

Faulmarsch Foes

With their first undeniable victory over the vile cabal of necromancers under their belt, the group learned about the future plans of the whispering way. Deciding to take initiative in their own hand, they pursued a member of the cabal in possession of the mysterious Seasage Effigy to the province of Varno, lying at the south of Ginstermark.

Thwarting pursuers and assassins along their way, the group managed to arrive at their destination. A quiet hamlet found at Ginstermark bay: Faulmarsch. There the group began their investigation into the whereabouts of the mysterious Dark Rider they have been chasing after.

During their investigation, the group got involved into the dark secrets the village harbored and found themselves amongst unexpected enemies.

MARSH FORMOR (MARSH GIANT)

Huge Giant (any)

Armor Class 13 (Natural Armor)

Hit Points 105 (10d12 + 40)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	11 (0)	6 (-2)

Proficiency +2

Skill Proficiencies Perception +2

Senses darkvision 60 ft., passive Perception 13

Languages Giant, Sylvan

Challenge 5 (1,800 XP)

Fog Eyes. The marsh formor can see through magical and natural fog.

ACTIONS

Multiattack. The marsh formor makes two melee weapon attacks.

Harpoon. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Harpoon (Thrown). *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Conjure Fog (1/Short Rest). The marsh formor conjures a 20-foot-radius sphere of fog cloud at a point within 60 ft. of itself. The sphere spreads around corners, and its area is heavily obscured. It lasts for 10 minutes or until the formor's concentration ends (as if concentrating on a spell).

DM Tuz Table Scraps: Faulmarsch Foes Marsh Formor

The bay of Ginstermark has been the center of myths and superstition since long before the founding of the Empire itself. As the focal point of these ancient tales, the bay became an entry for many fey now found within the wilderness surrounding it. Among the most dangerous of them are the formor, giants of the marshes.

These lumbering creatures stalk the misty shorelines for unaware travelers, amplifying the common mist by their mere presence. They may be dull in mind, but possess a cunning not to be underestimated. Despite their hulking size and strength, they rely on ambush tactics in the cover of fog and mist. Experienced travelers know better than to travel during heavy mist, lest they be claimed by the formor.

BRINEBORNE CHIEF

Huge Giant (any)

Armor Class 14 (Natural Armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	20 (+5)	7 (-2)	14 (+2)	8 (-1)

Proficiency +4

Skill Proficiencies Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Giant, Sylvan

Challenge 9 (5,000 XP)

Fog Eyes. The brineborne chief can see through magical and natural fog.

ACTIONS

Multiattack. The brineborne chief makes three melee weapon attacks: two club attacks and one slam attack.

Club. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) bludgeoning damage and if the target is a medium or smaller creature, it must succeed a DC 18 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/120 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Swamp Magic. The brineborne chief casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *Fog Cloud*

3/day: *Bestow Curse*, *Confusion*, *Control Water*

REACTIONS

Release the Fog. When the brineborne chief rolls for initiative, it casts casts the *fog cloud* spell centered on itself.

Church of the Depths

Since early history, large bodies of water have been the subject of worship within altland. May it be the expanse of the ocean, the mist-cowled ocean, or the twisting rivers that carve through the lands, people paid respect and reverence to them.

Despite the Empire's mandate for Aleksandyr's worship, pockets of ancient religions still remained among its fringes. The church of the depths found within the village of Faulmarsch is one of them. They are a cult dedicated to the worship of the Tides, the primordial force of the ocean that provided for the people of Faulmarsch since they set foot upon the land.

Under the guise of peaceful rituals, the church of the depths communicates with the mysterious "Neighbors", furtive creatures that provided for the people of Faulmarsch. This pact has been honored for generations and kept secret, even if it meant silencing curious outsiders for good.

CULTIST OF THE DEPTHS

Medium Humanoid (any)

Armor Class 13 (chain shirt)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	15 (+2)	10 (0)	11 (0)	16 (+3)

Proficiency +2

Skill Proficiencies Deception +5, Religion +2

Senses passive Perception 10

Languages Common, Aquan

Challenge 2 (450 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The cultist of the tides makes 2 eldritch lash attacks.

Cutlass. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Eldritch Lash. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 7 (2d6) force damage and the target is pushed 5 ft. in a direction of the cultist's choice.

