

# Fateholder

A giant arachnid with eight multicolored eyes, a fateholder fixes its prey with an unsettling gaze that can read, or even alter, the victim's past, present, and future.

**FATEHOLDER** CHALLENGE 13  
LEGENDARY LARGE MONSTROSITY  
10,000 XP

**AC** 17 (natural armor)

**HP** 210 (20d10 + 100; bloodied 105)

**Speed** 40 ft., climb 40 ft.

**STR** 18 (+4) **DEX** 20 (+5) **CON** 20 (+5) **INT** 16 (+3) **WIS** 20 (+5) **CHA** 18 (+4)

**Proficiency** +5; **Maneuver DC** 18

**Skills** Deception +9, Insight +10, Intimidation +9, Perception +10, Stealth +10

**Damage Immunities** poison

**Condition Immunities** paralyzed, poisoned

**Senses** truesight 30 ft., darkvision 120 ft., passive Perception 20

**Languages** Common, Undercommon, telepathy 30 ft.

**Ethereal Sight.** The fateholder can see into both the Material and Ethereal Plane.

**Innate Spellcasting.** The fateholder's spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following spells, requiring no material components: 3/day each: alarm, detect thoughts, legend lore, mirage arcane, misty step, scrying

**Lawful.** The fateholder radiates a Lawful aura.

**Legendary Resistance (3/Day).** When the fateholder fails a saving throw, it can choose to succeed instead. When it does so, one of its eight eyes becomes dull. Roll d8 on the list of Eye Beam secondary effects. Targets automatically succeed on saving throws against that effect.

**Psionic Awareness.** When a creature within 1 mile of the fateholder uses a psionic ability, the fateholder knows the creature's direction but not its distance.

**Spider Climb.** The fateholder can use its climb speed even on difficult surfaces and upside down on ceilings.

**Web Walker.** The fateholder ignores movement restrictions imposed by webs.

## ACTIONS

**Multiattack.** The fateholder makes four claw attacks. It can replace any claw attack with an Eye Beam.

**Claw.** Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) slashing damage, and the target is grappled (escape DC 18).

**Bite.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target grappled by the fateholder. Hit: 12 (2d6 + 5) slashing damage plus 21 (6d6) poison damage, and the target must make a DC 15 Constitution saving throw. On a failure, it is infected with pastrasites (Chapter 6: Maladies in Trials & Treasures) which first manifest during its next rest.

**Eye Beam.** Ranged Spell Attack: +10 to hit, range 120 ft., one target. Hit: 9 (2d8) psychic damage and the target must succeed on a DC 17 Constitution saving throw or be subjected to one of the following randomly chosen secondary effects:

1. *Alter Fate.* The target gains the doomed condition. It is aware it will die as a result of a bizarre series of coincidences in 13 (2d12) hours. In addition to the normal means of removing the condition, it can be avoided if the fateholder dies or chooses to end it as an action. Alternatively, the fateholder can instead permanently replace the target's destiny with one of the fateholder's choice. A character who has unlocked the fulfillment feature of their previous destiny is considered to have already unlocked that of their new destiny.
2. *Cut Strand.* The target takes an additional 13 (3d8) necrotic damage. If this damage reduces the target to 0 hit points it dies, its body disappears, and creatures that are more than 100 feet away when it dies forget about its existence until reminded. This effect can only be undone with wish or true resurrection.

3. *Foreshadow*. The next hit on the target before the end of the fateholder's next turn is a critical hit.
4. *Seal Spells*. The target can't cast spells or use psionic abilities until the end of its next turn.
5. *Shift Reality*. The fateholder teleports the target to an unoccupied space within 120 feet of the fateholder. The space must be on a solid surface but the fateholder doesn't need to see it.
6. *Tangle Psyches*. The target is confused until the end of its next turn as several alternate versions of itself vie for mental control.
7. *Terrify*. The target is frightened until the end of its next turn. While frightened in this way, its Speed is 0.
8. *Twist History*. The fateholder alters a Large or smaller nonmagical object, or a 10-foot cube of a nonmagical Huge or larger object, within 5 feet of the target, replacing it with a similar object from another version of reality. The fateholder can create or destroy the object or change its nature (for instance, adding or removing a door to a wall). This change can't immediately cause a creature or object to take damage or fall.

**Ethereal Web (Recharge 5–6)**. The fateholder releases ethereal silk in a 60-foot cone. The area is filled with ethereal webs.

