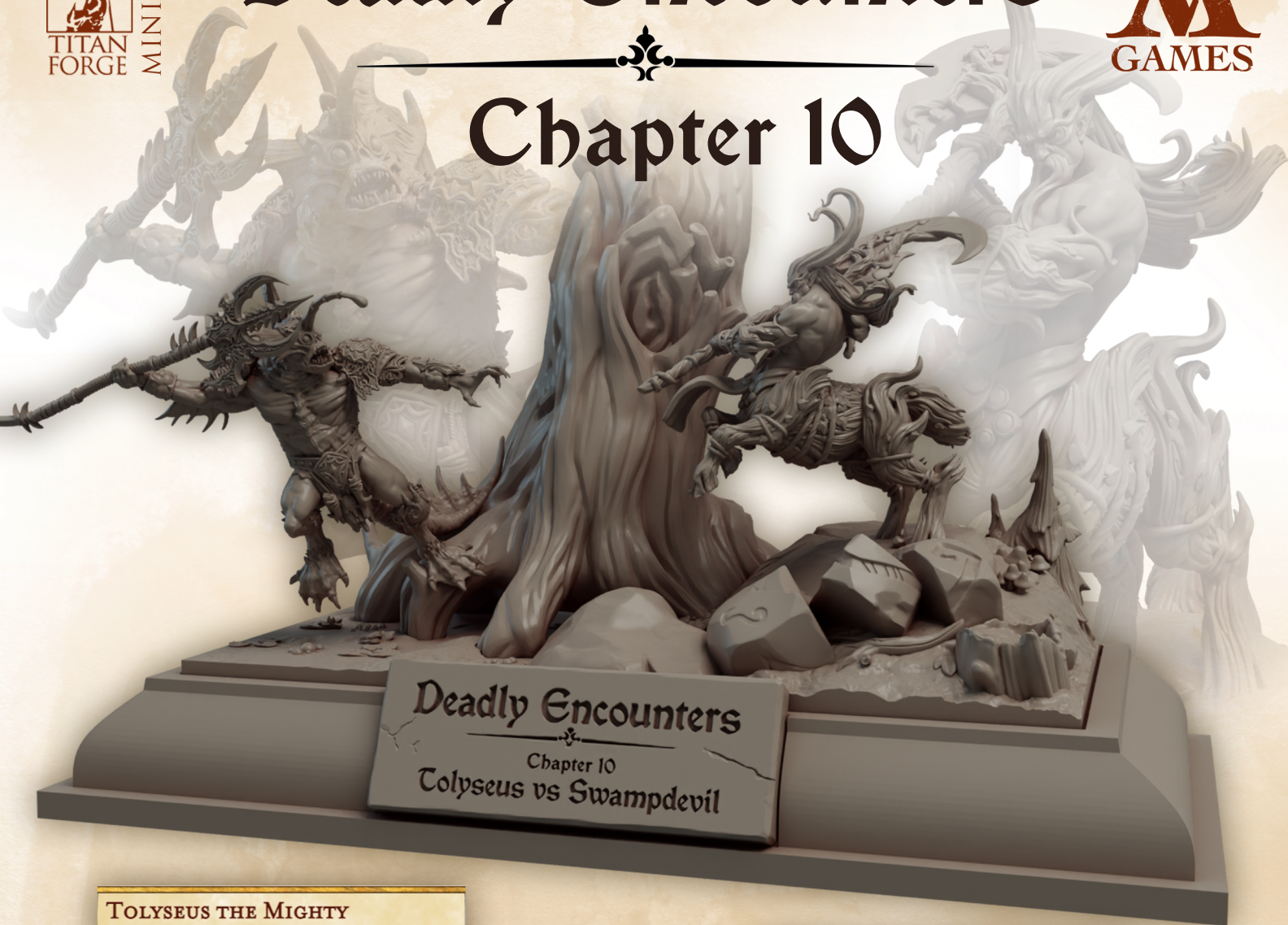


Chapter 10



TOLYSEUS THE MIGHTY

Large fey, neutral good

- **Armor Class** 11 (16 with barkskin)
- **Hit Points** 51 (6d10 + 18)
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	11 (+0)	14 (+2)

- **Saving Throws** Str +6
- **Skills** Athletics +6, Nature +2, Perception +2, Survival +2
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Elvish, Sylvan
- **Challenge** 3 (700 XP)

Innate Spellcasting. Tolyseus' innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day : *entangle*
1/day : *barkskin*

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

Tree Stride (3/day). Three times per day, Tolyseus can use 10 ft. of his movement to step magically into one living tree within his reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

Charge. If Tolyseus moves at least 30 ft. straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

ACTIONS

Multiattack. Tolyseus makes two attacks: one with its Greataxe and one with its Hooves.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 4) slashing damage.

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

SHAKARKHA SWAMPDEVIL

Medium Humanoid (Shakarkha), Neutral Evil

- **Armor Class** 14 (Natural Armor)
- **Hit Points** 45 (7d8 + 14)
- **Speed** 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	5 (-3)

Saving Throws CON +4

Skills Athletics +4, Perception +2, Stealth +2

Senses darkvision 60 ft., passive Perception 12

Languages Shakarkhan, limited Common

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

Hold Breath. The Swampdevil naturally breathes water and can hold their breath for up to 1 hour.

Sunlight Sensitivity. While in sunlight, the Swampdevil has disadvantage on attack rolls, as well as on **Wisdom (Perception)** checks that rely on sight.

ACTIONS

Multiattack. The Swampdevil makes two weapon attacks.

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

Longspear. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage or 7 (1d10 + 2) piercing damage if used with two hands.

BONUS ACTIONS

Lure. The Swampdevil causes their head lure to pulse with rhythmic light. Any creature within 10 ft. who can see the light must make a **DC12 Wisdom Save** or become **Charmed** until the Swampdevil damages them or until the end of the Swampdevil's next turn. While **Charmed** they are also **Stunned**. A creature that successfully saves is immune to this effect

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