

Trostland Terrors

After fulfilling their duties in the town of Rabengau, our heroes left for the city of Lautstadt that lies in the marshlands of Trostland, one of the many counties of Gins-termark. Once arrived they soon found themselves in the middle of a most peculiar court case. The dreaded beast of Lautstadt, a patchwork monstrosity that has apparently tormented Trostland for years, has been captured and stands trial for its numerous crimes.

During their investigations our heroes face many terrors that lurk in the dark as they uncover the mystery of the Beast of Lautstadt and bring justice.

THE BEAST OF LAUTSTADT - VIKTOR

The horrific beast of Lautstadt has been the scourge of Trostland and the center of many superstitions and rumors. Because of its notoriety it has become a scapegoat for many misfortunes and ills that befall the county. But in truth the beast is far from the soulless monster that people make it out to be.

The Beast of Lautstadt is an ugly, kind, angry, and gentle being. It shows both nobility as well as unbridled

VIKTOR

Large Construct

Armor Class 11 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft., Climb 30

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Proficiency +3

Skills Athletics +8

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities exhausted, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 6 (1,800 XP)

Berserk. Whenever Viktor starts his turn with less than half of his maximum hit points, roll a d6. On a 6, the Viktor goes berserk. On each of its turns while berserk, Viktor attacks the nearest hostile creature he can see. If no creature is near enough to move to and attack, Viktor attacks an object, with preference for an object smaller than itself. At the end of Viktor's turn he can make a DC 15 Wisdom saving throw. On a success he calms down again. A friend of Viktor or his father, if within 60 feet of him when berserk, can try to calm him. Viktor must be able to hear them, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, Viktor calms down. If Viktor takes damage while still below half of his maximum hit points or fewer, he might go berserk again.

Fear of Fire. If Viktor takes fire damage, he must succeed a Wisdom saving throw or is frightened until the end of his next turn. The DC is equal to half of the fire damage dealt or 10, whichever is higher.

Lightning Absorbion. Whenever Viktor is subjected to lightning damage, he takes no damage and instead regains a number of hit points equal to the lightning damage dealt and his next slam attack before the end of his next turn can deal an additional (7) 2d6 lightning damage.

DM Tuz Table Scraps: Trostland Terrors savagery. It is an intelligent creature and underneath it's monstrous appearance lies a pitiful soul of childlike innocence.

Yes, the beast has killed before - each killing brought by its victims that attacked the beast and forced it into self defense, which sent it into a berserk. Though never committed by vile intent, the blood that the beast has shed heavily weighs on its consciousness. It yearns for companionship and acceptance. Each attempt to understand the people's hate ended in a new tragedy for the poor beast.

When our heroes encountered the beast for the first time, they immediately could sense that there was more to the beast than the monster it appeared to be. They took note of the injustice committed to the beast and vowed to defend this innocent being from the collected scorn of Lautstadt. The heroes would find a way to prove the beast's innocence and spare it from finding a fiery demise by the hands of the court.

Over the course of their investigation the heroes were able to unveil one deception after another to frame the beast and were able to put the true villain to justice and trace back the beast's, now named Viktor, origins back to Castle Gallenstein.

Immutable Form. Viktor is immune to any spell or effect that would alter his form.

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

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

Magic Weapons. Viktor's weapons are magical.

ACTIONS

Multiattack. Viktor makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage, plus 7 (2d6) lightning damage if he was hit with lightning.

LEGENDARY ACTIONS

Viktor 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. Viktor regains spent legendary actions at the start of his turn.

Acknowledgement. If one of Viktor's friends that Viktor can see is within 60 ft. of him and Viktor made a successful Slam attack since the beginning of his last turn, he gains 10 temporary hit points. Everytime Viktor uses this action, he must chose a different friend before the beginning of his next turn.

Anger (2 Actions). If Viktor received damage or one of his friends was reduced to 0 hit points since the end of his last turn, he moves up to half of his speed towards the source of the damage. If he ends his movement within reach of the source of the damage, he makes a Slam attack against it.

Protective Instinct (2 Actions). If Viktor saw one of his friends taking damage from an attack since the end of his last turn, he can move up to his speed towards the ally and the attacker has disadvantage on all attack rolls that do not target Viktor until the end of Viktor's next turn. To use this action, Viktor must be able to see the attacker.

Free Friend. Viktor makes a Strength check to free one of his allies within his reach that are grappled.

HOUND GOLEM

This grisly monstrosity was created from stitched and fused canine flesh and given unnatural life through alchemy and science. The material of this creature stems from beasts and monsters of the wild alike making this creature much more prone to lose control and go wild. Still, it makes for a formidable guardian when placed at locations one wants to protect and a perfect sign that guests are not welcome.

