wander too close to the lakes that they occupy.

Often, if settlers move near an apotamkin's lair, it will not reveal itself, hoping that its new neighbors will be lulled into a sense of security. Only when a small child or children play at the lakes edge alone will it reveal itself, and by then it is typically too late.

APOTAMKIN IN ANCHÔROMÉ

The original apotamkin was a red haired bent priestess of the same name from the Azuposi people who had fled north to the Unole with her two children. She had been cast out from her people once her reverence of the dark spirits was discovered.

Her children misbehaved on a quiet day and she drowned them both in the lake where they had settled. As punishment, the spirits cursed her with her current form.



APOTAMKIN

Huge monstrosity, chaotic evil

Armor Class 15

Hit Points 95 (10d12 + 30)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

Saving Throws Int +4, Wis +3, Cha +2

Skills Perception +3

Damage Immunities poison

Damage Resistances cold

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Common

Challenge 8 (3900 XP)

Limited Amphibiousness. An apotamkin can breathe both air and water, but cannot spend more than 10 minutes out of water. On the start of its next turn after 10 minutes and each of its following turns, the apotamkin must make a successful DC 13 Constitution

save or suffer 7 (2d6) fire damage.

Creature Sense. An apotamkin can sense all sentient living beings within a mile of its location, and the approximate distance between itself and the creature. A creature protected by mind blank or nondetection can't be perceived in this manner.

Shoreline Camouflage. If the apotamkin is in a body of water that can cover its entire bulk and an observer is outside of the water, the apotamkin has advantage on Dexterity (Stealth) checks in regard to that creature.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 22 (3d10+6) piercing damage plus 10 (3d6) poison damage and the target is poisoned for one minute.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8+6) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends the creature is restrained and the apotamkin can't constrict another target.

CADDAJA

The caddaja is a man-eating ogre that is thankfully not terribly bright, nor particularly willing to venture into populated regions. It is a vile, hairy beast that some believe have a relation to other hairy forest folk such as alaghi.

Man-Eater. The caddaja are dedicated predators of sentient beings. They can subsist on deer, moose and other creatures of the forest, but prefer man-flesh over all others.

Incredible Strength. Even for their already intimidating size, the caddaja is remarkably strong. They are known to have lifted small trees out of the ground to wield as a club when in pursuit of its favored prey. Luckily, the caddaja is not bright and it is frightened by both large groups of individuals and can be kept at bay by fire.

CADDAJA IN ANCHÔROMÉ

The caddaja were once alaghi who succumbed to the whispers of dark spirits, and partook too often of the flesh of mankind and the minnenawah.

Tabladak cursed the creatures with bodies and intellect that more closely matched their brutish and cruel behavior. The caddaja don't actually seem to mind their newer, more powerful bodies and after many generations they no longer remember their connection to the more peaceful Hairy Folk.



CADDAJA

Large giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	6 (-2)	7 (-2)	7 (-2)

Skills Stealth +4

Senses passive Perception 8

Languages Common, Giant

Challenge 3 (700 XP)

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

Tree Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

CHENOO

Often mistaken for wendigo, chenoo are created under many of the same circumstances. Standing at a towering 15 feet tall, however, the chenoo are just as often mistaken for white furred giants. When one approaches too closely, their milky and dead eyes are plain for all to see.

Ice and Death. When some get lost in the cold wilderness, those without superb survival skills are bound to succumb to starvation. Folks who resort to cannibalism to survive often become wendigo, forever cursed for their affront to the natural world and its many spirits.

Equally reviled by these spirits are those who withhold or steal food from their companions, losing all sense of their honor and good natures in their final hours out of desperation. Freezing and dying of starvation, these folks are also cursed, becoming the snowy white undead giants known as chenoo.

Potential for Salvation. Though cursed, the spirits are more lenient with the poor souls who become chenoo than they are wendigo.

The heart of a chenoo is always the body of the being who has become chenoo. It clings to an existence that lies somewhere between life, undeath and true death, but it is woefully aware of its condition. It is capable of seeing all the terrible acts that its chenoo body commits, but it can exert no power over such actions.

Unlike most undead, however, there is a glimmer of hope for such tortured souls. If a true hero can manage to cut out the heart of chenoo while it still walks, there is a chance that the heart can be returned to life with quick action.

Undead Nature. A chenoo doesn't require air, food, drink, or sleep.



CHENOO

Huge undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 66 (7d12 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	12 (+1)	10 (+0)	10 (+0)

Saving Throws Int +4, Wis +3, Cha +3

Skills Stealth +4, Perception +3

Damage Immunities cold, poison, necrotic

Condition Immunities exhaustion, frightened, paralyzed

Senses darkvision 60 ft., passive Perception 13

Languages Common, Auran

Challenge 6 (2300 XP)

Aura Of Hunger And Cold. Chenooos have an aura that radiates both cold and hunger, the forces that were responsible for their creation in a 30 foot radius centered on the chenoo. Any creature which is not immune to cold and which must eat to survive moves at half speed if it fails a DC 15 Constitution save. At the beginning of each of the affected creature's turns, it

may save again to shake off the effect. Once a creature is successful on a save against this effect, it cannot be affected by that particular chenoo for 24 hours.

Between Death And Undeath. The heart of a chenoo is a full sized humanoid which exists in a state somewhere between living, death and undeath. It is fully aware of its condition as a chenoo but has no control over its own actions. If an attacker does at least half of the chenoo's maximum hit points (33) in melee damage where each attack is voluntarily taken at disadvantage, the humanoid can be cut out of the chenoo's chest, instantly destroying the creature. The humanoid is stabilized at 0 hit points and can be revived, having remembered none of its experiences as chenoo.

Despoiling Aura. Chenoo have an aura of cold and death that causes all drinkable water to freeze within 120 feet and all food to spoil.

ACTIONS

Multiattack. The chenoo makes 2 attacks with its claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10+3) slashing damage plus 9 (2d8) cold damage.

CHENOO IN ANCHÔROMÉ

In Anchôromé, the chenoo serve very much the same function as the wendigo, but they are in no ways beholden to or related to the Great Spirit Pamola. Chenoo are also cursed by the dark spirits (which might include Pamola), but there are a number of stories of chenoo who have returned from their state and gone on to live humble, virtuous lives.

One hero of the minnewah, a hunter by the name of Glauskap, has dedicated his life to returning chenoo from their current state and will follow reports of any newly discovered chenoo. He is a wonderful source for information on the creatures.

CIPELAHQ

The cipelahq is a cruel spirit that has taken the form of a ghostly owl. Typically only the owl-like face and claws are visible, but it occasionally has its spectral body draped with old cloth or even webbing.

Scary Eyes. The name of the cipelahq literally means "scary eyes." It is a dangerous spirit that feeds off the fear of its victims and as such, it rarely attacks unless it can maximize the horror of its victims.

Cipelahq aren't harmed by sunlight, but they almost never appear in it. During the daytime, they disincorporate; waiting until the darkest hours of night and most often on moonless nights.

While traveling through the pitch black of a forest, the first thing a victim might see are the bright red eyes from a tree branch. The cipelahq's body cannot otherwise be seen without magic.

Cursed Forests. A cipelahq is difficult to destroy permanently as it is considered a natural part of the world despite its undead nature. Cipelahq are rumored to exist as long as there is "a fear of the dark" and will return to the spot in which they were destroyed in 1d10 days. The only way to permanently remove a cipelahq is to have a being who is in touch with the outer planes to beseech the other spirits to keep the cipelahq confined. This requires a *commune* spell or magic of a similar nature.

Undead Nature. A cipelahq doesn't require air, food, drink, or sleep.

CIPELAHQ IN ANCHÔROMÉ

Cipelahq are at the very heart of what makes children instinctually frightened of the dark forest nights. Grown men and women fear them too, and when one is discovered a medicine man, shaman or priest of great power is often brought to eradicate the menace. When children are lost to the woods, it is always assumed that they are the victim of the scary eyes.

CIPELAHQ

Tiny undead, neutral evil

Armor Class 13

Hit Points 35 (10d4 + 10)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	13 (+1)	14 (+2)	15 (+2)	13 (+1)

Skills Perception +4, Stealth +5

Damage Immunities necrotic, poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons from nonmagical weapons that aren't silvered, acid, fire, lightning, thunder

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft. passive Perception 12

Languages understands Common but does not speak

Challenge 3 (700 XP)

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

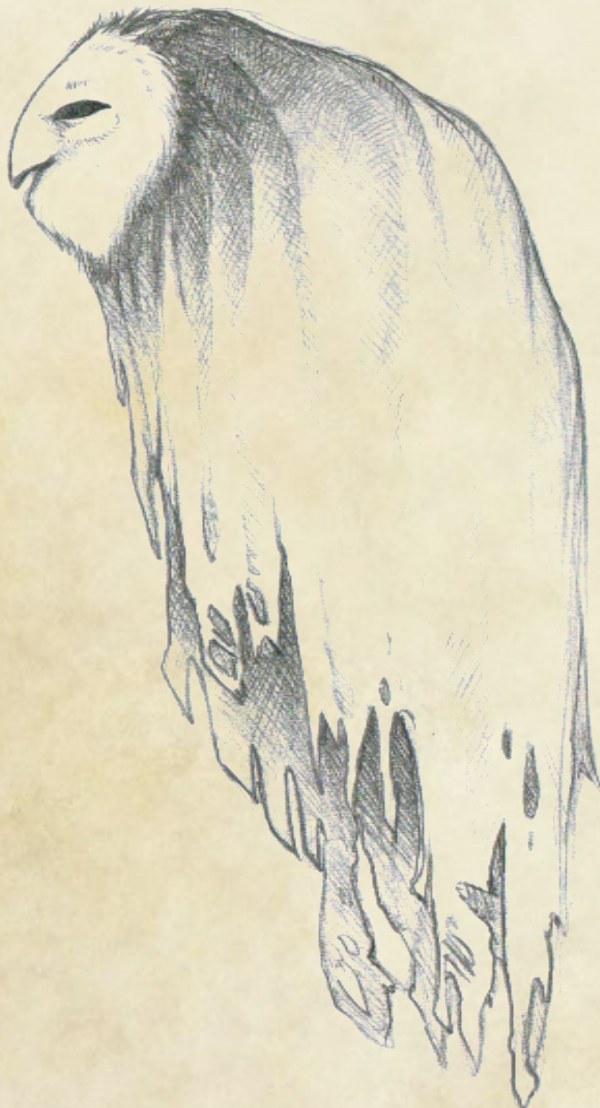
Keen Hearing And Sight. The cipelahq has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The cipelahq makes 2 attacks with its claws.

Frightful Stare. Any creature who can see the cipelahq that the cipelahq uses its frightful stare on must make a DC 14 Wisdom saving throw or become paralyzed with fear. If the creature fails it may make repeated attempts to break the paralyzation by saving again at the end of each of its turns. Once a creature successfully saves it is immune to that cipelahq's frightful stare for 24 hours.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4+3) piercing damage plus 17 (5d6) psychic damage.



CULLOO

The culloo is a large predatory bird which will snatch its victims and drop them from high in the sky. They are aggressive predators that are frightened of very little, but are cunning enough to target the vulnerable.

A Warning for Children. Due to their small size, children are the unfortunate recipients of the majority of culloo attacks. Parents often use the threat of culloo to warn their children from straying too far. When they gather in larger numbers, however, culloo will not hesitate to attack full grown adults.

Death from Above. Culloo do not have particularly damaging bites or claws, but their grip is remarkably strong and they are powerful fliers. Because of this, their primary tactic for killing prey is to grab the creature and drop it from great heights.

Flocks of Terror. Culloo are a social species that occasionally gather in large flocks. They will find a nesting area that is usually inaccessible and well hidden (typically in high hills or coastal cliffs), and hunt together in what can only be described as a swarm.

Under such circumstances, the best means of defense is to simply hide. Thirty screeching terror birds could easily depopulate an entire small settlement in moments, leaving nothing but fleshless broken bones in their wake.

CULLOO IN ANCHÔROMÉ

In Anchôromé, culloo are known to be the scourge of the Short Folk. Because of their smaller size, the halflings of Anchôromé are much easier prey, and culloo have formed a number of nests in the hills near major halfling settlements.

