

Constrictor Snake

December 28, 2022



Large beast, unaligned

- **Armor Class** 12
- **Hit Points** 13 (2d10 + 2)
- **Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

- **Senses** blindsight 10 ft., passive Perception 10
- **Languages** –
- **Challenge** 1/4 (50 XP)

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

Constrict. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Swarm of Centipedes

December 28, 2022



Medium swarm of Tiny beasts, unaligned

- **Armor Class** 12 (natural armor)
- **Hit Points** 22 (5d8)
- **Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

- **Damage Resistances** bludgeoning, piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** blindsight 10 ft., passive Perception 8
- **Languages** –
- **Challenge** 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or

fewer.

A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

Plant Ghoul

December 28, 2022

Medium plant, chaotic evil

- **Armor Class** 12
- **Hit Points** 22 (5d8)
- **Speed** 30 ft.

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

- **Damage Vulnerabilities** fire
- **Damage Resistances** psychic
- **Condition Immunities** charmed
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Common
- **Challenge** 1 (200 XP)

Actions

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

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

other than a plant, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Plant Ghast

December 28, 2022



Medium plant, chaotic evil

- **Armor Class** 13
- **Hit Points** 36 (8d8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

- **Damage Vulnerabilities** fire
- **Damage Immunities** psychic
- **Condition Immunities** charmed, frightened
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common
- **Challenge** 2 (450 XP)

Spore Stench. Any creature that starts its turn within 5 ft. of

the ghaſt muſt ſucceed on a DC 10 Conſtitution ſaving throw or be poiſoned until the ſtart of its next turn. On a ſucceſſful ſaving throw, the creature is immune to the ghaſt's Stench for 24 hours.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) ſlaſhing damage. If the target is a creature other than an undead, it muſt ſucceed on a DC 10 Conſtitution ſaving throw or be paralyzed for 1 minute. The target can repeat the ſaving throw at the end of each of its turns, ending the effect on itſelf on a ſucceſs.

Lizardfolk Plant Ghoul

December 28, 2022



Medium plant ([lizardfolk](#)), chaotic evil

- **Armor Class** 15 (natural armor, ſhield)
- **Hit Points** 22 (4d8 + 4)
- **Speed** 30 ft., ſwim 30 ft.

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

- **Skills** Perception +1, Stealth +4, Survival +3
- **Damage Vulnerabilities** fire
- **Damage Resistances** psychic
- **Condition Immunities** charmed
- **Senses** passive Perception 11
- **Languages** understands Draconic
- **Challenge** 1 (200 XP)

Actions

Multiattack. The Lizardfolk Plant Ghoul makes two melee attacks, each one with a different weapon.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than a plant, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Spiked Shield. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Erelmil

December 28, 2022

Erelmil (He/Him) (Scout)

Medium humanoid ([human](#)), neutral good

- **Armor Class** 12
- **Hit Points** 27 (6d8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

- **Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4
- **Senses** passive Perception 16
- **Languages** Common, Elvish
- **Challenge** 1 (200 XP)

Cunning Action. On each of his turns, Erelmil can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Erelmil deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the scout that isn't incapacitated and the scout doesn't have disadvantage on the attack roll.

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120

ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Trait

Muscle Control (IE 2)

Erelmil's left arm is contracted, requiring an extra round to load his hand crossbow, and he can only make a single attack per round.

Ryia

December 28, 2022

Ryia (Scout) (She/Her)

Medium humanoid (human), chaotic good

- **Armor Class** 12
- **Hit Points** 27 (6d8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

- **Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4
- **Senses** passive Perception 16
- **Languages** Common, Elf
- **Challenge** 1 (200 XP)

Cunning Action. On each of her turns, Ryia can use a bonus

action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Ryia deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the scout that isn't incapacitated and Ryia doesn't have disadvantage on the attack roll.