TROLLHOUND

Trolls are like a sprawling infection. Anything they touch, especially their fey kin, will become as corrupted as they are themselves. Trollhounds are creatures afflicted by troll corruption, and are often found in the company of trolls. Whether they were beast or fey, it is impossible to tell. What can be said is that they are foul creatures that now further proliferate the troll's taint.

HOUND GOLEM

Medium Construct

Armor Class 12

Hit Points 90 (12d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Proficiency +2

Skills Perception +3

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

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

Senses darkvision 60 ft., passive Perception 13

Challenge 4 (1,100 XP)

Berserk. When the hound golem starts its turn with 30 hit points or fewer, it goes berserk. On each of its turns while berserk, the golem attacks the closest creature it can see. It will continue to go berserk until destroyed or incapacitated.

Fire Weakness. Whenever the hound golem takes 15 or more fire damage from a single source, it must spend its next turn falling prone and using its action writhing on the ground.

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

Lighting Boost. Whenever the hound golem is subjected to lightning damage, it has advantage on the next attack it makes before the end of its turn.

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

Magic Weapons. The hound golem's bite is magical.

ACTIONS

Multiattack. The hound golem makes a bite attack, if the attack hits it makes another bite attack against the same target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage and the target must succeed a DC 14 Strength saving throw or be knocked prone.

DM Tuz Table Scraps: Trostland Terrors MORAST WURM

No wild beasts are as feared as the wurms by the folk of the empire. They are deadly predators with coiling limbless bodies and powerful jaws. The spread of these beasts are carefully observed by the local tamers and contained if necessary. Each habitat of these beasts is deemed unsafe to travel through, as wurms are not deterred even if a significant escort is present. They are the apex predators of the empire's wilderness.

The Morast Wurm is a lurking predator home in the many swamps and marshes found in Ginstermark. Its body is perfectly capable of blending in with the already murky waters of the swamp to make its approach all but impossible to see. Within a flash the wurm snatches its prey and will coil its spined body around its prey. Teeth and spines pierce skin and flesh and its prey becomes immobilized in moments. If by some miracle its prey does escape, its virulent spines are sure to seal the creature's demise, as they are coated with the fetid murk of the swamps that is home to a myriad diseases.

TROLLHOUND

Medium Monstrosity (or Fey)

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Proficiency +2

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Challenge 2 (450 XP)

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

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

Regeneration. The trollhound regains 7 Hit Points at the start of its turn. If the trollhound takes acid or fire damage, this trait doesn't function at the start of the trollhound's next turn. The trollhound dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Troll Taint. A creature bitten by a troll hound, or consumes its flesh or blood must succeed a DC 12 Constitution saving throw or be infested with Troll Taint.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the attack was made with advantage, the target must succeed a DC 13 Strength saving throw or be knocked prone.

TROLL TAINT (SIMPLE VERSION)

A creature afflicted by troll taint must succeed a DC 12 Constitution saving throw at the end of each long rest or its Charisma is reduced by 1 and the creature manifests troll features, such as warts, discolored skin, and stench. With each failed saving throw more of these traits manifest and at three failed saves the Troll Taint can no longer be treated as a normal disease and must be removed with *Greater Restoration* or similarly powerful magic. Additionally the creature becomes contagious to others.

MORAST WURM

Large Beast

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	6 (-2)

Proficiency +3

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 15

Challenge 6 (2,300 XP)

Murk Camouflage. The worm has advantage on Dexterity (Stealth) checks made to hide in swamps and similarly murky waters.

Fetid Spines. A creature that starts its turn constricted by the worm takes 10 (4d4) piercing damage and must succeed a DC 13 Constitution saving throw or contracts Sewer Plague.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage and the target is grappled, escape DC 14. As long as the target is grappled it is also restrained and worm can't use constrict against another target.

PATCHWORK BEHEMOTH

Large Construct

Armor Class 15 (natural armor)

Hit Points 115 (10d10 + 60)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	22 (+6)	2 (-4)	13 (+1)	5 (-3)

Proficiency +3

Skills Perception +4

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

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

Senses darkvision 60 ft., passive Perception 14

Challenge 8 (3,900 XP)

Berserk. When the patchwork behemoth starts its turn with 40 hit points or fewer, it goes berserk. On each of its turns while berserk, the behemoth attacks the closest creature it can see. It will continue to go berserk until destroyed or incapacitated.

Aversion to Fire. If the behemoth takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

HOBBLING HOOK-CLAWED

APPARATUS

Large Construct

Armor Class 16 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	12 (+1)	2 (-4)	13 (+2)	1 (-5)

Proficiency +3

Damage Resistances cold, acid, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison, psychic

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

Senses blindsight 30 ft., passive Perception 12

Challenge 6 (2,300 XP)

Deep Embrace. The apparatus has advantage on melee weapon attacks against creatures it has grappled.

