

APPENDIX C - CREATURES

BLOODHOUND

Bloodhounds are creatures born of biomancy and artifice. The subject for any bloodhound is a creature in possession of an especially tough physique; the surgeries to augment its body and the toll of the biometric treatments on its organs can reduce even a stout farmer to a wasted husk.

Bestial Affinity. A bloodhound sculpts its physique using the world around it as inspiration. More often than not, this draws from common creatures like wolves and bears, or those that feed on the bloodhound's scraps, such as ravenas and hyenas. Though not necessarily evil, the further a bloodhound progresses on its journey of self-modification, the greater its mannerisms, behaviour, and thought patterns evolve to mimic its muse, and the more bestial it becomes.

REGIONAL EFFECTS

The region containing a Bloodhound's lair is warped by the infusion of his dark magic, creating one or more of the following effects:

- **Enhanced Darkness.** Shadows are magically extended and darker within the 6 miles surrounding the Bloodhound's lair. The radius of a creature's darkvision is halved while within this area.
- **Animal Frenzy.** Animals are more aggressive and agitated than typical while within 1 mile of the Bloodhound's lair. Mounts and animal companions grow increasingly restless and difficult to handle, suffering **disadvantage** on **Perception** checks. Beasts with an Intelligence score of 3 or lower are most likely to experience this effect.
- **Hunted.** While within 1 mile of the Bloodhound's lair, humanoids feel as if they are being watched at all times and have an increasing sense that something is hunting them.

If the Bloodhound dies, these effects fade over the course of **1d10** days.

LAIR ACTIONS

While the Bloodhound is in its lair, it can use the following lair actions. The saving throw DC and damage of the lair actions depend on the level of the adventure, as shown in the Level-Based Lair Action Statistics table.

LEVEL-BASED LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Darkness	Pack Howl
3rd	12	3 (1d6)	2nd-level	Wolf
7th	14	7 (2d6)	4th-level	Dire wolf
12th	16	14 (4d6)	6th-level	Poison wolf (see wave 2)

Lair Actions. On initiative count 20 (losing initiative ties), the Bloodhound can take a lair action to cause one of the following effects; the Bloodhound can't use the same effect two rounds in a row:

- **Darkness.** The Bloodhound creates a **20-foot-radius sphere** of magical darkness centred on a point of his choice within the lair that lasts until initiative count 20 of the following round. The effect has an equivalent spell level equal to the value in the table above.
- **Thorn Wall.** The Bloodhound summons tangled, thorny vines and brambles that burst from the ground as per the *wall of thorns* spell; the save DC and damage equals VDC and Vdam, respectively.
- **Pack Howl (Waves 2 & 3 Only).** The Bloodhound rears back and unleashes an undulating howl, summoning a member of his wild pack. The creature summoned depends on the hunt level.



EMACIATED BLOODHOUND

Medium construct, chaotic evil

Armour Class 14 (natural armour)

Hit Points 52 (8d8 + 16)

Speed 40 ft., fly 40 ft. (mythic form only)

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

Saving Throws Dex +3, Wis +4

Skills Acrobatics +3, Perception +4, Stealth +5, Survival +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Common, Undercommon, Sylvan

Challenge 2 (450 XP) **Proficiency Bonus** +2

Aversion of Fire. If the Bloodhound takes fire damage, he has **disadvantage** on attack rolls and ability checks until the end of his next turn.

Immutable Form. The Bloodhound is **immune** to any spell or effect that would alter his form.

Keen Hearing and Smell. The Bloodhound has **advantage** on **Wisdom (Perception)** checks that rely on hearing or smell.

Legendary Resistance (1/Day). If the Bloodhound fails a saving throw, he can choose to succeed instead.

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

Unleash the Beast (Recharges after a Short or Long Rest). If the Bloodhound would be reduced to 0 hit points, his current hit point total instead resets to **52** hit points, he regains any expended uses of Legendary Resistance, and he gains a flying speed of **40 feet** for the next **hour**. Additionally, the Bloodhound can now use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 700 XP (1,150 XP total) for defeating the Bloodhound after his Unleash the Beast activates.

ACTIONS

Multiattack. The Bloodhound makes two attacks: one with his Bite and one with his Claws. He can replace any one attack with an attack from his Nailbow.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Nailbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

LEGENDARY ACTIONS

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

Attack. The Bloodhound makes one attack with his Claws or Nailbow.

Shadow Jump. If the Bloodhound is in dim light or darkness, he teleports to another area of dim light or darkness within **30 feet** of him that he can see and take the Hide action.

MYTHIC ACTIONS

If the Bloodhound's Unleash the Beast trait has activated in the last hour, he can use the options below as legendary actions.