The surest way to insure the gratitude of the halflings of Anchôromé is to eradicate a roost of these vicious creatures.



CULLOO

Medium beast, unaligned

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Acrobatics +5, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 1 (200 XP)

Dodge Missiles. Culloos are nimble and have almost a sixth sense when it comes to dodging arrows. Attackers have disadvantage attacking a culloo if they are using ammunition and a ranged weapon, the culloo is flying

and not carrying a Medium creature.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4+3) piercing damage and if the creature is Medium or smaller, it must make a DC 13 Dexterity saving throw or become grappled.

Drop. If a culloo has a creature grappled, it will fly to 60 feet and drop its victim causing 21 (6d6) bludgeoning damage when the creature hits the ground. Culloos are cunning enough to drop creatures over cliffs and into pits causing 1d6 bludgeoning damage per 10 feet dropped. Unless two culloos are grappling the same creature, a Medium target can be brought to 40 feet only, in which case the damage is 14 (4d6) bludgeoning damage.

DEER WOMAN

Deer Woman is a fey spirit that is as fickle as she is beautiful. She can be helpful to a lost traveler or might just as easily lead them to their deaths. She is more partial to helping women and displaying a cruel streak towards men, but this is not always the case.

Fey Spirit of the Woodlands. Though it is rumored that only a singular deer woman exists there are in fact many, but they all seem to share the same history. When a man murders a woman and brings her body to the woods so that none discover his dark deed, occasionally the fey spirits of the wood take pity on the poor soul of the victim.

The fey entice the soul before it departs to make it one of their own. When such an offer is accepted, a new deer woman is born.

The deer woman has some lingering memories of her murder and occasionally sees something in a mortal that reminds her of her attacker. This will almost instantly drives her to behave cruelly. Otherwise, she is generally a helpful spirit who is ultimately aware of the blessing she has been given and seeks to help others as she herself once was.

Deer Woman can inherently detect betrayers and men who are guilty of infidelity. She has no mercy for such men, and will typically use her ability to *charm* in order to lead such victims into the demesne of a powerful predator.



DEER WOMAN

Medium fey, chaotic neutral

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 30 ft. (50 ft. in deer form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	17 (+3)

Skills Medicine +3, Nature +2, Perception +3, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1/8 (25 XP)

Shapechanger. The deer woman can use its action to polymorph into a deer or its humanoid true form. Its statistics, other than its speed, are the same for each form. Any equipment it is wearing or carrying melds with the deer form when it changes from humanoid to deer and returns when she polymorphs back into a humanoid.

Keen Hearing And Sight. The deer woman has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Dagger (Humanoid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage.

Bite (Deer Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Charm (3x/Day). The deer woman may charm person as the spell. The save DC is 13.

Shapechanger. The deer woman is capable of becoming a graceful and remarkably fast deer or an antlered woman of stunning beauty. Their connection to other fey like dryads and nymphs are rumored, but mostly unsubstantiated. Deer Women are not very capable combatants, but can cause some damage with a bite in their deer form.

In the form of a doe, interestingly enough, a deer woman loses its antlers. She is not capable of a gore attack.

DEER WOMEN IN ANCHÔROMÉ

The first deer woman was spotted long ago in the Adusgi Forest after her minnenawah husband had contracted lycanthropy and dragged her into the forest to be eaten by his pack.

The forest spirits took pity on the girl and gave her the offer of joining them just as she began to pass into the Spirit Realm.

Clever as she was, the first deer woman guided mercenaries of Baldur's contingent to where her husband's pack rested and the mercenaries slew each of the werewolves. It is believed that as he lay dying, deer woman's husband looked at his wife and asked her forgiveness, which softened her heart.

GICI AWAS

Sometimes mistaken for some type of stiff-legged bear, the gici awas is a horrid creature known for its great hunger and penchant for eating man. Up close, however, there is no chance of confusing the gici awas with a normal beast. Very few who are able to look into its cold, blue eyes live to correct the assumptions of others.

Cave Ambusher. Gici Awas can burrow, albeit slowly, into solid rock and do so to create well hidden dens from which they surprise a potential meal. Though they aren't terribly intelligent, a gici awas is a clever creature who has even been known to leave treasure where it might attract victims.

Poison Spines. Gici Awas have a row of quills on their backside much like a porcupine or hedgehog. They do not use these to attack, but unless their attacker has a long reach it is impossible to avoid the damage they cause.

GICI AWAS IN ANCHÔROMÉ

It is believed among elders of the minnewah that the gici awas were once indeed true bears who were transformed by the spirits because of their penchant for man-eating. This hairless, stony brute is what such bears have become due to their behavior which is ironic considering they are now only better at finding meals.

GICI AWAS

Large beast, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	7 (-2)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The gici awas makes 2 attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) slashing damage.

REACTIONS

Spines. If a creature makes a melee attack against the gici awas with a weapon that has less than a 10 foot reach, it takes 7 (2d6) piercing damage plus 4 (1d8) poison damage from the creature's spines.



GITASKOG

Gitaskog are one of the most violent and well-known lake predators. They are considered spirits by some and many even worship such awful creatures, bringing them offerings of man-flesh or misleading travelers into believing the lakes in which they occupy are completely safe.

Deceptive Illusions. A lone gitaskog that does not have the advantage of having locals who bring it offerings rely on their own abilities to deceive to attract victims to their lakes. All gitaskog can project the illusion of a comely male or female individual which can all five senses can detect. The image is personal to the gitaskog and cannot change form in any way, though the image matures as the gitaskog matures.

The creature uses such projections to lure men and women to bathe or swim in the gitaskog's lake. Sometimes they will even visually offer treasure or some other enticement. The image is incapable of speech, but pantomimes its desires clearly.

Tentacled Horror. On their outward appearance the gitaskog give no indication that their throat pouches contain grasping tentacles which may attack from impressive distances. The tentacles are used to draw victims into the gitaskog's mouth, but they also have serrated bone-like edges that can rip apart prey as its being drawn in.

GITASKOG IN ANCHÔROMÉ

Gitaskog are a plague in lakes throughout Anchôromé. The Unole Ama in particular is known for a large family of such creatures that have resisted both aarakocra and mantis-folk attempts to eradicate them.

There are also evil tribes of minnenewah that have learned to worship such beings and guide travelers into the gitaskog's clutches. Resistant men and women are often incapacitated and simply left tied to wooden stakes on the shore, ready for consumption when the gitaskog grows hungry.

GITASKOG

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Understands Common and one other language but can't speak

Challenge 8 (3900 XP)

Amphibious. The gitaskog can breathe air or water, but cannot move on land.

Illusory Humanoid. Each gitaskog has an illusory humanoid that it can call into being at will using an action. This illusion can affect all five senses, but cannot speak. Each gitaskog has a unique male or female humanoid which matches its own sex. The illusion is very difficult to perceive and requires a successful DC 18 Wisdom (Perception) save to do so. If the one interacting with the illusion touches it in any way, they suffer disadvantage in this check because it seems as real to the touch as it does to the other senses.

ACTIONS

Multiattack. The gitaskog makes 2 attacks with its tentacles. The gitaskog may also forgo its tentacle attacks to make a single bite attack against a grappled creature at advantage.

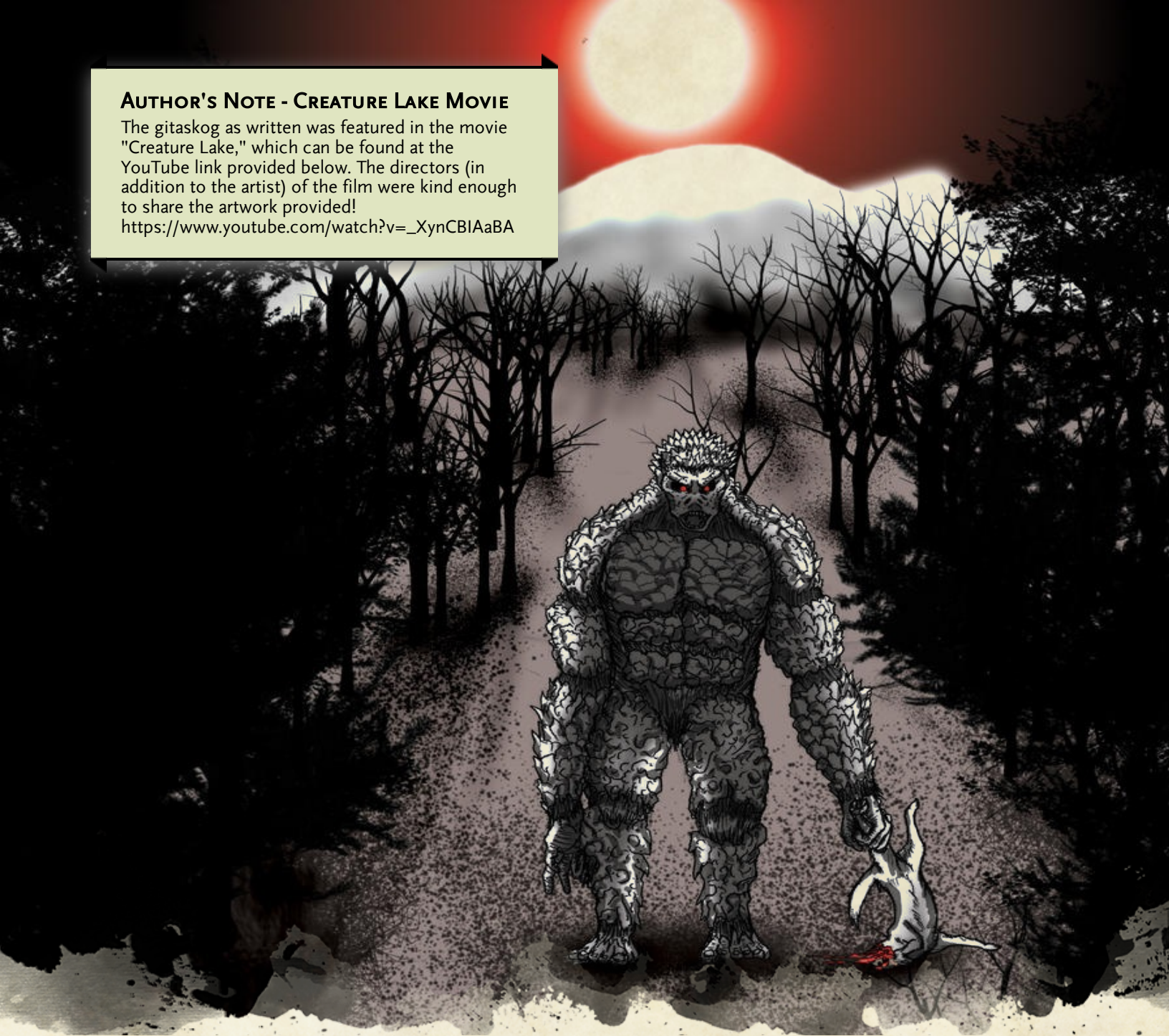
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 59 (10d10+4) piercing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 31 (6d8+4) slashing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained and the gitaskog cannot use that tentacle to strike another target.



AUTHOR'S NOTE - CREATURE LAKE MOVIE

The gitaskog as written was featured in the movie "Creature Lake," which can be found at the YouTube link provided below. The directors (in addition to the artist) of the film were kind enough to share the artwork provided!
https://www.youtube.com/watch?v=_XynCBIAaBA



GOGOU

Gougou, who is often also known as Kuku, is a man eating giant that is often believed to be female. There are male gougou, but they don't tend to hunt as often and therefore are not generally encountered.

Boulder Camouflage. Gougou have a stony appearance and when they are unmoving, they can easily be mistaken for a boulder. Generally, if the gougou is hiding in such a manner, it is not hungry, but woe to those who discover the deception.

Earth Shaking Footfalls. The gougou is so incredible in its weight that its steps shake and rattle the ground within its immediate vicinity. This makes it difficult to get close to the creature to engage it in melee.

The footfalls of a gougou can also be heard for miles in what should be peaceful parts of the wilderness.