Deep Magic. The cultist casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

2/day: *Hold Person, Sleet Storm*

REACTIONS

Sudden Blur. When a creature targets the cultist with an attack, the cultist reduces the attack roll by 1d6, potentially causing the attack to miss.

DM Tuz Table Scraps: Faulmarsch Foes VICAR OF THE DEPTHS

Medium Humanoid (any)

Armor Class 16 (breast plate)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	18 (+4)

Proficiency +3

Skill Proficiencies Deception +7, Insight +4, Perception +4, Religion +4

Senses passive Perception 14

Languages Common, Aquan

Challenge 5 (1,800 XP)

Dark Devotion. The vicar has advantage on saving throws against being charmed or frightened.

Eldritch Armament. While the vicar wields the morning star, it is a magical weapon that deals an additional 4 (1d8) force damage (included in the attack).

ACTIONS

Multiattack. The vicar makes 2 morningstar attacks or fires 2 eldritch blasts.

Morning Star. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) force damage.

Eldritch Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 7 (2d6) force damage and the target's movement speed is reduced by 5 ft. until the end of the vicar's next turn.

Deep Vortex (Recharge 5-6). The vicar conjures a 20 foot-radius water vortex at a point within 120 ft. of itself. The point must be on solid ground or water. The area of the vortex is difficult terrain and any creature that starts its turn in the vortex or enters it for the first time during a turn must succeed a DC 15 Strength saving throw or take 27 (6d8) magical bludgeoning damage and be pulled 10 feet towards the center. The area remains for 1 minute or until the vicar's concentration ends (as if concentrating on a spell).

Deep Magic. The vicar casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15) and its morning star as spell focus:

2/day: *Blur, Dispel Magic, Fog Cloud*

REACTIONS

Protection of the Deep. When the vicar takes damage, it can reduce the damage by 11 (2d10). To use this reaction, the vicar must see the source of the damage.

PONTIFF OF THE DEPTHS

Medium Humanoid (any)

Armor Class 16 (breast plate)

Hit Points 112 (15d8 + 45)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	13 (+1)	16 (+3)	19 (+4)

Proficiency +3

Saving Throws Wis +6, Cha +7

Skill Proficiencies Deception +7, Insight +6, Perception +6, Religion +4

Senses passive Perception 16

Languages Common, Aquan, Deep Speech

Challenge 8 (3,900 XP)

Amphibious. The pontiff can breath both air and water.

Dark Devotion. The pontiff has advantage on saving throws against being charmed or frightened.

Eldritch Armament. While the pontiff wields the trident, it is a magical weapon.

Legendary Resistance (1/Day). When the pontiff fails a saving throw, it can succeed instead.

ACTIONS

Multiattack. The vicar makes 2 trident attacks or fires 3 eldritch blasts.

Trident. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save and half as much on a successful one.

Eldritch Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 (2d6 + 4) force damage and the target is pushed 10 ft. in a direction of the pontiff's choice.

Consuming Depths (1/Day). The pontiff casts the spell *Black Tentacles* without having to concentrate on it. The spell ends when the pontiff becomes incapacitated. While the spell is active, the pontiff rolls a 1d6 at the beginning of its turn. On a roll of 1-2, the spell ends at the end of the pontiff's turn.

Deep Magic. The pontiff casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15) and its morning star as spell focus:

2/day: *Blur*, *Confusion*, *Stone Shape*

DM Tuz Table Scraps: Faulmarsch Foes *Spawn of Contact*

Mysterious slug-like creatures were found within the strange waterways of the church of the depth's temple. Brushed away at first by the group, they were confronted by the true threat these otherworldly creatures pose.

A victim, infested by these slugs explosively spawned writhing tentacles, its head popped like a ripe zit in the process. A spawn of contact is the juvenile form of the star moits. A terrible creature, a growing parasite controlling its host to cause destruction and proliferate its own kind.

Each of the tendrils dug deep within the host control the body from within, while the lashing tendrils on top seek food to help pave the way for its own evolution into its glorious mature form.

SPAWN OF CONTACT

Medium Aberration

Armor Class 15 (natural armor)

Hit Points 124 (13d8 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	2 (-4)	15 (+2)	6 (-2)

Proficiency +4

Saving Throws Con +9, Wis +6

Damage Resistance poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft. (blind beyond), passive Perception 14

Challenge 9 (5,000 XP)

Feeding. For each point of charisma a creature loses by the spawn's feed action, it regains 10 hit points for each point of charisma lost.