Actions

Multiattack. Ryia makes two melee attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Trait

Tooth Pain (IE 2). You have chronic pain in your teeth. Any action that requires concentration (e.g. maintaining a spell) requires a successful DC 10 + (IE) Constitution saving throw per round to maintain concentration. The pain makes talking difficult, causing a penalty of - (IE) on social Charisma checks, and spells with a verbal component require a successful DC 8 + (IE) Dexterity check to cast successfully. Because this also causes eating difficulty, you must succeed on a DC 8 + (IE) Constitution saving throw to maintain concentration while eating or drinking. Because you're used to managing pain, even though this doesn't reduce the experience of pain, you have a + (IE) bonus to saving throws against psychic damage.

Ryia usually speaks in a soft, slurred manner, her tooth pain making it difficult to enunciate.

Elel Talthanryl

December 28, 2022



Elel Talthanryl (He/Him)

Medium humanoid (half-elf), chaotic evil

- **Armor Class** 11
- **Hit Points** 27 (5d8 + 5)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

- **Skills** Medicine +4, Nature +3, Perception +4
- **Senses** passive Perception 14
- **Languages** Common, Draconic, Druidic
- **Challenge** 2 (450 XP)

Fey Ancestry. Elel has advantage on saving throws against being charmed, and magic can't put him to sleep.

Spellcasting. Elel is a 4th-level spellcaster. His spellcasting

ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following [druid](#) spells prepared:

Cantrips (at will): [Druidcraft](#), [Produce Flame](#), [Shillelagh](#)

1st level (4 slots): [Entangle](#), [Longstrider](#), [Speak with Animals](#), [Thunderwave](#)

2nd level (3 slots): [Locate Animals or Plants](#), [Hold Person](#)

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with [shillelagh](#) or if wielded with two hands.

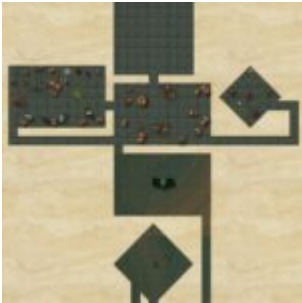
Trait

Refractive Differences (Far-sightedness) (IE 3) The closer things get, the blurrier they get. You have a – (IE) penalty on attack rolls and Wisdom (Perception) rolls to see any details closer than (IE) × 5 feet. Ellel wears a corrective monocle, which reduces the IE of this trait to 1, but it falls out if he takes bludgeoning damage, at which point he continues without it until the end of combat. Because the Refractive Difference is only in one eye, his penalty is halved.

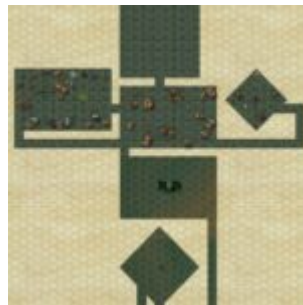
Shrine of the Soil Serpent

Shrine Map

December 28, 2022



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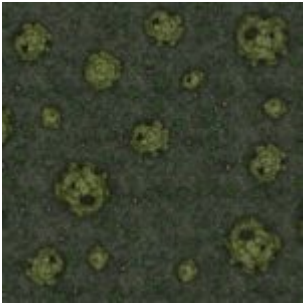
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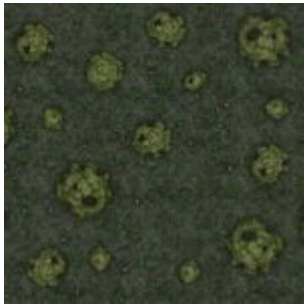
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Shrine of the Soil Serpent Forest Map

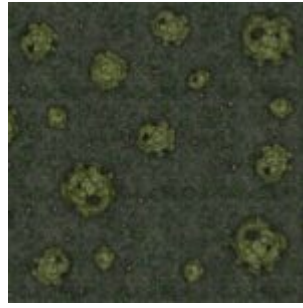
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Square