GOGOU IN ANCHÔROMÉ

The appearance of a gougou near the minnewah is bound to cause panic. Hearing the heavy steps are an ominous sound and can rightfully convince small nomadic settlements to pack up and leave. On rare occasions, a gougou family can be placated by a wise medicine man or other village elder, as long as regular offerings are given. Gougou are most common in the northern reaches aof the Unole and in the more mountainous regions where a random boulder does not appear out of place.

GOGOU

Huge giant, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Int +5, Wis +6, Cha +5

Skills Athletics +12, Perception +4

Senses passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

False Appearance. While the gougou remains motionless, it is indistinguishable from a boulder.

Thunderous Footfalls. If the gougou moves 5 feet or more any creature within 30 feet must make a DC 17 Dexterity save or be knocked prone.

ACTIONS

Multiattack. The gougou makes 2 fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 15 ft., *Hit:* 19 (3d8+6) bludgeoning damage.

GUNAKADEIT

Gunakadeit is a shapechanging water creature that has a particular affinity for mankind and does not like to see them suffer. A village that has been “adopted” by such a creature is truly blessed.

Secret Helpers. Gunakadeit are aquatic creatures that live in their own familial homes at the bottom of the sea or particularly deep lakes. Occasionally, one will grow curious of the surface world and use their ability to shapechange to become humanoid in appearance. They typically join a nearby village and become part of such communities. Their personalities are usually described as lazy or as dreamers that don’t contribute much to the workload, when in secret they do much for the community they have adopted. Gunakadeit in lakes or seas can call fish to them and will typically do so to make sure the nets of fishermen are full. They also keep predators at bay making sure that fisherman are as safe as possible.

Strange Forms, Gentle Nature. The gunakadeit has an appearance that combines a variety of mollusks and even some crustaceans with a clearly humanoid intelligence that is most prominent in their expressive eyes. Though some might consider the creatures horrid to behold, their gentle nature easily overcomes this abhorrence.

GUNAKADEIT IN ANCHÔROMÉ

The gunakadeit of Anchorome have come into conflict with the sahuagin of Itzcali. Some coastal villages of Poscadari elves owe their existence to such creatures whom they don’t even know keep the worst of the sahuagin raids from their shores. One gunakadeit alone cannot stop an entire raid, but the early warning they provide has proven invaluable.



GUNAKADEIT

Medium monstrosity (shapechanger), neutral good

Armor Class 13

Hit Points 32 (5d8 + 10)

Speed 30 ft. (humanoid form only), swim 40 ft. (mollusk form only)

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

Saving Throws Int +4, Wis +5, Cha +4

Skills Survival +5

Damage Resistances acid, cold

Senses darkvision 60 ft. passive Perception 13

Languages Common, Aquan

Challenge 1 (200 XP)

Amphibious. A gunakadeit can breathe in air or water.

Shapechanger. The gunakadeit can use its action to polymorph into a mollusk form (its true form) or a humanoid. They generally choose a humanoid form that they prefer and stick with it, but they are capable of altering their appearance, including sex.

ACTIONS

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 7 (1d8+3) piercing damage. The gunakadeit wields its spear two handed to make a melee attack.

Tentacles (Mollusk Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) bludgeoning damage plus 4 (1d8) acid damage.

GUX

Also known as the "scaled ones," the gux is an undersea race of creatures that are thankfully uncommon outside of the frozen seas of the north.

Dwellers in the Cold. Gux might have some humanoid features, but they maintain very little social behavior and tend to be lone predators who hide in frozen undersea caves. While they are forced to subsist on fish and crustaceans, nothing causes pleasure in such creatures more than a humanoid that confronts it in its natural environment. They take particular glee in causing pain among such interlopers.

Gold Hoarders. Gux have a love of gold and are adept at finding and working bits of it that they discover from wrecked boats or in natural veins of undersea ore. The only time multiple gux will work together is for mating purposes or engaging in undersea mining. Gux are remarkably dextrous with their tentacles at creating jewelry and using the fine instruments necessary.

GUX

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	16 (+3)	6 (-2)	11 (+0)	5 (-3)

Skills Perception +2, Sleight of Hand +6

Damage Immunities cold

Senses darkvision 90 ft., passive Perception 12

Languages Aquan, Deep Speech

Challenge 4 (1100 XP)

Limited Amphibiousness. The gux can breathe air and water, but needs to be submerged at least once ever four hours to avoid suffocating.

Sense Gold. The gux senses gold within 120 feet of it at will.

ACTIONS

Multiattack. The gux makes 2 pincer attacks.

Ink Cloud (Recharges After A Short Or A Long Rest). A 20 foot radius cloud of ink extends all around the gux if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the gux can use the Dash action as a bonus action.

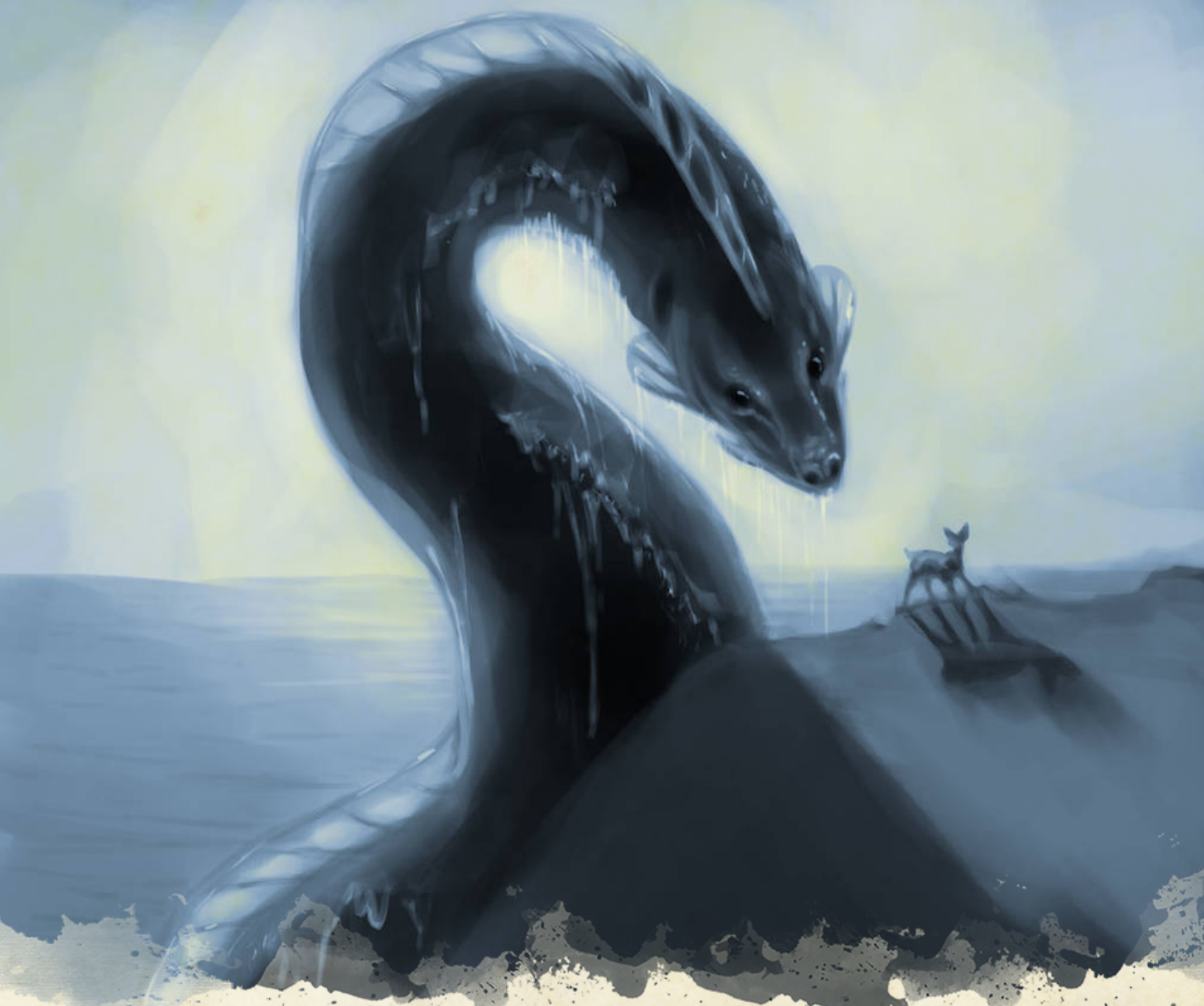
Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

GUX IN ANCHÔROMÉ

It is rumored that the gux of Anchôromé are one of the myriad creations of the ancient batrachian empires that once ruled the land. Like many civilizations, the batrachi were

obsessed with wealth and gold, and they set their gux creations to the northern reaches of the sea to return gold from regions where the batrachi themselves would rarely venture.





HIINTCABIIT

The hiintcabiit is a serpentine creature with close ties to the elemental plane of water. It is not typically a hostile creature, but is demanding of respect and can be driven to violence should it be angered. Occasionally, an impressed hiintcabiit will bestow its blessings and wisdom on worthy mortals.

Elementals taken Flesh. Hiintcabiit in their natural form are great serpentine creatures. They are vastly wise and intelligent and know much about both the natural and spirit worlds. They are also capable of taking the form of water, and as such they are completely indistinguishable from whatever water surrounds them. This makes them nearly impossible to destroy, but they have come into conflict with other powerful elemental beings. Like all elementals, a hiintcabiit doesn't require air, food, drink or sleep.

Control Waters. In addition to being able to take the form of water, hiintcabiit can control water naturally as well, using it to knock people off boats, bludgeon their enemies or even to cause droughts or floods were they inclined to do so.

HIINTCABIIT IN ANCHÔROMÉ

Hiintcabiit are universally respected among minnenewah who know that the spirit-creatures can be sensitive, and often violent in response. Those who ply their waters often drop offerings in the lakes which they are known to inhabit. Turquoise is a favorite for the creatures, particularly stones and jewelry that has somehow been worked, showing that some effort has been put into the offering.

There is said to be a hiintcabiit in the River Sesnaa which inhabits the region surrounding a waterfall of epic proportions.

HIINTCABIIT

Huge elemental, lawful neutral

Armor Class 17 (natural armor)

Hit Points 199 (19d12 + 76)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	18 (+4)	15 (+2)	16 (+3)	15 (+2)

Saving Throws Int +7, Wis +8, Cha +7

Skills Nature +7, Perception +8, Religion +7

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses passive Perception 18

Languages Aquan, Common

Challenge 13 (10000 XP)

Invisible In Water. The hiintcabiit is invisible while fully immersed in water.

ACTIONS

Constrict. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 32 (5d10+5) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 18) and pulled 10 feet towards the hiintcabiit. Until this grapple ends, the target is restrained, and the hiintcabiit continues to constrict without needing to make an additional attack role.

Control Water. The hiintcabiit can control water as the spell of the same name at will except that it can affect a cube with an area that is 300 feet on a side instead of 100 feet. In addition, it may use this ability to conjure a pillar of water that causes 18 (4d8) bludgeoning damage on a target and forces a DC 17 Strength save or a creature struck is knocked prone.

Meld Into Water. A hiintcabiit can meld its body into a body of water that it inhabits if the body of water is at least 50 feet square and 25 feet deep. When it is in this form, the hiintcabiit becomes immune to bludgeoning, piercing and slashing weapons but becomes vulnerable to fire. It may use its action to return to serpent form.



HISSHISHTAWIA

Hisshishtawia are horrible hags known for their propensity for eating sentient mortal flesh. Due to their grim meals and legendary lack of hygiene, bloodstains often mar their naked mouth and body giving them the common nickname "red woman."

Accomplished Spellcaster. Red women are peculiarly strong, but their main forms of attack are undoubtedly their spellcraft. A hisshishtawia is talented in charms and enchantments but is also more than capable of offensive spells which she uses a twisted wand or branch as a focus. Should this wand be lost, a red woman can only rely on her claws and bite which are in themselves, quite deadly.

Hag Curse. Occasionally a hisshishtawia will kidnap small female children and raise them as their own. Though they can fool others into believing there is some measure of love in this child rearing, such an upbringing curses the child to become a red woman herself once fully mature.