Shadow Pounce. The Bloodhound uses his Shadow Jump legendary action option and then makes one attack with his bite or claws.

Razor Gust (Costs 2 Actions). The Bloodhound beats his wings in a cloud of metal shards. Each creature in a **30-foot cone** must make a **DC 11 Dexterity saving throw**, taking 10 (3d6) slashing damage on a failure or half as much damage on a success. The Bloodhound can then fly up to half his flying speed.

BLOODHOUND

Medium construct, chaotic evil

Armour Class 15 (natural armour)

Hit Points 110 (13d8 + 52)

Speed 40 ft., fly 60 ft. (mythic form only)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Dex +6, Wis +5

Skills Acrobatics +6, Perception +5, Stealth +9, Survival +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Common, Sylvan, Undercommon

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Aversion of Fire. If the Bloodhound takes fire damage, he has **disadvantage** on attack rolls and ability checks until the end of his next turn.

Immutable Form. The Bloodhound is **immune** to any spell or effect that would alter his form.

Keen Hearing and Smell. The Bloodhound has **advantage** on **Wisdom (Perception)** checks that rely on hearing or smell.

Legendary Resistance (2/Day). If the Bloodhound fails a saving throw, he can choose to succeed instead.

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

Unleash the Beast (Recharges after a Short or Long Rest). If the Bloodhound would be reduced to 0 hit points, his current hit point total instead resets to **110** hit points, he regains any expended uses of Legendary Resistance, and he gains a flying speed of **60 feet** for the next **hour**. Additionally, the Bloodhound can now use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 3,900 XP (6,200 XP total) for defeating the Bloodhound after his Unleash the Beast activates.

ACTIONS

Multiattack. The Bloodhound makes two attacks: one with his Bite and one with his Claws. He can replace any one attack with an attack from his Nailbow.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Nailbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

BONUS ACTIONS

Sanguine Mark (Recharges after a Short or Long Rest). The Bloodhound causes ethereal, glowing, barbed wire to wrap around one creature he can see within **90 feet** of him for the next **10 minutes**. For the duration, whenever the Bloodhound deals damage to that creature for the first time on a turn, the creature takes an additional 3 (1d6) necrotic damage and the Bloodhound regains an equal number of hit points. If the target drops to 0 hit points before this effect ends, the Bloodhound can use a bonus action on a subsequent turn to mark a new creature.

LEGENDARY ACTIONS

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

Attack. The Bloodhound makes one attack with his Claws or Nailbow.

Shadow Jump. If the Bloodhound is in dim light or darkness, he teleports to another area of dim light or darkness within **40 feet** of him that he can see and take the Hide action.

MYTHIC ACTIONS

If the Bloodhound's Unleash the Beast trait has activated in the last hour, he can use the options below as legendary actions.

Shadow Pounce. The Bloodhound uses his Shadow Jump legendary action option and then makes one attack with his bite or claws.

Razor Gust (Costs 2 Actions). The Bloodhound beats his wings in a cloud of metal shards. Each creature in a **40-foot cone** must make a **DC 14 Dexterity saving throw** taking 14 (4d6) slashing damage on a failure or half as much damage on a success. The Bloodhound can then fly up to half his flying speed.

SANGUINE BLOODHOUND

Medium construct, chaotic evil

Armour Class 16 (natural armour)

Hit Points 152 (16d8 + 80)

Speed 40 ft., fly 60 ft. (mythic form only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	20 (+5)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +8, Wis +7

Skills Acrobatics +8, Perception +7, Stealth +12, Survival +7

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common, Undercommon, Sylvan

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Aversion of Fire. If the Bloodhound takes fire damage, he has **disadvantage** on attack rolls and ability checks until the end of his next turn.

Immutable Form. The Bloodhound is **immune** to any spell or effect that would alter his form.

Keen Hearing and Smell. The Bloodhound has **advantage** on **Wisdom (Perception)** checks that rely on hearing or smell.

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

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

Unleash the Beast (Recharges after a Short or Long Rest). If the Bloodhound would be reduced to 0 hit points, his current hit point total instead resets to **152** hit points, he gains **50** temporary hit points, he regains any expended uses of **Legendary Resistance**, and he gains a flying speed of **60 feet** for the next **hour**. Additionally, the Bloodhound can now use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 11,500 XP (18,700 XP total) for defeating the Bloodhound after his **Unleash the Beast** activates.