ACTIONS

Multiattack. The spawn of contact makes 3 attacks: two slam attacks and one tentacles attack.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage and if the target is a medium or smaller creature, it is grappled, escape DC 16. Until the grapple ends, the target is restrained and the spawn can't use its tentacles against another target.

BONUS ACTION

Feed. The spawn of contact forces a creature it has grappled to make a DC 14 Charisma saving throw. On a failed save a creature takes 9 (2d8) psychic damage and loses 2 (1d4) charisma until it finishes a long rest. If this reduces a creature's charisma to 0, it becomes incapacitated until it regains at least 1 point of charisma.

Brood Master

Hidden away underneath the forlorn Syltman mansion lies the kindergarten, where the children chosen for the fostering ritual reside until they are ready to join the 'neighborhood'.

The formidable brood masters, powerful specimens of the neighbors, were created by the watcher to protect the weakest members of its family.

The group encountered one peculiar brood master underneath the Syltman mansion leading a group of its neighbor kin. Driven to madness by the vile experiments of 'them', the brood master ordered his kin to attack. Unfortunately, the brood master was ignorant to the group's intentions, just as he was unaware of the star motif within his body, ready to bloom...

BROOD MASTER

Large Aberration (Neighbour)

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	8 (-1)	14 (+2)	11 (0)

Proficiency +3

Saving Throws Dex +5, Con +6, Wis +5

Skills Athletics +7, Perception +5

Senses darkvision 120 ft, passive Perception 15

Languages Common, Aquan, Deep Speech

Challenge 5 (1,800 XP)

Amphibious. The brood master can breathe air and water.

Power Strike (1/round). When the brood master hits with its greataxe, it can deal an additional 7 (2d6) damage and the target must succeed a DC 15 Strength saving throw or be pushed up to 10 ft. away from the brood master.

Taste for Blood. When the brood master hits a creature with its bite attack, it has advantage on attack rolls until the end of its next turn against the same target.

ACTIONS

Multiattack. The brood master makes three attacks, one with its bite and two with its claws or greataxe.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

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

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

BONUS ACTION

Enrage. When the brood master is below half of its maximum hit points it rages until the end of its next turn. As long as the brood master is raging, it has resistance to bludgeoning, piercing, and slashing damage, has advantage on attack rolls, and attack rolls against it have advantage.

BROOD MASTER (SPAWN OF CONTACT)

Large Aberration (Neighbour)

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	8 (-1)	14 (+2)	11 (0)

Proficiency +3

Saving Throws Dex +5, Con +6, Wis +5

Senses blindsight 30 ft., darkvision 120 ft, passive Perception 12

Languages Common, Aquan, Deep Speech

Challenge 7 (2,900 XP)

Alien Mind. The brood master has advantage on saving throws against being charmed, frightened, and having its mind read.

Amphibious. The brood master can breathe air and water.

Power Strike (1/round). When the brood master hits with its greataxe, it can deal an additional 7 (2d6) damage and the target must succeed a DC 15 Strength saving throw or be pushed up to 10 ft. away from the brood master.

ACTIONS

Multiattack. The brood master makes three attacks, one with its tentacles and two with its claws or greataxe.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 5) bludgeoning damage and if the target is a medium or smaller creature, it is grappled, escape DC 16. Until the grapple ends, the target is restrained and the brood master can't use its tentacles against another target.

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

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

BONUS ACTION

Feed. The spawn of contact forces a creature it has grappled to make a DC 15 Charisma saving throw. On a failed save a creature takes 9 (2d8) psychic damage and loses 2 (1d4) charisma until it finishes a long rest. If this reduces a creature's charisma to 0, it becomes incapacitated until it regains at least 1 point of charisma.

The Color

The depths of the cosmos, the endless dark ocean above, hold truly alien concepts. Spawned from an unformed realm of infinity, beyond all nature as mankind knows it, the Color is its frightful messenger and reminder to humanity of how little they understand of their own world.

The color appears as a glowing aurora, a formless being that lacks a real physical body. Though immaterial, the color is capable of great devastation by its mere presence. It is a cosmic parasite which feeds upon the essence of all things around itself to grow its own radiance which cannot be conceived by lesser beings.