It is not difficult to remove such a curse before the child matures, and if the child is rescued before maturity the only lasting effects are frequent nightmares that lessen in time. However, once the girl has become red woman, only magic such as a *wish* could reverse the changes.

HISSHISHTAWIA IN ANCHÔROMÉ

Red Woman plague Azuposi, minnenewah, Metahel, Poscadari elf and Fort Flame human or dragonborn alike. They are a blight on the mortal races and are equally despised by both the Great and Mighty Spirits. Ma'We, however, is known to have a "coven" of such creatures that serve her deep in the salt wastes. Some believe her to be the progenitor of such terrible creatures.

HISSHISHTAWIA

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	13 (+1)

Saving Throws Int +4, Wis +4, Cha +4

Skills Medicine +4, Nature +4, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 6 (2300 XP)

Detect Children. The hisshishtawia can smell humanoid children within 1 mile and pinpoint their direction perfectly. They are also able to distinguish genders using this sense.

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

Twisted Wand Magic. The hisshishtawia carries a twisted wand which is a length of gnarled wood that the hag uses as a focus for her spellcasting. While holding the wand, she can cast additional spells with her Innate Spellcasting Trait (these spells are marked with an asterisk). If the wand is lost or destroyed the hisshishtawia must craft another, which takes her 66 days. The wand is useless to creatures other than the hisshishtawia it was made by.

Innate Spellcasting. The hisshishtawia's spellcasting ability is Charisma (spell save DC 12). The hisshishtawia can innately cast the following spells, requiring no material components:

At will: *acid splash*, *charm person**, *hold person*

3/day each: *cloudkill**, *cone of cold**

1/day each: *eyebite*, *geas**

ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 26 (5d8+4) slashing damage.

Ghoulis Consumption. A hisshishtawia can consume a corpse of medium size or smaller using an action. Those who witness this consumption must make a DC 15 Wisdom saving throw or be frightened for 1 minute.

HVCKO CAPKO

Also known as "Long Ears," this wolf-like creature is the size of a small horse and is a near fearless predator.

Prehistoric Predators. Hvcko Capko are likely prehistoric predators and precursors of normal wolves. Unlike normal wolves, they are not generally part of a pack and only tend to meet up in order to mate. They do raise their pups, however, and are incredibly overprotective of their young.

HVCKO CAPKO IN ANCHÔROMÉ

In Anchôromé, the long ears have managed to spread out from the region of the northern Unole known as Kaaya'yeeda. They are successful predators who have been known to prey on other alpha predators such as other wolves or even bears. They often stalk the edges of minnenawah settlements and a rare few have been tamed.

HVCKO CAPKO

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	3 (-4)	13 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 2 (450 XP)

Keen Hearing And Smell. The hvcko capko has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6+4) piercing damage.



ISTI-PAPA

The isti-papa is a terrible, elephantine monstrosity with a taste for humanoid flesh. Luckily, they are rare creatures found in remote corners of the world.

Tusked Nightmare. The isti-papa is an amalgamation of features that are reminiscent of a number of creatures, but their most notable are their confusing jumble of tusks. The isti-papa's teeth grow throughout the creature's life and punch through their flesh so that instead of just two tusks like a mastodon, the isti-papa can have as many as ten.

On top of trampling their prey, isti-papa are known to use these tusks with great effectiveness.

Taste for Flesh. While some liken the isti-papa to mastodons, mammoths or even elephants, the creatures are not related. Isti-papa have powerful sweeping tails and an almost catlike grace which is unusual for a creature so large. They are predators at the top of the food chain but have a distinct cruel streak and are intelligent enough to specifically target sentient beings. They find elves to be particularly tasty.

ISTI-PAPA IN ANCHÔROMÉ

Isti-Papa are universally despised by the minnewah who believe them to be unnatural creatures brought to the world by evil spirits in order to punish the people for imagined transgressions.

The sighting of such a creature is one event that could certainly unite a number of minnewah tribes. This coalition will gather for a grand hunt to take down such beasts.

The skulls of an isti-papa with tusks intact are brought to settlements as trophies and reminders of unity between tribes.

ISTI-PAPA

Huge monstrosity, neutral evil

Armor Class 16

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	21 (+5)	5 (-3)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages -

Challenge 6 (2300 XP)

Tail Sweep. If the isti-papa makes a gore attack against a creature, it can also use its tail to sweep the creature off its feet. The target must make a DC 18 Dexterity saving throw or be knocked prone, and if it is knocked prone the isti-papa can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8+7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10+7) bludgeoning damage.



JIPIJKA'M

The jipijka'm is known as the "unicorn of the lake" not only because of its powerful single horn, but also because of the mysticism and magic known to surround such creatures.

Mystical Horn. The jipijka'm's horn is the source of its power and abilities. Unlike a unicorn's horn, it is not used to gore opponents, but rather to slash as if it were a greatsword.

Jipijka'm horns come in yellow, red or a combination of the two colors and if the creature is ever slain, the horn can be used as a powerful magic item in itself. None but the most depraved and foolish would ever hunt such a creature for its horn as the serpent's allies would seek swift revenge.

A jipijka'm also never truly dies as long as its lake remains in existence. If the horn is ever once again submerged in its lake's waters for a day, the serpent will be resurrected remembering full well all that occurred to bring about its demise.

Spirit of the Lake. Only the grandest lakes are blessed with the presence of a jipijka'm, and generally each will only have one. They are protectors of the environment and are known to have good relations with local druids and rangers. Though they are bound to their lakes, a jipijka'm always has allies that go well beyond their shores.

JIPIJKA'M IN ANCHÔROMÉ

Unole Ama is one known location for a particularly powerful jipijka'm who battles the plague of gitaskog that inhabit the lake. It is a close ally of the aarakocra of Amoyeli who would travel far and wide to return the spirit-serpent's horn if it were taken.

There are other jipijka'm in lakes throughout the unole, any many have allies among the minnewah and Poscadari elves.

HORN OF THE JIPIJKA'M

The *horn of the jipijka'm* is a powerful magical weapon when removed from the body of the creature, which can only be accomplished if the jipijka'm is dead.

The horn's base serves as a natural handle for what is essentially a +2 greatsword made of indestructable bone. It cannot be destroyed unless the lake of its origins is also somehow destroyed. In addition to its powerful bonus, the horn also gives the creature that wields it the ability to regenerate like a troll. The wielder does not have to attune to the horn, but still regenerates 10 hp at the start of each of its turns unless it has 0 hp or if the damage was done by fire or acid.

A JIPIJKA'M'S LAIR

The jipijka'm is a protector of the natural beauty and environment specific to its lake. As such, while the creature lives, it has a powerful effect on its lake.

REGIONAL EFFECTS

The portion of the lake that lies within five miles of a jipijka'm's lair includes the following effects which disappear after ten days if the jipijka'm dies and returns if the creature is resurrected in a like amount of time.

- The water is clear, pure and can be drunk without any ill-effects.
- Fish are robust and plentiful. Some gain unusual, but beautiful colorations unknown elsewhere, typically involving bright reds, yellows and blues.



JIPIJKA'M

Huge celestial, neutral good

Armor Class 16

Hit Points 105 (10d12 + 40)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	11 (+0)	18 (+4)	16 (+3)

Saving Throws Int +4

Skills Perception +4

Damage Immunities cold, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 90 ft., passive Perception 14

Languages Celestial, Common, Sylvan

Challenge 10 (5900 XP)

Amphibious. The jipijka'm can breathe air and water.

Magic Resistance. The jipijka'm has advantage on saving throws against spells and other magical effects.

Regeneration. The jipijka'm regains 10 hit points at the start of its turn. If the jipijka'm is out of its lake it does not regenerate. If it takes fire or acid damage, it also does not regenerate on the next turn. The jipijka'm only dies if it starts its turn with 0 hit points and it does not regenerate.

Resurrection. If a jipijka'm's horn is submerged in its lake for a full 24 hours, it resurrects with full hit points.

Spellcasting. The jipijka'm is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit

with spell attacks). The jipijka'm has the following druid spells prepared:

Cantrips (at will): *resistance, druidcraft, mending*

1st level (4 slots): *charm person, fog cloud, healing word*

2nd level (3 slots): *animal messenger, gust of wind, hold person*

3rd level (3 slots): *call lightning, wind wall*

4th level (3 slots): *control water, freedom of movement*

5th level (1 slot): *scrying*

ACTIONS

Horn. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 15 (3d6+5) piercing damage.

LEGENDARY ACTIONS

The jipijka'm can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The jipijka'm regains spent legendary actions at the start of its turn.

Move. The jipijka'm moves up to its speed without provoking attacks of opportunity.

Extra Attack (Costs 2 Actions). The jipijka'm makes one extra horn or bite attack.

Cast A Spell (Costs 3 Actions). The jipijka'm casts a spell from its list of prepared spells, using a spell slot as normal.

Lox

The lox is a massive and mean spirited creature that arises when a demonic spirit of destruction takes form in the prime. It can shapechange into the form of a normal humanoid or that of a titanic badger, wolverine or weasel.

Spirits of Inappropriate Behavior. Lox spend the majority of their time in humanoid form. In this shape, they are known to have terribly rude behavior, but keep their homicidal selves in check - at least temporarily.

If they are welcomed into a settlement or community, they are generally known for their gluttony, impatience, temper and even flatulence. They will remain non hostile as long as this behavior is tolerated, but it will get progressively more difficult to bear by even the most patient folk.

Once the lox is no longer welcome and kicked out of a community, it will swear revenge and return later that evening (or the following evening) in its beast form, where it will attempt to kill and eat all it can in the community before it is driven off. Lox are inherently cowards as well, and will not remain long against an organized defense.

A Warning to Rude Folk. Societies that place value on politeness and social norms often use the lox as a warning. It is believed that the incredibly rude or obnoxious return as a lox as punishment for their behavior in life.

This conjecture is of course all true, but the level of obnoxious behavior is far beyond the norm that some might claim and generally requires much darker sins such as murder. The spirits of such beings work their way up through the demonic hierarchy, but maintain their mannerisms and eventually find their way back to the mortal world.

LOX IN ANCHÔROMÉ

Northern tribes of minnewah are accustomed to sharing and giving food or shelter to the lost and hungry. It is a survival instinct because of the harsh nature of the land and individuals realize they might be next in line to require such neighborly assistance.

Lox are fully aware of this norm and seek to take advantage of it. Occasionally a stranger will crawl from the woods claiming to be a lost hunter from a distant tribe knowing full well that he or she will be taken care of. As time passes, the "hunter" grows increasingly rude to his guests until finally patience runs out. By that time, the lox is already aware of the layout of the minnewah settlement and potential threats - crucial information for a creature that seeks to consume the entire village later that evening.



Lox

Huge fiend (demon, shapechanger), chaotic evil

Armor Class 17 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 50 ft. (30 in humanoid form), burrow 30 ft. (only in animal form)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	25 (+7)	10 (+0)	7 (-2)	7 (-2)

Saving Throws Int +5, Wis +3, Cha +3

Skills Deception +8, Perception +3

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons from nonmagical weapons, cold, fire, lightning

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 16 (15000 XP)

Shapechanger. The lox can use its action to polymorph into a unique humanoid form. In this form it has a speed of 30 feet, cannot burrow and loses its claw attack and siege monster feature. It may also polymorph into its natural form which is that of a 30 foot badger, weasel or wolverine (one form only). All other statistics remain the same in both forms.

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

Siege Monster. The lox deals double damage to objects and structures.

Master Of Deception. The lox has an almost supernatural ability to keep its identity secret and makes all saves and skill checks necessary to maintain its deception with advantage.

ACTIONS

Multiattack. The lox makes 2 attacks with its claws.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 24 (4d8+6) slashing damage.

MASHE-NAMAK

Mashe-Nomak is massive and aggressive fish resembling either a pike or occasionally a sturgeon. They are carnivorous and humanoids are perfectly sized meals.

MASHE-NAMAK IN ANCHÔROMÉ

Mashe-Namak are found only in the Long Canyon in the vicinity of Cochilli where the lingering magic of the Sundering keeps them so large. They are the primary source of food for the Long Canyon Giants and possibly the sole reason so many giants are able to congregate in such a small region, given their dietary needs.