ACTIONS

Multiattack. The bloodound makes three attacks: one with his Bite and two with his Claws. He can replace up to two attacks with attacks from his Nailbow.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Nailbow. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

BONUS ACTIONS

Sanguine Mark (Recharges after a Short or Long Rest). The Bloodhound causes ethereal, glowing, barbed wire to wrap around one creature he can see within **90 feet** of him for the next **10 minutes**. For the duration, whenever the Bloodhound deals damage to that creature with an attack, the creature takes an additional 3 (1d6) necrotic damage and the Bloodhound regains an equal number of hit points. If the target drops to 0 hit points before this effect ends, the Bloodhound can use a bonus action on a subsequent turn to mark a new creature.

LEGENDARY ACTIONS

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

Attack. The Bloodhound makes one attack with his Claws or Nailbow.

Shadow Jump. If the Bloodhound is in dim light or darkness, he teleports to another area of dim light or darkness within **60 feet** of him that he can see and take the Hide action.

MYTHIC ACTIONS

If the Bloodhound's **Unleash the Beast** trait has activated in the last hour, it can use the options below as legendary actions.

Shadow Pounce. The Bloodhound uses his **Shadow Jump** legendary action option and then makes one attack with his bite or claws.

Razor Gust (Costs 2 Actions). The Bloodhound beats his wings in a cloud of metal shards. Each creature in a **60-foot cone** must make a **DC 16 Dexterity saving throw** taking 28 (8d6) slashing damage on a failure or half as much damage on a success. The Bloodhound can then fly up to half his flying speed.

TRAPS

Each of the Bloodhound's traps occupies a 5-foot-square area. When a Small or larger creature moves onto a trapped area for the first time on a turn, the trap triggers and its effects activate immediately, interrupting the creature's movement. When a character triggers a trap, choose a trap from the table below or roll to determine which is triggered.

d6	Trap
1-2	Bear
3-4	Punji Trap
5-6	Tanglevine

Bear Trap. When a creature triggers this trap, a hidden set of iron jaws snaps around its lower limb. The creature must succeed on a **VDC Dexterity saving throw** or take **Vdam** piercing damage. In addition, on a failure, its speed becomes 0 unless it's immune to being grappled. A creature can use its action to make a **VDC Strength (Athletics)** check, freeing itself or another trapped creature within its reach on a success.

Punji Trap. There is a hidden 2-foot-deep pit beneath this surface, filled with poisoned, sharpened stakes. When a creature triggers this trap, it must succeed on a **VDC Dexterity saving throw** or take **Vdam** piercing damage and **Vdam** poison damage and its speed becomes 0 until the turn ends. In addition, on a failure, the creature must succeed on a **VDC Constitution saving throw** or become **poisoned** for 1 hour.

UNIQUE FLORA & FAUNA

The curse laid upon the Evenfall Forest seeped into the soil and water, tainting the trees and corrupting the creatures. The woods are eerily quiet, and the few small animals seen within quickly retreat to hide. While the effects are mostly benign, they are most readily seen in the black and purple leaves of the grey-barked trees and the almost-monochromatic undergrowth that peaks through the ever-present ground fog.

Some examples the characters may come across while journeying in the forest are listed here.

Silver-Tailed Cheshire Fox. These graceful foxes have ebony fur and overly long twin tails ending in razor-sharp silvery tips. The fox can control each tail independently, slicing into its prey before detaching its tri-hinged jaws and ripping chunks out of them. These territorial vulpines hunt in packs and use their natural stealthiness to ambush intruders and avoid larger predators and hunters. Some tailors pay a pretty copper for the fox fur, and the tail tips are often crafted into silver daggers popular among young werewolf hunters.

The silver-tailed cheshire fox uses **jackal** statistics with the following modifications:

- New Action: **Multiattack.** The fox makes two tail attacks.
- New Action: **Tail. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. **Hit:** 1 piercing damage, and the target must make a **DC 10 Constitution saving throw**, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Twilight Wasp. The glittering wings of a twilight wasp resemble a twinkling star-filled night sky. Their distinct purple and black crystalline carapaces have sharp, jagged edges that sparkle when the light hits them. Besides being venomous, a twilight wasp's sting carries a subtle taste of the forest's curse: the flesh around the sting turns black and itches fiercely for 3d8 hours after being stung. Their crystal carapaces can be crushed into a powder used by healers as a coagulant.

Greyscale Stranglers. These bloodthirsty, thorn-covered vines have distinct grey leaves, the tips of which are tinged red. A greyscale strangler hides within the undergrowth, grabbing hold of anything with a pulse that steps near it. They feed on the blood spilled by their thorns but are easily removed by Small or larger creatures. While harvesting them can be dangerous, the leaves of the stranglers can be used to combat blood diseases and brew antitoxins. A leaf can be harvested with a component **DC** of 15, and is most commonly used as the ingredient for *potions of poison resistance*.