‘They’ brought this parasite with them and left it behind underneath the Syltman manor, deep within the kindergarten, after they abducted the residing neighbors for their purposes.

THE COLOR

Huge Ooze

Armor Class 17 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 10 ft., flying 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (0)	22 (+6)	20 (+5)	16 (+3)	18 (+4)	19 (+4)

Proficiency +5

Saving Throws Dex + 11, Wis +9, Cha +9

Damage Resistances acid, cold, fire, psychic, thunder

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 120 ft. passive Perception 16

Challenge 13 (10,000 XP)

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

Aura of Lassitude. A creature within 300 ft. of the colour must succeed a DC 15 wisdom saving throw, or become charmed and overwhelmed by a feeling of ennui. The charmed creature has disadvantage on wisdom saving throws and will not travel further than a mile away from the area of the colour’s influence. Every 24 hours the creature can repeat the saving throw, ending the effect on a success. The effect also ends if the creature finishes a long rest further than one mile away from the Colour. Once the effect ends, the creature is immune to the colours aura for 24 hours. A creature can only be affected by one Aura of Lassitude at a time.

Incorporeal Movement. The colour can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The color has advantage on saving throws against magic.

ACTIONS

Disintegrating Touch. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 28 (8d6) force damage. If this attack reduces a creature to 0 hit points, it must succeed a DC 17 Constitution saving throw, or be killed and reduced to ash.

Feed. A creature within 480 ft. of the colour must succeed a DC 17 Charisma saving throw or take 7 (2d6) necrotic damage and have its hit point maximum reduced by the same amount until the creature finishes a long rest and lose 2 (1d4) points of charisma. Once a creature’s hit points are reduced to 0 by this effect it dies. Once a creature’s charisma is reduced to 0 it becomes incapacitated until it regains at least 1 point of charisma.

If this action causes a creature to have its maximum hit points reduced or lose charisma, the Colour regains 26 (4d12) hit points.

Cosmic Syphon (1/week). The colour uses its feed action against any creature within 1 mile, regaining 120 (20d12) hit points [this replaces the hit points regained by the feed action].

Spellcasting. The colour casts the following spell, using Charisma as the spellcasting ability (Spell save DC 17) requiring no components:

1/day each: *Prismatic Spray*

LEGENDARY ACTION

The colour can take 2 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 colour regains spent legendary actions at the start of its turn.

Feed. The colour uses its feed action.

Disintegrating Touch (2 Actions). The colour makes a disintegrating touch attack.

Star Moit

These grotesque slugs were at first dismissed by the group as nothing more than infesting vermin. The more the group progressed in their investigation into the events taking place in Faulmarsch, the further the importance of these creatures grew.

Created by 'them', star moits are diminutive beings that seek out creatures of the world to infest. From within they goal is to merge their flesh with their host to create a new being. A creature of two worlds to serve as a connection, a point of contact, one can say.

Unfortunately, this process is unstable and most star moits fail in properly converting their host, upon which they will settle upon transforming the creature into a spawn of contact and create more of their ilk, that perhaps the next generation will find more success.

STAR MOIT

Tiny Aberration

Armor Class 13
Hit Points 5 (2d4)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (0)	2 (-4)	5 (-3)	2 (-4)

Proficiency +2
Damage Resistance poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, frightened
Senses blindsight 30 ft. (blind beyond), passive Perception 7
Challenge 1 (200 XP)

Alien Mind. The star moit has advantage on saving throws against being charmed, frightened, and having its mind read.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target.
Hit: 3 (2d4 - 2) piercing damage.

Forced Infestation. The star moit forces a creature in its space to succeed a DC 13 Constitution saving throw. On a failed save the star moit forces itself into the creature's body and infests the creature. The star moit grows and matures within the creature's body. If the star moit is not removed within 8 hours after infestation with a successful DC 15 medicine check and a healer's kit, the moit becomes ingrained into the creature's body and can only be removed through *Greater Restoration* or similar magic. Once ingrained, the star moit matures within one week. When matured, the star moit becomes one with the host creature and transforms it into a Spawn of Contact.

DM Tuz Table Scraps: Faulmarsch Foes Watcher's Brain

The Watcher, both a fabled creature and worshiped as aspect of the depths by the people of Faulmarsch, resided within the Bay of Ginstermark since before recorded history.