MASHE-NAMAK

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses passive Perception 12

Languages -

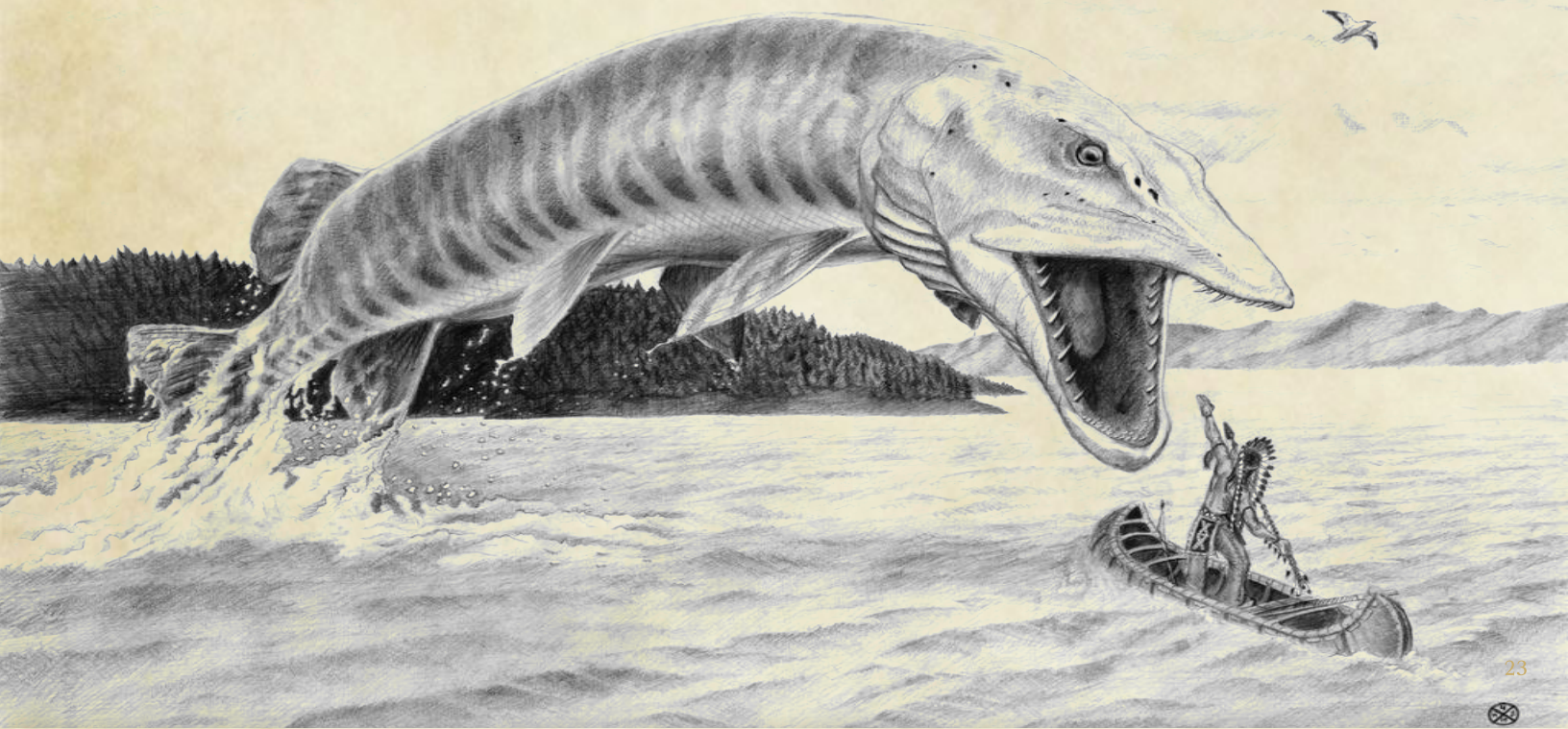
Challenge 2 (450 XP)

Water Breathing. The mashe-namak can only breathe underwater.

Aggressive. As a bonus action, the mashe-namak can move up to its speed toward a hostile creature it can see.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8+3) piercing damage.



MISHIPESHU

Large dragon, neutral

Armor Class 17 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	12 (+1)	16 (+3)	13 (+1)

Skills Intimidation +4, Perception +6, Religion +4

Damage Immunities see description

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Celestial, Common, Draconic, Infernal

Challenge 8 (3900 XP)

Amphibious. The mishipeshu can breathe air and water.

Shifting Immunity. With some time to plan a mishipeshu can give itself different damage immunities and resistances. It may select one damage type to become immune to and two damage resistances of its choice. It may select these resistances at each long rest. When a mishipeshu is not anticipating a battle, it is typically immune to lightning, and has resistance to thunder and cold damage.

ACTIONS

Multiattack. The mishipeshu makes 2 attacks: one with its bite and one with its tail whip.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6+4) piercing damage.

Tail Whip. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 18 (4d6+4) bludgeoning damage plus 10 (4d4) poison damage from small hypodermic needle-like protrusions in the tail. A creature is also poisoned for 1 minute.

MISHIPESHU

Mishipeshu is more commonly known as the "water lynx" or even "water panther." It is a dragon-like creature that has its lair in lakes but can just as easily traverse land as it does water. It is a mystical creature with an intense hatred for other spirit-beings.

Spirit Guardian. Creatures that are not a part of the natural order of the prime plane such as fiends and celestials are the primary target for the ire of the water lynx. They constantly work to root out such creatures and minions of a mishipeshu are consistently on the look out for rumors or sightings.

The mishipeshu will often send minions to destroy such creatures (possibly even hiring adventurers), but it is certainly not afraid of taking matters into its own hands.

The source of this abject hatred is not entirely known, but it can be counted on. Both good and evil folk have taken advantage of the water lynx's tendencies as the creature itself is beyond the greater concerns of good or evil.

Shifting Immunities. The mishipeshu is built to take down powerful outsiders and as such, it can change its damage immunities in preparation. One that is brought against a fiend, for example, might choose to become immune to fire, while one that anticipates warring with celestials might become immune to radiant damage.

MISHIPESHU IN ANCHÔROMÉ

In Anchôromé, the water lynxes were once powerful spirits of their own but somehow lost most of their power after conflict with the Thunderbird. Since that time, they have come to despise all creatures of the Spirit Realm and cannot let go of their anger. Mishipeshu are counted upon by some when an outsider becomes a menace to the minnenewah, Azuposi or even the Poscadari elves.



MITCHEHANT

The mitchehant is a titanic frog of which there is only known to be one. It is so massive that its body alone could dam up a river. It has been known to swallow creatures the size of an elephant whole after barely opening an eye.

Ageless Sleep. The mitchehant spends the vast majority of its time asleep and the creature is immortal. In time, the portions of its body that aren't submerged collect dirt and eventual plant growth. It has been known to have entire woodlands found on its backside.

The mitchehant is very difficult to awaken and it will only occasionally move more than enough to stick its head out of the water to extend its enormous tongue and draw in a tasty snack. The great beast is impossible to damage with mundane weapons and magical weapons need to penetrate its remarkably thick skin in order to do any sort of damage.

If the gargantuan frog-beast is actually harmed however, it will certainly awaken, causing the earth to quake, the river to flood and trees to bend and crack.

MITCHEHANT IN ANCHÔROMÉ

In Anchôromé, the mitchehant is what has become of the alaghi named Grandim. Originally having good intentions, the alaghi once dammed the Equuoni Geyvi River in order which caused an ecological disaster from which the Adusgi Forest took centuries in order to recover. The alaghi was guilty not only of hubris, but of being legendarily obstinate as he refused to take down the dam even when he realized the harm it was causing.

Even with repeated warnings from the very spirits of the river itself, the alaghi defended the damn until finally the patience of the spirits ran out. In an ironic turn of events, they transformed the alaghi into the titanic bullfrog that is the mitchehant and with its first movements, it destroyed the dam itself.

Now the creature languishes at the site of its folly, forever cursed by the spirits of Anchôromé.



THE GREAT BEASTS

ANC1 The Anchôromé Campaign Guide describes the Great Spirits which in many ways behave as if they were proper deities (though they are not). Most are known to take on the forms of animals such as the Thunderbird, the White Bison and Red Wolf Unole.

There are other beings known as the *Great Beasts* however, which are related to the Great Spirits, but are not truly divine in nature. Typically, these unique creatures take on truly titanic proportions and also take an animal form. In raw power, these creatures are generally on par with powerful fiends or elementals, but are happy to be left alone. The greatest of Minnewah legends refer to such creatures and their interactions with the Spirit Realm.

The Great Beasts described in this book are the mitchehant and wuchowsen but there are believed to be at least a half dozen others. Elementals such as zaratan, phoenix, leviathans and elder tempests are also examples of what some might consider the Great Beasts.

If such a creature were slain, there could be unpredictable effects on Anchôromé itself. The Great Spirits themselves might get involved under such circumstances.

MITCHEHANT'S LAIR

Mitchehant's does not move far and has been known to sleep for decades. While it lives, the region close to where it resides are affected by magical effects.

REGIONAL EFFECTS

A region within 5 miles of mitchehant's lair has the following magical conditions. If the mitchehant is slain, the effects disappear, but very gradually, taking up to a year to disappear completely.

- The land is constantly soggy and drenched, even if the region would normally be dry. The terrain in such an area is always considered difficult terrain.
- Biting flies and insects are a constant source of annoyance that cannot be avoided. Creatures must make a DC 19 Constitution save in order to gain the benefits of a short or long rest.
- Plant growth is twisted and unusual, leading to an abundance of creatures such as assassin vines and twig blights.

MITCHEHANT

Gargantuan monstrosity (great beast), unaligned

Armor Class 23 (natural armor)

Hit Points 315 (18d20 + 126)

Speed 50 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	25 (+7)	4 (-3)	11 (+0)	7 (-2)

Saving Throws Int +3, Wis +6, Cha +4

Damage Immunities fire, lightning, poison, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages -

Challenge 20 (25000 XP)

Legendary Resistance (3/Day). If the mitchehant fails a saving throw, it can choose to succeed instead.

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

Siege Monster. The mitchehant deals double damage to objects and structures.

ACTIONS

Crush. The mitchehant makes one giant hop to an area within 100 feet. All creatures within a 60 foot radius of this point must make a DC 19 Dexterity saving throw or suffer 45 (10d8) bludgeoning damage as they are crushed by the mitchehant's titanic bulk. Creatures who are hit are also knocked prone.

Tongue. *Ranged Weapon Attack:* +14 to hit, range 60 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the mitchehant can't use its tongue on another target.

Swallow. The mitchehant makes one tongue attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the tongue's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the mitchehant, and takes 42 (12d6) acid damage at the start of each of the mitchehant's turns.

If the mitchehant takes 50 damage or more on a single turn from a creature inside it, the mitchehant must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the mitchehant. If the mitchehant dies, a swallowed creature is no longer restrained and can escape from the corpse by using 30 feet of movement, exiting prone.



NALUSA FALAYA

Nalusa falaya are shadowy beings that stalk the edges of settlements frightening stray children and lone hunters. They feed off of fear and thus ironically do not kill as often as one might expect. The dead give them no nourishment.

The Long Black Being. The origins of the nalusa falaya are mostly unknown. They have existed for as long as stories have been told and some believe them to be somehow related to both undead shadows and the curse of lycanthropy. Elders consider these stories nonsense however, knowing that the nalusa falaya are simply a manifestation of mortal fears. Their name literally means "the long black being" as their shadowy bodies tends to trail far behind.

Masters of Fear. The nalusa falaya represent many of the core fears of mortals, including an innate fear of the unknown, darkness and even the wilderness and wild animals. As such, they can kill with the natural aura of fear they induce. They also have physical means of killing their victims which they use vigorously against creatures who are immune to their aura of fear, but otherwise tend to avoid using. Such creatures offer them no sustenance.

Undead Nature. A nalusa falaya does not require air, food, drink, or sleep.