#### LEGENDARY ACTIONS

The fateholder can take 4 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. It regains spent legendary actions at the start of its turn.

**Eye Beam**. The fateholder uses Eye Beam.

**Focused Eye Beam (Costs 2 Actions)**.

The fateholder uses Eye Beam. On a hit, it chooses the secondary effect instead of rolling it randomly.

#### Combat

On its first turn, the fateholder uses Ethereal Web. On its next turn, it makes claw attacks until it has grappled an opponent, and then uses eye beams with the rest of its attacks. If it starts its turn grappling a conscious creature, it bites that target. With its legendary actions, the fateholder uses its eye beam on whatever creature attacked it most recently.

When the fateholder is bloodied, it tries to escape by traveling through an ethereal web.

#### Ethereal Webs CR 4

Ethereal webs can be their own encounter or used to make another encounter more challenging. A fateholder in its ethereal web is a CR 17 encounter. (If a fateholder uses an action to create an ethereal web during combat the encounter's difficulty is not affected.)

Ethereal webs spun by fateholders act as gateways, allowing the spiders to travel between planes and store captured creatures where they can feed at leisure. Such webs exist simultaneously in the Waking and the Ethereal Plane—if they're destroyed on one plane, they cease to exist on the other as well.

Ethereal webs appear translucent, and at times almost fade from view. In dim light, it requires a DC 13 passive Perception check to spot the webs, though any active search will find them.

A creature that starts its turn in the webs or enters them on its turn is magically transported to the Ethereal Plane as if it were the involuntary target of the etherealness spell, unless it is on that plane already. It must also make a DC 14 Dexterity to avoid being restrained by the webs. A restrained creature can use an action to make a DC 14 Athletics check, escaping on a success. Creatures with the Web Walker trait are immune to being restrained.

A 10-foot cube of webs has AC 14, 15 hit points, and immunity to all damage types except fire and force. If it takes fire damage, everything in that 10-foot cube also takes the fire damage. When a creature leaves an area of ethereal webs, it decides whether it wants to magically travel to the Waking or remain in the Ethereal Plane.

# Foretold Prowess

## Bladeseer (Fighter Archetype)

### Divination Training

When you select this archetype at 3rd level, gain proficiency with Arcana. If you are already proficient, you instead gain an expertise die. Additionally, you learn the guidance and true strike cantrips.

### Bloody Prophecy

Starting at 3rd level, you can spend 1 exertion to hold a melee weapon and concentrate on the future as a bonus action. You gain a prophecy die, which starts as a d6 and only applies to the weapon you used as a focus. You can add your prophecy die to your attack rolls or damage rolls, which you choose at the beginning of your turn.

If you choose to add it to an attack roll and miss, the prophecy is still unfolding and the die's size increases by one step (to a maximum of d8). On a hit, or if you choose to add it to a damage roll, the die's size decreases by one step (to a minimum of d4) as you leverage the forces of fate.

Your prophecy die lasts for a number of rounds equal to your proficiency bonus.

### Weave Sight

Beginning at 7th level, while you have a prophecy die, you can spend 2 exertion as a reaction to see invisible creatures and objects as per the see invisibility spell. This effect lasts for the duration of your prophecy die.

Additionally, your prophecy die now starts as a d8 and the maximum size of your prophecy die increases to a d10.

### Sight Beyond Sight

Starting at 10th level, while you have a prophecy die, you can spend 3 exertion as an action to see and hear at a distance as per the clairvoyance spell. This effect lasts for the duration of your prophecy die.

Additionally, the maximum size of your prophecy die increases to a d12.

### Prophetic Defense

Beginning at 15th level, as a reaction when you are hit by an attack, you can spend 1 exertion to add your prophecy die to your Armor Class (including against the triggering attack) until the beginning of your next turn.

Additionally, your prophecy die now starts as a d10.

### Omen of Victory

At 18th level, when you use Bloody Prophecy, you can choose a creature you can see. It has disadvantage on attack rolls against you, you have advantage on saving throws against spells and effects from that creature, and your prophecy die is always a d12 against it. The prophecy die increases and decreases as normal against other creatures.

Once you use this feature, you must complete a long rest before you can use it again.

## Defiant (Berserker Archetype)

### Impervious to Fate

Starting at 3rd level, you have advantage on saving throws against divination spells and effects, as well as immunity to any effect that would force you to reroll a die, though you may choose to accept beneficial rerolls.

This feature does not apply to rolling with disadvantage, as that calls for 2 separate rolls.