The watcher became the target of cosmic predators who followed its trace to this world. 'They' invaded the neighborhood and commanded the Watcher's subjects. Betrayed by the beings the watcher once fostered, it's lifeless body is now rotting away, while its slowly decaying brain can only watch helplessly as its beloved neighborhood is usurped.

WATCHER'S BRAIN

Large Aberration

Armor Class 18 (natural armor)
Hit Points 124 (13d8 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	2 (-4)	15 (+2)	6 (-2)

Proficiency +4
Saving Throws Int, Wis, Cha
Damage Resistance psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 60 ft., passive Perception 14
Languages All (telepathic)
Challenge 9 (5,000 XP)

Alien Mind. The watcher's brain has advantage on saving throws against being charmed, frightened, and having its mind read.

Legendary Resistance (1/day). If the watcher's brain fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The watcher's brain uses psionic blast against two different creatures.

Bestow Knowledge. The brain overwhelms the mind of a creature within 10 ft. of itself with incomprehensible cosmic knowledge. The target creature must succeed a DC 16 Wisdom saving throw or fall prone and be incapacitated until the end of the brain's next turn.

Psionic Blast. A creature within 60 ft. of the brain must make a DC 16 Wisdom saving throw. On a failed save the creature takes 18 (4d8) psychic damage and half as much on a successful one.

Dimensional Shuffle (Recharge 5-6). Each creature within 60 ft. of the brain must make a DC 16 Constitution saving throw. On a failed save a creature takes 33 (6d10) force damage and half as much of on a successful one. Each creature that fails its saving throw switches its position with another creature that also failed its saving throw of the brain's choice.

REACTION

Psionic Feedback. When a creature within 60 ft. of the brain deals damage to it, the brain forces the triggering creature to succeed a DC 16 Intelligence saving throw or take 10 (3d6) psychic damage and be stunned until the end of the brain's turn. To use this reaction the brain must see the triggering creature.

The Child of Contact

The eldritch entity only known to the Watcher as The Lamb, is a being whose spawn are myriad. A seemingly infinite amount of moits are spawned by the lamb's wombs who "they" serve and supply with ample material to mother these creatures.

Few of the moits are successful with merging with a host to create spawns of contact. Even fewer of these spawns remain stable enough to mature. Without the tending hands of "them", the nurses in service of the lamb, the moits would be forever fruitless in their purpose.

But with patience, care, and devotion, the lamb's nurses may raise a spawn of contact to maturity and enter its final form: a Child of Contact.

A Child of Contact is a humongous disfigured horror, a cancerous growth carried on trunk-like legs. From its body sprout mighty tentacles, which further branch into smaller twitching appendages. Its limbs are lined with gaping mouths that feature sharp teeth and twisting tongues. Like knotholes on a tree's bark, so are pitch black eyes growing from the Child's body.

The mere sight of such a creature is a test for one's mind, as to gaze upon a creature that should not be will question one's sanity.

A Child of Contact is a conduit between the material world and the twisted world where its mother, the Lamb resides. As long as a Child remains alive it will call out to its mother and pave the Lamb's way into another world for her to consume.

THE CHILD OF CONTACT

Huge Aberration, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 315 (23d12 + 138)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	22 (+6)	3 (-4)	14 (+2)	6 (-2)

Proficiency +5

Saving Throws Str +13, Con +11, Int +1, Cha +3

Skills Perception +7

Damage Resistances poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed

Senses blindsight 120 ft., Passive Perception 17

Challenge 16 (15,000 XP)

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

Immutability. At the beginning of the Child of Contact's turn, it can choose to end any magical effect that changes its form or size.

Siege Monster. The Child of Contact deals double damage to objects and structures.

ACTIONS

Multiaction. The Child of Contact makes 4 tentacle attacks, each of which it can replace with one fling. In place of 2 tentacle attacks, the Child of Contact can make a stomp attack.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 11 (1d6+8) bludgeoning damage and if the target is a Huge or smaller creature, it is grappled, escape DC 18. Until this grapple ends, the target is restrained and the child can't use this tentacle on another target. The Child of Contact has 9 tentacles.

Stomp. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d6+8) bludgeoning damage and if the target is a creature, it must succeed a DC 18 Strength saving throw or be knocked prone.