NALUSA FALAYA IN ANCHÔROMÉ

Nalusa falaya stalk the outskirts of many Minnewah tribes, particularly those in the eastern corners of the Unole near the Adusgi Forest. This is part of the source of the rumors that the beings are somehow related to the curse of lycanthropy given the predominance of the curse in that forest in the not so distant past.

NALUSA FALAYA

Medium undead, neutral evil

Armor Class 13

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Skills Stealth +6

Damage Immunities necrotic, poison

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Vulnerabilities radiant

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

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

Shadow Stealth. While in dim light or darkness, the Nalusa Falaya can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the nalusa falaya has disadvantage on attack rolls, ability checks, and saving throws.

Aura Of Fear. A nalusa falaya generates an aura of fear as long as it is in dim light or darkness. Any creature that is within 30 feet of the nalusa falaya must make a DC 13 Constitution save or suffer 7 (2d6) necrotic damage and become frightened for 1 minute. A creature can repeat this saving throw at the end of each of its turns, taking damage each time it fails, but taking no damage and ending the effect on a success. A successful saving throw also makes the creature immune to the nalusa falaya's aura of fear for 24 hours.

ACTIONS

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

ONIATE

The oniate is an undead being whose name literally means "dry fingers." Some believe them to be closely related to crawling claws due to their appearance, but their origins are quite different.

Oniate appear to be severed arms in various states of decay but as their name implies, they are always dessicated and if any flesh remains, it is leathery and dry.

Punish the Cruel. While evil themselves, oniate were created by powerful spirits in order to punish the unkind. Unfortunately, their interpretation of unkind can extend to a single act or even cruel words - particularly those whose speak ill of the dead.

Oniate will often arrive in groups of a half dozen or more, and when they choose a target, they will ignore others unless they are being attacked themselves.

Undead Nature. An oniate doesn't require air, food, drink or sleep.

ONIATE IN ANCHÔROMÉ

In Anchôromé, the oniate are the result of the will of the Mighty Spirit Ma'We. Hundreds of such creatures serve her and she has been known to send swarms to kill those who insult her. Stray oniate exist in the wild and are known to attack those whom they deem unkind. This compulsion is due a twisted form of Ma'We's notion that she is in fact, a noble spirit.

ONIATE

Tiny undead, neutral evil

Armor Class 12

Hit Points 14 (4d4 + 4)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	7 (-2)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Focused Attack. The oniate gains advantage on attacks to a single creature that it has determined to be unkind.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) bludgeoning or slashing damage damage. (oniate's choice)



PAOHMAA

The paohmaa are colloquially known as water babies due to the cry they so often mimic and their childlike appearance. This appearance is misleading however, as the water babies are cruel and capricious spirits that would be happy to see mortals rid from the world.

Capricious Spirits. Though they appear to be fleshy beings, paohmaa are comprised of elemental water given form. They appear to be human children from a distance, if they are observed underwater, or if the lighting is not good. On close inspection however, water babies have the smooth skin of a newt and small tails that help them swim. They use their appearance and ability to mimic human sounds to sound like an abandoned or even drowning baby. Typically, two to three other paohmaa lie in hiding ready to drown unsuspecting victims or murder them with their cruelly serrated spears. For such small creatures, the paohmaa are not cowardly and rarely flee once they have committed to a battle.

Omen of Death. Superstition surrounds water babies and their cry is believed to be an omen of death. This is likely due to the fact that the paohmaa murder with impunity, but even those who escape their depredations often seek to be "purified" by clerics, shaman or medicine men. Hearing the cry has no game effects other than psychological.

Elemental Nature. A water baby does not require air, food, drink or sleep. When a water baby is slain, it becomes a small pool of water.

PAOHMAA

Small elemental, neutral evil

Armor Class 13 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	11 (+0)	8 (-1)	12 (+1)

Skills Perception +1, Stealth +4

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common

Challenge 1/2 (100 XP)

Amphibious. Paohmaa can breathe air and water.

Limited False Appearance. If a paohmaa is observed in dim light or while underwater, they are indistinguishable from a human baby.

Mimicry. Paohmaa can mimic sounds that they have heard before. From an early age, they are taught the cries of human babies from other paohmaa and they use this in conjunction with their limited false appearance.

ACTIONS

Multiattack. The paohmaa makes 2 attacks with its serrated spear.

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

PAOHMAA IN ANCHÔROMÉ

The paohmaa are a scourge in Anchôromé that hide out in waterways beyond the edges of many villages where men and women bring clothing to wash or fetch water to drink. They are well known to inhabit the Equuoni Geyvi where they hide out from more powerful spirits. The origin of their maliciousness is unknown but some believe them to be the spirits of children who have drowned elsewhere, only to come back to punish the folk that were so irresponsible to allow such a death to occur. They are elementals and not undead however, leading many to disbelieve the rumors.





PIASA BIRD

The piasa bird is an unnatural creature formed from an amalgamation of a half dozen other creatures. It has the body of normal cattle with red stag horns and the plumage of a peacock. Its coloration might be considered beautiful were it not such a terrible being.

A Story Come to Life. The piasa bird's origin are in a misunderstanding between cultures and all the horror that such initial meetings can incur. When outlander men and women first observed drawings of the water panther mishipeshu they did not know what to make of the creature. A bard of ill repute spun a tale about the being, calling it the "piasa bird" and conflating its legends with those of such terrible beasts as the peryton and wyverns.

The story became a popular one and brought great fear to those who knew nothing of the lands of its origin. Capitalizing on this fear, local spirits who wished the foreign men to begone gave life to the story and thus the true piasa bird was born.

Hostile to Non-Natives. The piasa bird is a force of nature created by fey spirits who are only barely tolerant of the mortals who they have shared their lands with for centuries. Foreign "invaders" are certainly unwelcome, and the piasa bird is the messenger of this displeasure.

When newcomers arrive, piasa birds hunt down such individuals hoping to keep the land pure. Local men and women are typically left alone and while they do not approve of the creature's cruelty, they often turn a blind eye to the creature given that they agree with the piasa bird's end goals.

PIASA BIRDS IN ANCHÔROMÉ

Balduran was not the only Faerûnian native to land on the shores of Anchôromé, but he is certainly the best known. He did not treat the natives well (particularly the Posacadari elves) and the instant hatred was mutual. During his plundering of Anchôromé's treasures, he came upon ancient minnewah drawings in a rock outcropping and completely misunderstood the drawing. At first, he thought the drawings were of peryton and for many days he kept his eyes skyward, fearing an attack from the terrible creatures.

From the moment of Balduran's landing, the spirits who observed him noted the depredations of the foreigners. One of Balduran's troupe was a bard (the infamous Piazaa) who spun the tale of the terrible bird that would swoop down to carry off children and use "beams of energy from its blackened eyeballs" to fend off defending parents.

Apparently, the spirits took notice of the fear this imaginary creature instilled in Balduran's men and women. Within days the creatures became flesh and blood, as if they had been pulled right from Piazaa's journals and songs. The irony is that Balduran came into conflict with the elves and fled back to Faerûn long before such creatures could be deployed against him but now the piasa bird is a true threat to all invaders upon the eastern shores. Woe be to those who land on Anchôromé with visions of plunder.

PIASA BIRD

Medium fey, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3

Damage Resistances cold, lightning

Senses passive Perception 13

Languages Auran

Challenge 3 (700 XP)

Dive Attack. If the piasa bird is flying and dives at least 30 feet straight toward a target and then hits with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

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

Keen Sight And Smell. The piasa bird has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The piasa bird makes one gore and one talon attack or one eye beam attack.

Eye Beam (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 60 ft., one target. Hit: 17 (5d6) fire damage.

Gore. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) piercing damage.

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4+3) slashing damage.

ROUGARU

Medium monstrosity, chaotic evil

Armor Class 14

Hit Points 39 (6d8 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak it

Challenge 1 (200 XP)

Keen Hearing And Smell. The rougaru has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The rougaru has advantage on attack rolls against a creature if at least one of the rougaru's allies are within 5 feet of the creature and the ally isn't incapacitated.

Curse Of The Rougaru. Any humanoid creature that meets a rougaru's eyes is subject to a curse that can cause them to become rougaru themselves if they reach zero hit points after having damage inflicted on them by the rougaru and failing a DC 13 Constitution save. Such a creature immediately transforms into the horrid wolf-like shape of a rougaru and attacks all non rougaru it encounters. A creature can avoid looking at a rougaru during battle but then it is treated as if blinded. A blinded creature can't see and automatically fails any ability check that requires sight. Also, the rougaru's attack rolls against the creature have advantage, and the creature's attack rolls against the rougaru have disadvantage.

ACTIONS

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

ROUGARU

The rougaru is a creature similar in many ways to werewolves though their condition has nothing to do with lycanthropy. In addition, the rougaru is no shapechanger and once a person becomes a rougaru, it remains in its wolf form indefinitely.

Cannibalism Made Flesh. Cannibalism is a very real temptation in a land where getting lost in the wilds is commonplace and food can become scarce. Because of this unfortunate truth, there are a number of beings that personify the evil which arises from such actions. The wendigo is perhaps the most well known, as is the chenoo and others like the shampe (who actually just prey on mankind).

The rougaru however, is the only one known to affect those innocent of any such crime. A rougaru does not always arise when a man or woman commits cannibalism, but when it does, the creatures often become a plague that can wipe out or transform entire villages. A simple gaze from the smoldering red eyes of the wolf-like beings can cause another to become rougaru immediately upon death.



Werewolves? Because of the similarities, an outsider used to the stories of such creatures undoubtedly confuse them with werewolves and the curse of lycanthropy. In fact, the name "rougaru" is an alteration of the word "loup garou" which is itself another term for werewolf. Rougaru have nothing to do with lycanthropy and are incapable of shapechanging. Once a creature becomes a rougaru, only powerful magic (such as a *wish*) can transform it back to its original form and alignment.

ROUGARU IN ANCHÔROMÉ

The rougaru are a plague in the lands closest to Fort Flame. They have managed to destroy almost every new settlement when the inhabitants of Fort Flame attempt to expand. A single rougaru will attack in the night and by morning the entire band of frontiersman end up transformed or dead.

Invariably, a detachment of dragonborn or other warriors are dispatched to wipe out whatever rougaru can be found. This depressing cycle has stymied dreams of expansion by Fort Flame even more so than the ever present Poscadari elves.



SHAMPE

The shampe is a cruel and malevolent ogre with a distinct taste for humanoid flesh. It is legendary for its awful smell which makes it nearly impossible for the creature to sneak up on its victims, but the shampe was never very keen on subtlety anyway.

Obnoxious Stink. The smell of a shampe is almost supernatural in nature and causes most creatures within its vicinity to retch, making the creature difficult to fight. The fate of humanoids who are captured by the brute for later consumption are far worse. The scent is so powerful that creatures can not even be blessed with the mercy of unconsciousness in its vicinity, making the horror of their fate all the worse.

Notorious Flyer. Unfortunately for its victims, shampe like to take live captives when they cannot consume a creature on the spot. Typically, beings are disarmed and put in huge burlap sacks to be brought back into the swamps and dark woods where shampe often lair in crudely wrought huts. Such victims are skinned alive and left hanging just outside the shampe's abode, leaving a horrifying scene that has earned shampe the nickname, "skin-flayer."

SHAMPE IN ANCHÔROMÉ

Though they are hesitant to admit it, shampe are an offshoot of the alaghi race that have far more in common with their yeti ancestors. Alaghi despise the creatures and will often form small bands to eradicate such terrible creatures. Shampe are known to return the hatred, reserving the worst tortures for their more benevolent cousins.

SHAMPE

Large giant, chaotic evil

Armor Class 12 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	17 (+3)	7 (-2)	7 (-2)	5 (-3)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Stench. Any creature other than a shampe who starts its turn within 10 feet of the shampe must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of the shampe for 1 hour.

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

SHUNKA WARAK'IN

The shunka wara'kin is a cruel, nocturnal predator that might seem wolf-like in appearance, but has more in common with hyenas than it does with a canine. The shunka wara'kin's name means "carries off dogs" and is also sometimes known as the ringdocus.