### Against All Odds

Also at 3rd level, when you have disadvantage on ability checks or saving throws, you gain an expertise die. When you have disadvantage on an attack roll, you add your proficiency bonus to damage. Whenever you have disadvantage on any die roll, you can spend 2 exertion to roll normally instead. Starting at 11th level you can instead spend 4 exertion to turn the disadvantage into advantage.

Additionally, whenever you roll with advantage or disadvantage and roll the same result on both die, you become emboldened. Until the end of your next turn, your next weapon attack deals an additional damage die.

### Impossible Blow

Starting at 6th level, while you are raging, you can spend 1 exertion when you deal damage. If the target is immune to this damage, it takes damage as though it were resistant instead. If the target is already resistant to this damage, it suffers normal damage.

### Break The Unbreakable

Starting at 10th level, after you deal damage with a melee weapon to mundane objects or structures of Large size or smaller, roll a d20. On a roll of 15 or more, that object or structure is destroyed.

Additionally, when you attack an object or structure that can only be damaged by specific means (such as a forcecage), you can spend 2 exertion to have your melee weapon attack count as that specific mean.

### Unfettered Stride

Starting at 14th level, after you reduce a creature to 0 hit points, you can spend 1 exertion as a reaction to move up to your speed and make a melee weapon attack against another target. This attack deals an additional damage die.

## Lore Weaver (Bard Archetype)

### Bonus Proficiencies and Specialties

When you select this archetype at 3rd level, you gain proficiency with Culture and History. If you are already proficient with either skill, you instead gain an expertise die. In addition, you gain additional specialties equal to your proficiency bonus, and you gain another specialty whenever your proficiency bonus increases. These bonus specialties must be in Culture or History.

### Foreshadow

Also at 3rd level, you can choose one creature who can benefit from your Bardic Inspiration and spend two uses. Then, narrate a single action that creature could take the following turn. If the creature attempts that action before the end of your next turn, it can add an additional Bardic Inspiration die to the roll. If it cannot attempt this action or chooses not to, it is affected by your Bardic Inspiration as normal.

### Plot Twist

Starting at 6th level, when a creature you have granted Bardic Inspiration to fails an attack roll, ability check, or saving throw, you can spend your reaction to declare that isn't how the story goes and allow it to roll again, including your Bardic Inspiration die, taking the higher result. This reroll spends the Bardic Inspiration die, even if the creature did not spend it on the first roll.

Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so again until you finish a long rest.

### Feed the Muse

Starting 14th level, when you spend your last Bardic Inspiration you can spend a spell slot of a level no higher than your Charisma bonus as a free action to help drive the story. You regain a number of uses of Bardic Inspiration equal to half the spell slot spent (rounded up). Spending higher-level spells in this way only yields a number of uses equal to half your Charisma bonus (rounded up).

## Revoker (Herald Archetype)

### Tenets of the Revoker

All revokers hold similar tenets, regardless of the deity they serve.

- **Rise Above Your Past.** Don't let your past define you. Judge others based on their actions now, not then.
- **Learn From Mistakes.** Never commit the same mistakes. Draw

knowledge from every failure. Remind others that defeat should be a turning point, not a dead end.

- **Choose Your Own Path.** Allow no one, not even deities, to decide your destiny for you. Grab fate by the neck.
- **Embrace Duty.** Choose the life of a hero. Defend the weak, punish the guilty.

### Archetype School

Add the time school of magic to your list of herald spells.

### Channel Divinity

At 3rd level when you choose this archetype, you gain the following two Channel Divinity options.

**Second Chance.** When a friendly creature (including yourself) is suffering effects as result of a failed saving throw, you can spend your reaction to allow it to attempt that saving throw again.

**Choose to Succeed.** When a friendly creature (including yourself) fails an ability check, you can spend your reaction to allow it to roll the check again with an expertise die.

### Choose Your Fate

When you first select this archetype at 3rd level, you may select a different Destiny. If you have unlocked the Fulfillment Feature of your previous Destiny, the Narrator may rule that you count as having unlocked that of your new Destiny. You can only choose a new Destiny once using this method.

### Unbound Heroism

Also at 3rd level, when you suffer damage, you can spend a spell slot as a reaction. You gain resistance to that damage type until the beginning of your next turn and you gain temporary hit points equal to your proficiency bonus times the spell slot spent. As long as you have these temporary hit points, your weapon attacks deal an additional 1d6 radiant damage. These temporary hit points last for 1 minute.