Fling. One Large or smaller object held or creature grappled by the Child of Contact is thrown up to 60 feet in a random direction and knocked prone. If a thrown target hits a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Maddening Choir (Recharge 5-6). The Child of Contact opens its seven mouths and begins to sing the song that shall end the world. Each other creature within 60 ft. of the Child of Contact that can hear it must make a DC 19 Wisdom saving throw. On a failed save a creature takes 44 (8d10) psychic damage and must roll 1d4 to determine a random effect:

- 1 - The creature suffers immense vertigo and has disadvantage on attack rolls and dexterity saving throws until the end of its next turn.
- 2 - The creature is frightened until the end of its next turn. The frightened creature drops anything it holds and uses its movement and action during its next turn to get as far away from the Child of Contact as possible.
- 3 - The creature falls prone and uses its action and movement sobbing and crying uncontrollable during its next turn.
- 4 - The creature's mind falls apart and the creature is paralyzed until the end of its next turn.

LEGENDARY ACTION

The Child of Contact 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 Child of Contact regains spent legendary actions at the start of its turn.

Move. The Child of Contact moves up to half of its speed.

Tentacle. The Child of Contact attacks with its tentacles or flings a grappled creature or object.

Tantrum (3 Actions). If Child of Contact was dealt damage in the last turn and its hit points are below half of its maximum it rampages. Each creature within 10 ft. of the Lamb must make a DC 18 Dexterity saving throw. On a failed save a creature takes 27 (6d8) bludgeoning damage. A creature that fails the saving throw by 5 or more is knocked prone.

The Raven's Head

A *Legendary Mace* that was famously wielded by King Tristgram of Ginstermark in the decisive fight with Queen Kastivan. According to legends, this weapon was bestowed to the King by the Valkyrie Elfriede as a sign of her love.

Legendary Mace (Requires Attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack an Undead. When attuning to this weapon, you can choose if you use Strength, Wisdom, or Charisma to wield this weapon (determining to hit and damage). In addition, the mace also functions as a holy symbol and grants a +1 bonus to your spell attacks and spell DC.

The raven's eyes on the mace glow if an undead is within 60 ft. of yourself.

When you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d6 radiant damage, or an extra 4d6 radiant damage if it's an Undead. If an Undead has 20 Hit Points or fewer after taking damage from this weapon, it is destroyed.

If a character capable of divine spells is attuned to this weapon, they gain the smite feature (see paladin), but they can only use spell slots of up to 4th level and can use this feature 3 times per day.

DM Tuz Table Scraps: Faulmarsch Foes Freeze Mist Apparatus

A mysterious weapon used by 'Them'. It is an unwieldy apparatus meant to be held with an inhuman amount of galgnly arms. The method of how this strange object operates and the magic that powers it eludes you, except that it has one button that unleashes its lethal mist.

Rare Wonderous Object

You can use an action to fire a cone of freezing mist in a 40-foot cone. Each creature in the area must make a DC 15 Constitution saving throw. A creature takes 6d8 cold damage on a failed saving throw and half as much damage on a successful one. The area of the cone remains heavily obscured until the end of your next turn.

Firing this weapon consumes one charge. The apparatus has a total of 6 charges and cannot be recharged.

The Book of Abstruse Geometries

An ancient book bound in whale hide. It is written in a surreal language, but as you attempt to read it, its strange words and their meaning manifest in your mind. This book details secrets of dimensions and spaces beyond understanding, describing impossible vistas and shapes.

Very Rare Wonderous Object (Consumable)

The words written within this book are charged with eldritch energies which imprint upon your mind when read. If you spend 48 hours over a period of one week or fewer studying the book's contents, you gain the following benefits:

- You learn the Misty Step spell and gain the ability to cast it without having to expend a spell slot. Once you do so you must finish a short or long rest before you can do so again.
- You learn the Dimension Door spell and gain the ability to cast it without having to expend a spell slot. Once you do so you must finish a long rest before you can do so again.
- You can cast the Teleport spell without having to expend a spell slot. Once you do so the words imprinted on your mind by the Book of Abstruse Geometries vanish and you lose all benefits from reading it.

When the book is read, it disappears and teleports into a random empty space within a bookshelf or chest anywhere on the material plane.