Fanged Menace. Shunka wara'kin are not normal animals and they feature in a number of myths and legends, always as a vicious creature that intentionally causes suffering. They travel in packs and though they are known to scavenge, shunka wara'kin are unafraid to take down prey that fights back. They are able to heal supernaturally quickly and use this in tandem with their pack tactics. Typically, an injured ringdocus will retreat behind the remainder of the pack until fully healed while the rest of the pack engages the enemy.

Nocturnal Predators. A shunka wara'kin abhors the sun, though they are not harmed by it. Generally they will hide out in cool caves during the daytime where they rest until nightfall. Hunters who think them easy to eradicate because of this tendency are sorely mistaken as a ringdocus pack is clever enough to have a few of its members awake at all times. A "guard's" haunting, laugh-like bark can rouse the remainder of the pack in an instant.

SHUNKA WARAK'IN IN ANCHÔROMÉ

It is rumored that once, long ago, the demon lord Yeenoghu set foot in the lands that would one day be known as Anchôromé. This is said to have been in the fabled time of the creator races and during the dominance of the bird-like aeree. After summoning terrible beings of pestilence known as the marrashi, Yeenoghu was attacked by an avatar of the eagle god Remnis himself and where the blood droplets fell, the shunka wara'kin were born.

Yeenoghu has never come to "claim" his children like he did with the leucrotta and gnolls of Faerûn, but they have certainly inherited much of his demonic nature and abject cruelty.



SHUNKA WARAK'IN

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 30 ft.

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

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages understands Abyssal and Common but can't speak
Challenge 2 (450 XP)

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

Regeneration. The shunka wara'kin regains 5 hit points at the start of its turn as long as it has more than 0 hit points. The shunka wara'kin dies if it reaches 0 hit points and does not regenerate.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

SKADEGAMUTC

The skadegamutc is a terrible undead being that is created when a powerful shaman or medicine man refuses to die and uses forbidden magic to extend his or her "life." Folk from distant lands believe it to be nothing more than a lich and while there are definitive similarities, they are not identical.

Ghost-Witch. Skadegamutc are often known as ghost-witches because they are capable of assuming an insubstantial, ghost-like form or materialize into a solid body. Depending on the particular culture who once buried the skadegamutc, they are often seen in different funerary garb. Having typically been loners in life, they rarely care for how they appear to others and never hide their undead nature.

The ghost-witch is created when a particularly powerful caster makes a pact with dark spirits at which point they die. Most will believe the death occurred through natural causes, and a skadegamutc will usually leave express instructions not to be cremated. Unless the body actually is cremated, on the next new moon the skadegamutc will rise from the dead. It will owe a debt to the evil powers from which they gained their immortality, but are otherwise free willed and independent.

Bad Medicine. The magic that created and sustains a skadegamutc is universally considered "bad medicine," a term many cultures use for evil magic. Their presence and existence is not tolerated and many heroes will set out to destroy the ghost-witch, but their bad medicine is also powerful, and few return from such hunts. Eventually, a stubborn skadematutc could chase an entire tribe out of its ancestral lands. Such abandoned lands become havens for other undead such as stray oniate, rolling heads (from *ANCI*) or even ghouls, wights, wraiths, zombies and skeletons.

Fact of Evil. In exchange for their immortal existence, skadegamutc are beholden to the dark spirits that sponsored their creation. Often, this means they are required to capture and sacrifice sentient beings to the spirits. Such unlucky individuals are destroyed in both body and soul, entirely consumed by the hunger of the spirit world.

The ghost-witch does not abhor such actions and tend to enjoy the suffering they cause, but more often than not they resent the control the spirits have over them. It is not unknown for a skadegamutc to secretly assist adventurers in cases where the very spirits themselves might be harmed or destroyed.



Death by Fire. The skadegamutc is not particularly vulnerable to fire, but can only be slain permanently if its body is set aflame after its destruction. Otherwise, the creature will melt into a pool of foul smelling ichor within an hour, only to return somewhere within a mile radius on the next new moon.

Unlike lichs, the ghost-witch does not have a phylactery, but those who don't know how to put one down permanently might be faced with a more carefully measured attack in a few nights.

Undead Nature. A skadegamutc doesn't require air, food, drink or sleep.

SKADEGAMUTC IN ANCHÔROMÉ

The ghost-witch of Anchôromé are typically singular menaces who made pacts with dark spirits shortly before passing. Shakak in particular is known to be owed many a favor from such creatures.

In some ways the skadegamutc behaves similarly to the lichs of Faerûn; always looking to somehow increase their power and there are stories of ancient ghost-witches that have developed powers far beyond their normal kin. The motivation for such actions however is not always a quest for power for power's sake. Usually, they are seeking some means of renegeing on the pact they formed with the spirits and might even assist adventurers in doing so.

SKADEGAMUTC

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	18 (+4)	15 (+2)	12 (+1)

Saving Throws Con +8, Wis +7, Cha +6

Skills Arcana +14, History +9, Perception +7, Religion +9

Damage Immunities necrotic, poison

Damage Resistances cold

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses passive Perception 17, truesight 120 ft.

Languages Common and up to three other languages

Challenge 16 (15000 XP)

Legendary Resistance (3/Day). If the skadegamutc fails a saving throw, it can choose to succeed instead.

Rebirth. If the skadegamutc is slain by damage other than fire damage, or if fire is not applied to its corpse within one hour of the skadegamutc being reduced to 0 hp, its body disappears in a pool of ichor and reforms somewhere within a mile radius at the night of the next new moon.

Spellcasting. The skadegamutc is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The skadegamutc has the following wizard spells prepared:

Cantrips (at will): *acid splash, dancing lights, mage hand*

1st level (4 slots): *fog cloud, hideous laughter, mage armor, magic missile*

2nd level (3 slots): *gust of wind, hold person, scorching*

ray

3rd level (3 slots): *fear, hypnotic pattern, slow*

4th level (3 slots): *arcane eye, phantasmal killer,*

polymorph

5th level (2 slots): *dominate person, mislead*

6th level (1 slots): *globe of invulnerability, wall of ice*

7th level (1 slots): *project image, reverse gravity*

8th level (1 slots): *maze, power word stun*

ACTIONS

Draining Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage and the damage lowers the creatures maximum hit points by an equal amount. These hit points can be regained after a long rest.

Become Insubstantial. The skadegamutc can switch between an insubstantial form and its normal fleshy body. While insubstantial, it gains resistance to bludgeoning, piercing and slashing weapons that aren't magical, but it cannot use its draining touch ability or affect any substantial object without using magic.

LEGENDARY ACTIONS

The skadegamutc can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The skadegamutc regains spent legendary actions at the start of its turn.

Cantrip. The skadegamutc casts a cantrip.

Draining Touch (Costs 2 Actions). The skadegamutc uses its draining touch.

Become Insubstantial (Costs 3 Actions). The skadegamutc may become substantial or insubstantial.

UKTENA

Legends of the origin of the horned serpent known as the uktena are varied and conflicting, but what is certain is that it is a malevolent creature with very little in the way of mercy or compassion.

Magical Gaze. The uktena is an intensely magical creature who can create a variety of effects with its gaze. Though it cannot use more than one of these powers at a time, the variety of powers make it a difficult opponent no matter what an opponents strengths are. The uktena is also supernaturally intuitive, and can discern a creature's weaknesses with nary a glance.

Though the physical focus of the uktena's magical abilities reside in the creature's eyes, the source of its magical powers are said to be in its horns. There are legends of heroes of the past who have slain an uktena by first sundering its horns, weakening the creature greatly before slaying it.

Rite of Passage. Slaying an uktena is considered a great honor among certain tribes, and returning to a settlement with its unmistakable horns are an almost certain way to increase one's social standing. Uktena have few allies, even among their own kind and they only congregate in order to produce offspring. Their range of attacks and ability to discern weakness makes them an ideal de facto "judge" to identify a future chieftain or other leader. One who bested such a creature must undoubtedly be worthy of leadership.

UKTENA IN ANCHÔROMÉ

Very few chieftains of the minnewah tribe have become so without slaying an uktena. There is a quiet respect bordering on reverence for the creatures despite their terrible cruelty. The minnewah believe (and perhaps rightfully so) that the minnewah live in a sort of symbiotic relationship with the creatures, where the uktena weeds out the weak and unworthy among those who wish to hold power over others.



UKTENA

Large monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	17 (+3)	15 (+2)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +6

Senses darkvision 90 ft., passive Perception 15

Languages Draconic

Challenge 5 (1800 XP)

Know Your Enemy. The uktena has an inherent understanding of its opponent's weaknesses. This translates to it being aware of any vulnerabilities and the weakest ability scores of all hostile creatures within a 120 foot radius.

ACTIONS

Multiattack. The uktena makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) piercing damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one large or smaller creature. *Hit:* 16 (2d10+5) bludgeoning damage. The target is grappled (escape DC 15) if the uktena isn't already constricting a creature, and the target is restrained until the grapple ends.

Gaze (Recharge 5-6). The uketena can focus its stare on

one to three creatures that all must be within 5 feet of each other and must be within 120 feet of it. The uktena may choose any of the following affects.

1. **Combust.** The targetted creature must succeed on a DC 16 Dexterity saving throw or spontaneously combust, causing 28 (8d6) fire damage.

2. **Freeze.** The targetted creature takes 14 (4d6) cold damage and is slowed for 1 minute unless it successfully makes a DC 16 Constitution save at which point it takes half damage and is not slowed.

3. **Torment.** The targetted creature must make a successful DC 16 Intelligence save or suffer 17 (5d6) psychic damage and become incapacitated until the end of its next turn.

4. **Push.** The targetted creature suffers 16 (3d10) bludgeoning damage and is knocked backwards 15 feet directly away from the uktena unless it makes a successful DC 16 Strength save in which case it takes half damage and is not forced back.

5. **Drain.** The uktena causes 14 (4d6) necrotic damage and gains the same amount of hit points up to its maximum unless the target makes a successful DC 16 Wisdom saving throw.

6. **Despair.** The targetted creature must make a DC 16 Charisma saving throw or it feels crushing despair for 1 minute, forcing it to make all attack rolls with disadvantage while it is affected.

WIWILOMEQ

The wiwilomeq is a stoney ridged, snail like creature with an extremely corrosive acidic spittle. They are thankfully slow when moving on land but their spittle has a long range that can take the overconfident by surprise.

Far Ranging Predators. Many snail or slug-like creatures prefer wet environments, and while the wiwilomeq certainly does not shy from such places, it is by no means the only places they can be found. The wiwilomeq is surprisingly dry to the touch, having a stone-like carapace that is nearly as hard as its oddly small shell.

Though slow, wiwilomeq are capable of numerous forms of locomotion, giving them access to almost any environment. Some wiwilomeq are even known to slither up trees to steal and consume the eggs of birds or larger creatures.

Children of Kci Athussos. Wiwilomeq do not reproduce on their own and are immature forms of a great beast known as Kci Athussos (<https://www.dmsguild.com/product/285666/ANM2-Kci-Athussos-the-Great-Snail-Dragon>). When the Great Snail Dragon awakens it lays hundreds of eggs over a range of thousands of miles. Every wiwilomeq is in fact this creature's child.

It is unknown what circumstances would allow a wwilomeq to advance in size and power to the Great Snail Dragon, but it is believed that Kci Athussos must first be killed for this to occur. It is believed that a singular wwilomeq would then grow to replace the Great Snail Dragon, but this is just conjecture.

WIILOMEQ IN ANCHÔROMÉ

Wwilomeq reach maturity generally two to three years after Kci Athussos makes an appearance. They are a terrible blight considering many communities will just be recovering from the Great Snail Dragon's attacks at this time and they are usually woefully unprepared. The wwilomeq are another reason the minnewah dread the Great Beast's awakening so terribly.



WIILOMEQ

Large monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 20 ft., burrow 10 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	19 (+4)	3 (-4)	10 (+0)	5 (-3)

Damage Immunities acid, poison

Senses darkvision 60 ft., tremorsense 60 ft. passive

Perception 10

Languages -

Challenge 3 (700 XP)

False Appearance. When the wwilomeq remains motionless, it is indistinguishable from a rocky outcropping.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage plus 3 (1d6) acid damage.