ACTIONS

Hook Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage and the target must succeed a DC 16 Dexterity saving throw or be grappled, escape DC 16.

Hook-Claw Massacre. The apparatus makes three hook claws attacks against a medium or smaller size creature it has grappled.

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

Lighting Boost. Whenever the behemoth is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The behemoth's attacks are magical.

Rend. The first time in a turn two of the behemoth's claw attacks hit the same creature, it deals an additional 7 (2d6) damage.

ACTIONS

Multiattack. The patchwork behemoth makes 5 attacks; one with its bite and 4 with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage.

THE ABHORRENT PROMETHIAN

In the pursuit of Count Gallenstein's goal of returning his deceased wife back to life he amassed a great wealth of alchemical and occult knowledge from far away lands. To further deepen his understanding of alchemy he experimented in his newly built laboratory. Regardless of failure or success, these experiments spawned a wide range of horrors to be haphazardly repurposed in one way or another by the count. Unfortunately at the end he found himself nowhere near close enough to give new life to his passed wife.

After many botched results of his experiments it dawned on Count Gallenstein with a heavy heart that his dream of reuniting with his beloved might just be impossible. While he was unable to give life back to the deceased, he has proven to himself capable of creating life though. Thus the count was set; if he could not return

ABHORRENT PROMETHIAN

Huge Construct

Armor Class 16 (natural armor)

Hit Points 231 (22d12 + 60)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	19 (+4)	5 (-3)	10 (0)	5 (-3)

Proficiency +4

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

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

Senses darkvision 120 ft., passive Perception 10

Languages Understands Common but doesn't speak

Challenge 11 (7,200 XP)

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

Lighting Boost. Whenever the Abhorrent Promethian is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The Abhorrent Promethian's attacks are magical.

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

Legendary Resistance (3/Day). The Abhorrent Promethian fails a saving throw, it can choose to succeed instead.

Web Walk. The Abhorrent Promethian is immune to the effects of its own web.

ACTIONS

Multiattack. The Abhorrent Promethian makes two pincer attacks and uses its tentacles.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage and if the creature is size medium size or smaller the creature is grappled, escape DC 15. The Abhorrent Promethian can have up to two creatures grappled with its pincers.

DM Tuz Table Scraps: Trostland Terrors

his wife back to life, he would create the child that he and his beloved never had.

For months the Count worked effortlessly to draft the theory of this ambitious project: the promethean child. To field his theories the Count worked on a prototype which would serve as a test to validate his research. The result of his initial project was an abhorrent monstrosity, stitched together from a collection of exotic monstrosities that the count has collected and cultivated in his castle. His expectations of the result were exceeded. The monstrosity was truly alive, though its animus was simple, it could understand and possessed limited cognizance.

With his initial experiment being a success the Count began work on the true promethean child that he could raise and live and the abhorrent monstrosity became one of the many horrors locked away in Castle Gallenstein.

Tentacles. One medium size or smaller creature grappled by the Abhorrent Promethian is handed off to its tentacles. A creature grappled by its tentacles is restrained for the duration of the grapple and must succeed a DC 14 Constitution saving throw or be poisoned for 1 minute. A poisoned creature is paralyzed and repeats the saving throw at the end of each of its turns, ending the poison on a success. The Promethian can have up to four creatures grappled by its tentacles.

Web Blast (Recharge 5-6). The Abhorrent Promethian spews sticky webs in a 30 ft. cone. Each creature in the cone must succeed a DC 16 Dexterity saving throw or be restrained by fetid webs until freed. A restrained creature can use its action to make a DC 16 Strength check. On a success the creature is no longer restrained. The webs can also be attacked and destroyed - AC 10; 5 hp; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage.

The area of the cone is covered in creeping webs until the beginning of the Promethian's next turn which are difficult terrain and lightly obscure the area.

LEGENDARY ACTIONS

The Abhorrent Promethian 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 Abhorrent Promethian regains spent legendary actions at the start of its turn.

Move. The Abhorrent Promethian moves up to half of its speed.

Tentacles. The Abhorrent Promethian uses its tentacles.

Pincers (2 Actions). The Abhorrent Promethian makes two Pincer attacks against different targets.

Abhorrant Moan (2 Actions). The Abhorrent Promethian lets out a disturbing Moan. Each creature within 20 ft. of the Abhorrent Promethian that can hear it must succeed a DC 16 Wisdom saving throw or be frightened until the end of its next turn. A creature that fails its saving throw by 5 or more is frightened for 1 minute and repeats the saving throw at the end of its turn, ending the condition on a success. A creature that succeeds its saving throw by 5 or more becomes immune to the Abhorrent Promethian's Abhorrant Moan for 24 hours.

Berserk (1/day). When the Abhorrent Promethian has 100 hit points or fewer, it moves up to its speed and makes two Pincer attacks, or it uses its Web Blast if available.