Additionally, any time you succeed at a death saving throw, you recover your lowest-level spent spell slot.

### Divergent Wisdom

At 7th level, choose a cleric sign of faith or a fighter soldiering knack available to those classes at 7th level or lower. You learn the chosen feature.

### Manifest Destiny

Starting at 15th level, you can use an action and expend one use of Channel Divinity to bathe yourself in holy light for 1 minute.

For the duration, you gain the following benefits:

- You gain an expertise die on Insight, Intimidation and Perception checks.
- When you miss a weapon attack, you deal radiant damage equal to your Charisma bonus.
- When you spend spell slots with Unbound Heroism, you gain twice as many temporary hit points and your additional radiant damage becomes 1d12.
- You score critical hits on a roll of 19–20.

### True Calling

At 20th level, you gain your choice of either the Lawful or Good alignment traits. You have advantage on saving throws against enchantment, evil, and compulsion effects, and you can spend 1 exertion as a reaction to gain an expertise die on them. You also treat rolls of 11 or more on death saving throws as 20.

# Weaving Prophecy

## Ring of Inspiration Storing

Ring, rare (cost 3,000 gp)

**Crafting Components:** Vitrified heart of a khalkoi, webbing from a fateholder  
Though all of them look slightly different, at the core of these rings is a strand of destiny spun by a fateholder to subtly empower and guide its pawns.

This ring stores inspiration and holds it for later use. While wearing this ring, you can choose to gain and use the inspiration stored within it. Once the inspiration is used, it is no longer stored within the ring.

When found, the ring contains 1d4 – 1 inspiration, as determined by the Narrator. The ring can store up to 4 inspiration at a time. To store inspiration, a creature with inspiration spends a short rest wearing the ring and chooses to bestow it. The inspiration has no immediate effect.

In addition, whenever inspiration from within the ring is used the Narrator may choose to grant a vision of possible future events of great import.

## Spinner Cult (Culture)

Characters raised in spinner cults share a variety of traits in common with one another.

**Necessary Skills.** You gain proficiency in either Deception or Insight and either Investigation or Perception.

**Cold Read.** When you first meet someone new and interact with them personally for at least 1 minute, you can ask the Narrator one question about them. This question must be a surface-level question about their personality or life, such as “do they have children?”, “what do they think of the duke?”, or “what do they want right now?” You have advantage on the next Deception, Persuasion or Insight check you make that uses this knowledge to benefit you.

**Discreetly Armed.** You gain an expertise die on checks made to persuade others to let you remain armed or to conceal weapons or items about your person.

**Oracular Talent.** You know one divination cantrip or 1st-level divination spell of your choice. If you choose a 1st-level spell, you can cast it once without spending a spell slot or providing material components, and must finish a long rest before you can do so again. Your spellcasting ability for this spell is Intelligence or Wisdom (whichever is highest).

**Languages.** You speak, read, write and sign in Common and Undercommon

## Prophecy (Destiny)

**Source of Inspiration: Foresight.** You know in your very being that all things follow naturally from one another in a deterministic pattern, and that by planning in the present you secure the future.

Make a plan that snatches victory from the jaws of defeat, make a fool of a foe by remaining one step ahead of them, supply your allies with vital information, sow false or deceptive information among your foes, lay the groundwork for something that won't pay off until potentially well after the end of your life.

**Inspiration Feature: Preordained Fate.**

When you have 0 hit points at the end of another creature's turn, you can spend your inspiration to gain 1 hit point. When you do, move your position in initiative to immediately after that creature's turn, and take your turn normally.

## Fulfilling Your Destiny

You fulfill your destiny when your part in the prophecy finally comes to an end. The specifics of this prophecy should be discussed with your Narrator, but should remain at least partially shrouded in mystery until the time comes for them to be fully revealed.

**Fulfillment Feature: Total Clarity.**

If the fulfillment of this prophecy results in your death, you get one final chance to alter the prophecy before you pass; treat this as equivalent to a wish spell, which you utter with your dying breath before passing on, impossible to resurrect.

If you survive the fulfillment of the prophecy, you gain a new lease on life. Having broken free from the tightest shackles of all, your will has been forged to be unbendable. While you have inspiration, you automatically succeed on saving throws against effects that would cause you to become charmed, confused, frightened, stunned, or paralyzed.



# The Fellspire

## Exploration Challenges

### Festering Sewer Tunnels

*2nd tier (constructed)*

**Challenge** 6 (2,300 XP); **DC** 16/14

**Area** Local (1 hour)

Built up beneath the streets, the sewers form a network of partially blocked, collapsed, and flooded tunnels. The air of this underground maze is thick with rot and the ever-present risk of disease.