Acid Spray (Recharge 5-6). The wwilomeq spits acid in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.



WUCHOWSEN

Wuchowsen is a Great Beast and titanic immortal spirit. It is so large that it is known to eclipse the sun when in flight and the powerful beating of its wings are responsible for many of the winds in its vicinity. Strong currents of air generated by the Wuchowsen can even be felt hundreds of miles distant.

Unstoppable. Wuchowsen is perhaps the most powerful of all the Great Beasts as far as raw power is concerned. It is truly a titan as far as its indestructibility. For it to even notice attackers, the Wuchowsen would need to be subjected to intense damage. It is very difficult to damage with either spell or sword and one bite from its powerful beak or raking of its claws is enough to fell a giant. Even if damaged, the creature regenerates at a remarkable rate.

Daughter of a God. Wuchowsen was hatched from an egg in a time before most recorded histories, but she is believed to be the daughter of the eagle deity Remnis. While not divine in nature, there are few that would notice the difference. The eagle-titan has never been defeated in battle, but once had its wings bound and some say broken. This deed caused untold natural disasters as years passed by, somehow triggering atmospheric distortions that affected weather continent-wide. It took another band of heroes to unbind the Great Beast so that equilibrium could be reached once again.

WUCHOWSEN IN ANCHÔROMÉ

Wuchowsen has existed in Anchôromé since the Days of Thunder and the dominance of the aearee. The aearee are themselves progenitors of many winged creatures such as the wyvern and of course their aarakocra descendants. She actually is the daughter of Remnis and has become an integral portion of the ecology of all of Anchôromé.

As they are prone to do, the Great Spirits known as the War Twins once hunted the Great Beast, but even they could not put the creature down. Instead, they bound Wuchowsen's wings with magical twine while she slept.

When her wings no longer beat, the powerful winds that surround her lair dissipated which gave the War Twins pleasure and new hunting grounds. The act however, tampered with the atmospheric equilibrium of the entirety of Anchôromé and soon there were powerful hurricanes and tornadoes in parts of the continent that had never before been exposed to such calamity. It is even said that for a brief moment it snowed in the Pasocada Basin!

Eventually, a hero known as Bodaway (or Fire Maker) released the Wuchowsen by setting fire to its bindings, knowing full well that the fire could not harm the Great Beast.

WUCHOWSEN'S LAIR

Wuchowsen lairs very close to lands populated by other giant eagles and aarakockra, but with the effects it has on its surroundings, even these creatures do not approach too closely.

REGIONAL EFFECTS

A region within 5 miles of Wuchowsen's lair has the following magical conditions. If the Wuchowsen is slain, or if its wings are bound the effects disappear instantaneously.

- The winds are terrible, forcing flyers to make a Strength check (DC 13) every time they use their full movement or they only move half their normal distance.
- The sky is always clear and despite the fierce winds, there are never nearby clouds. Precipitation does not exist, but plant and small animal life is still somehow magically sustained. The clear skies are always considered beautiful.
- Creatures that can see the Wuchowsen (which is always visible at this range) are always inspired in whatever endeavor they are undertaking. All creatures are immune to fear in this range and if a creature is already under a fear affect, it is suppressed as long as they can see the Wuchowsen.

WUCHOWSEN

Gargantuan monstrosity (great beast), unaligned

Armor Class 19 (natural armor)

Hit Points 573 (31d20 + 248)

Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	23 (+6)	27 (+8)	10 (+0)	18 (+4)	17 (+3)

Saving Throws Int +8, Wis +12, Cha +11

Skills Perception +20

Damage Immunities cold, fire, thunder, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Resistances acid, lightning, poison

Condition Immunities charmed, frightened, paralyzed

Senses blindsight 120 ft., passive Perception 30

Languages Giant Eagle, understands Common and Auran, but cannot speak

Challenge 28 (120000 XP)

Legendary Resistance (3/Day). If the Wuchowsen fails a saving throw, it can choose to succeed instead.

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

Siege Monster. The Wuchowsen deals double damage to objects and structures.

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

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

Windstorm. The Wuchowsen's wings make it impossible for creatures with less than a strength of 20 to fly within 90 feet of the Wuchowsen and creatures with 21 or greater strength fly at half speed. In addition, the winds make it impossible to communicate using speech from more than ten feet away.

ACTIONS

Multiattack. The Wuchowsen makes 3 attacks: two with its claws and one with its bite.

Beak. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 36 (4d12+10) piercing damage.

Talons. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 32 (4d10+10) slashing damage and if the target is a creature, it is grappled (escape DC 19). Until this grapple ends the target is restrained and the Wuchowsen cannot attack with its talons.

LEGENDARY ACTIONS

The wuchowsen can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The wuchowsen regains spent legendary actions at the start of its turn.

Move. The Wuchowsen moves up to half its speed.

Attack (Costs 2 Actions). The Wuchowsen makes a beak or talons attack.

Screech (Costs 3 Actions). The Wuchowsen screeches with a sound blast that can be heard within a hundred miles. This does 33 (6d10) thunder damage to all creatures within a 90 foot radius of the Wuchowsen.

THANK YOU!

ARTISTS

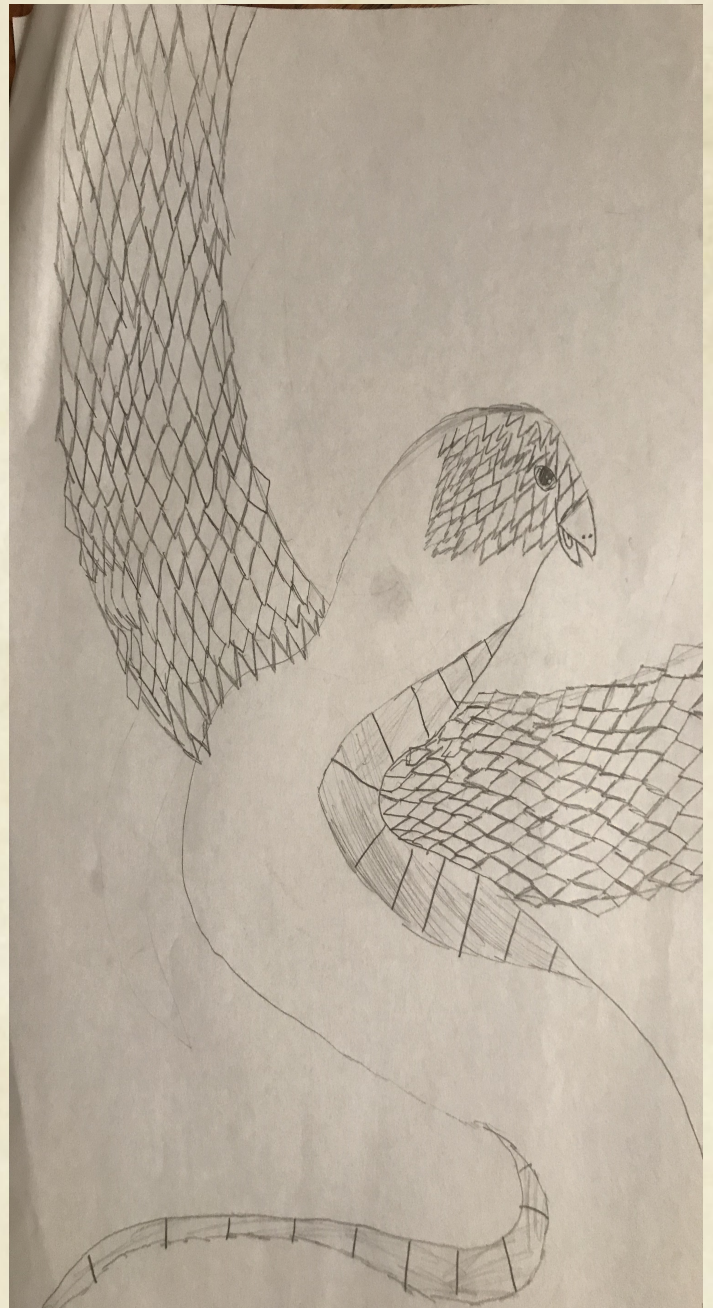
There is simply no substitute for amazing artwork, particularly in a book about monsters. The vast majority of the artwork in the book was donated, with truly some of the kindest messages and responses to my requests for their hard work. I am begging you, the reader, to visit some of the multitude of artists found at the links on the next page and drop them a quick comment about the work you see here. Without them, this book would have been nothing more than a mathematical exercise with very little to stoke the imagination.

SLEYVAS AND OTHERS

My two favorite forums, where I bounce endless nonsensical ideas off of people who must have had enough of my spamming are at the Piazza (<http://www.thepiazza.org.uk/bb/index.php>) and Candlekeep (<http://forum.candlekeep.com/>). Without the muses I find every day there, nothing like this book would ever be produced. I need to particularly thank "Sleyvas" who has really bought in to the entire Anchôromé campaign and has been a source of infinite ideas.

MY FUTURE ARTISTS

My daughters are my biggest fans, and I am theirs. At 4 years old and 8, here are *their* versions of the wuchowsen and wiwilomeq! It might take a few years, but keep an eye out for these two in the art world!



CREDITS

AUTHOR

Jon Hild

COVER ART - "WENDIGO"

Jose Real www.deviantart.com/joserealart

PAGE 3 ART - "ANIWYE"

Brent Hollowel <http://brenthollowellart.blogspot.com/>

PAGE 4 ART - "APOTAMKIN"

Emily "Imnurhest"

<https://www.deviantart.com/imnurhest/gallery/>

PAGE 5 ART - "MASTONTO HATTAK..."

"Shabazik" <https://www.deviantart.com/shabazik>

PAGE 6 ART - "WENDIGO"

Eric "Franeres" <https://www.deviantart.com/franeres/>

PAGE 8 ART - "OWLS"

Kit Colver "Phantastus"

<https://www.deviantart.com/phantastus>

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"Juuhanna" <https://www.deviantart.com/juuhanna>

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MONSTERS OF LEGEND...

Chimera, kraken, dragons and vampires are all creatures that we know from decades of gaming, and all have at least part of their origin in European mythology. But why is it that we find our favorite creatures from the same regions of the world? In this book you will find over *thirty* new creatures from a variety of indigenous American legends.

Most of the creatures found here have never before been seen in the pages of Dungeons and Dragons, but just like the minotaur or the werewolf, this is certainly not their first appearance *anywhere*.

Cover Art: "Wendigo"

Jose Real www.deviantart.com/josereart

A BOOK OF LEGENDARY CREATURES

This book is intended to serve a variety of needs, whether or not you are involved in a campaign in Anchôromé. It contains over thirty new creatures, from the skunk-beast known as the aniywe to the titanic eagle known as the Wuchowsen.

The creatures in this book are wholly adapted from Native American stories, legends and mythology. All have been adapted and altered from their original forms in order to better fit the Dungeons and Dragons game. Inspiration for each creature can be found here:

<http://www.native-languages.org/monsters.htm>.

This supplement is organized so that Anchôromé specific lore has been separated out from the monster lore and statistics, so while you may get the most of this book if you are involved in an *Anchôromé Campaign*, you may use it simply for the new and interesting creatures included. Each is illustrated by a variety of fabulous artists!

THE ANCHÔROMÉ CAMPAIGN

Anchôromé is a continent found in the northwestern reaches of the planet Toril which was first described in any detail in the Maztican supplement **FMQ1 City of Gold**. It is found to the north of the fabled lands of Maztica and is mostly unknown to the inhabitants of both Faerûn and Maztica.

On DmsGuild, a new Anchôromé campaign has been introduced starting with **ANC1 The Anchôromé Campaign Guide**, and followed up with **ANM1 The Bee Tribe of Anchôromé**, **ANS1 The Land of the Insect Men** and **ANM2 Kci Athussos, the Great Snail Dragon**.

Future products, including small articles (ANM Series), entirely new supplements (ANS series) and even adventures (ANA series) are planned for the near future. Keep an eye out for these products! In addition, the *Anchôromé Campaign* is always looking for new ideas, artists, and authors. Please feel free to contact the author's gmail account at seethe75. Anchôromé is a canonical region of the realms that has been left mostly untouched - let's make it our playground!