**Clinical Eye.** Any adventurer that makes a Medicine check or casts detect poison and disease recognizes the risk of disease and contamination, allowing them to take precautions that grant advantage on any sullied miasma saves. This also enables an Engineering check (or a check made with tools the Narrator deems appropriate) that allows each adventurer to adequately protect any Supply they are carrying. This check must be made before the Supply is contaminated.

**Sullied Miasma.** The corruption of the area manifests as persistent, barely-visible mist in these tunnels. Creatures who are bloodied upon entering (or who become bloodied while traversing) the sewers must make a DC 14 Constitution saving throw or become infected with demon fever and nightmares of consuming their comrades. On a success, a creature is immune to the miasma for 24 hours.

### Possible Solutions

Make a group check. Each adventurer may choose either an Acrobatics or Athletics check to use the unstable debris to keep dry, falling into the filth on a failed save and taking 7 (2d6) poison damage. A creature that does not need to breathe does not take this damage. An adventurer who makes an Engineering check or makes continuous use of the prestidigitation cantrip to keep themselves clean makes the check with advantage.

**Critical Failure.** The adventurers disturb a nest of malformed rats. Each adventurer takes 7 (2d6) piercing damage and must make a DC 11 Constitution saving throw or contract sewer plague.

**Failure.** Each adventurer that fails becomes poisoned an hour after they next consume any of their Supply and realize the rations were contaminated. This effect lasts for 24 hours and each such adventurer loses an additional 2 (1d4) Supply.

**Success.** The adventurers exit the sewers with no additional effects.

**Critical Success.** While traveling through the sewers the adventurers find something valuable or useful. Roll on the Boons and Discoveries table.

### Insidious Gloaming

*2nd tier (supernatural)*

**Challenge** 8 (3,900 XP); **DC** 17/15

**Area** Region (special)

The insatiable cravings and unnatural twilight of the city seep into travelers' minds, causing them to become ravenous and suspicious. Supply consumed as part of this challenge does not reduce an adventurer's normal need for nourishment.

**Growing Hunger.** For every 4 hours spent in the city an adventurer must make a Wisdom saving throw. On a failure, they must consume a Supply or suffer one level of strife.

**Watchful Companion.** An adventurer succeeding on an Insight check is able to ignore their own hunger long enough to notice the rapacious looks on their companions' faces. On a success, this adventurer, as well as any other they mention this phenomenon to, gains an expertise die on their next roll against this challenge.

### Possible Solutions

Adventurers can temporarily dispel the gloaming by holding an impromptu feast. If the feast lasts over two hours and at least 2 Supply is provided per adventurer, this triggers an automatic success as the

companions reconnect over a generous meal and conversation. It also delays the next growing hunger check for 24 hours.

Alternatively, a group check to bolster the party's resolve can be made. For example, a Religion check to recall a sustaining meditation, a Performance check to provide pleasant distraction, or a Survival or Medicine check to confirm that, despite what they're feeling, they're actually sufficiently fed.

**Critical Failure.** Overcome by an all-consuming hunger the adventurers fall to devouring and squabbling over every scrap of food and drink. In their frenzy, the adventurers consume or destroy all of their Supply and suffer a level of strife.

**Failure.** Each adventurer that failed discretely consumes 2 Supply while watching those around them for signs of treachery. If they cannot consume 2 Supply they suffer a level of strife.

**Success.** The adventurers manage to maintain their control and resist the Fellspire's savage hunger.

**Critical Success.** Fighting off the encroaching mistrust renews the adventurer's bonds and their confidence in each other. Each adventurer gains an expertise dice on the next action they take to help their comrades.

## Magic Items

### Bloodiron Band

*Wondrous item, rare (requires attunement; cost 2,500 gp)*

**Crafting Components:** Celestial blood harvested from pools deep beneath the Fellspire.

The Bloodiron Band gleams a metallic crimson and is set with dozens of spikes on the inside so that it pierces the skin as it closes on the forearm during attunement. Wearing this band increases your Strength to 20. It has no effect if your Strength is equal to or greater than 20.

**Curse.** Because of the horrific materials required in its construction, each band comes with a terrible cost. While attuned to

the bloodiron band, your maximum hit points are reduced by a number equal to twice your level. Additionally, at the start of your turn, if another creature within 15 feet of you is bloodied, you must make a DC 15 Wisdom saving throw (gaining advantage if the creature is an ally). On a failure, you must attempt to move to a space within reach and take the attack action against that creature.

### Gloam Bread

*Wondrous item, common (cost 45 gold)*

**Crafting Components:** The ashes of a creature that died of starvation

These dark, dense bread rolls are incredibly filling, but leave an unpleasant, greasy taste in your mouth

Each piece of Gloam Bread is considered one Supply. When consumed, you have advantage on Wisdom saving throws against the Fellspire Gloaming challenge for 24 hours. In addition, you can make a DC 16 Wisdom saving throw, reducing your strife by one level on a success. Once a creature reduces its strife in this way it cannot do so again until it has had a long rest.

### Mindblade

*Weapon (dagger), very rare (requires attunement, cost 6,000 gold)*

**Crafting Components:** An intellect devourer's tongue

This item appears to be a dagger hilt. While grasping the hilt, you can use a bonus action to cause a blade of purple flames to spring into existence, or make the blade disappear.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals psychic damage instead of piercing damage. When a fey, giant, or humanoid creature is slain using this weapon, for the next 1d4+2 days the resulting corpse can be possessed (such as by magic jar or a ghost) as though it were still alive.

Alternatively, during that time you may expend a charge to use the dagger to animate the corpse as animate dead with a

casting time of 1 action. You must reassert your control over the undead creature within 24 hours using 1 charge, or it ceases obeying any commands. Casting the animate dead spell on such a creature has no effect. Regardless, it reverts to a corpse when the allotted time is up and cannot be reanimated in this way again. The dagger has 4 charges and regains 1d4 expended charges each dawn.

## Monster Variants

### Pixie Variant: Askwise Keeper

Askwise keepers have darkvision out to 60 feet, a speed of 20 feet, and cannot fly. Instead of Faerie Light, they have the following trait:

**Shadow Shroud.** As a bonus action, the askwise keeper can dim the lighting for 30 feet. In that area, bright light becomes dim light, and dim light becomes darkness. This ability has no effect on magical light sources.

Instead of Faerie Blessing, the askwise keeper has the following action:

**Oath Keeper (3/day).** The askwise keeper targets up to 4 willing creatures within 30 feet who have just spoken an oath. For a year, the first time each day that one of those creatures takes an action that breaks the oath it takes 7d10 psychic damage. A remove curse, greater restoration, or wish spell cast on the target using at least a 7th level slot ends this effect. The askwise keeper is always aware of the exact wording of the oath, who is currently under its effect, and can end the effect on a creature as an action.

### Satyr Variant: Earless Hungerer

An earless hungerer does not have proficiency with Performance but gains proficiency with Sleight of Hand. While mute, they communicate with signs in Sylvan. In addition, it has the following traits:

**Deafened.** An earless hungerer is deaf, has disadvantage on perception checks based on sound, and resistance to thunder damage.

**Joyless Rage.** The earless hungerer gains advantage on attacks against creatures it has seen smiling, playing a musical instrument, or dancing, and criticals against such creatures deal an additional 1d6 damage.

Instead of Ram and Dance Tune, the earless hungerer has the following actions:

**Skull Smash.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage. If the satyr moves at least 20 feet straight towards the target before the attack, the target makes a DC 13 Constitution saving throw or is stunned until the end of its next turn.

**Crippling Stomp.** Up to two humanoids within 5 feet with feet of the earless hungerer make a DC 13 Dexterity saving throw. On a failure, they take 3 (1d4) bludgeoning damage, their movement speed is halved, and they have disadvantage on attack rolls until the beginning of the satyr's next turn.

### Shambling Mound Variant: Sewer Walker

Instead of Lightning Absorption, the sewer walker has the following trait:

**Acid Absorption.** When the Sewer Walker is subjected to acid damage, it instead regains hit points equal to the acid damage dealt.

All of a shambling mound's actions are all replaced with the following:

**Multiattack.** The shambling mound makes two lash attacks. If both attacks hit one Medium or smaller creature, the target is grappled (escape DC 15), and the sewer walker uses Drown against it.

**Lash.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

**Drown.** The sewer walker drags a Medium or smaller grappled creature under its body. The creature is restrained, rattled, can't breathe, and moves with the sewer walker. At the start of each of the sewer walker's turns, the target takes 11 (2d6 + 4) acid damage. When the grapple ends, the creature is no longer being drowned. The sewer walker can only be drowning one creature at a time.