

## HUMANS

While small village might not have any great warriors in them, there are few with either the skill or size to pose a threat to an unaware foe.

### SQUIRE

Humanoid, any alignment

**Armor Class** 18 (Chain, shield)

**Hit Points** 29 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	12 (+1)

**Skills** Intimidation +3

**Senses** Passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP) Proficiency Bonus +2

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (d8 + 3) slashing damage if used one handed or 8 (d10 + 3) slashing damage if used

### REACTION

**Parry (Recharge 4-6).** The Squire adds 2 to its AC against one melee attack that would hit it. To do so, the Squire must see the attacker and be wielding a melee weapon. If this causes the attack to miss, the squire makes a long sword attack.

### SHERIFF

Humanoid, any alignment

**Armor Class** 14 (chain shirt)

**Hit Points** 33 (d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	10 (+0)	12 (+1)	14 (+2)

**Skills** Intimidation +4, Insight 3

**Senses** Passive Perception 11

**Languages** Common

**Challenge** 1/2 (100 XP) Proficiency Bonus +2

### ACTIONS

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

### BONUS ACTIONS

**Imposing Shout (Recharge 5-6).** The sheriff shouts at a creature they can see within 60 feet. If the creature can hear the sheriff, they must make a DC 11 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the sheriff's shout for the next 24 hours.

### BURLY COMMONER

Humanoid, any alignment

**Armor Class** 10

**Hit Points** 17 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	9 (-1)	9 (-1)	10 (+0)

**Skills** Intimidation +2

**Languages** Common

**Challenge** 1/8 (25 XP) Proficiency Bonus +2

### ACTIONS

**Greatclub.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (d8 + 1) bludgeoning damage

### PICKPOCKET

Humanoid, any alignment

**Armor Class** 12

**Hit Points** 28 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

**Skills** Sleight of hand +6, Stealth +4, Deception +3

**Senses** Passive Perception 10

**Languages** Common

**Challenge** 1/4 (50 XP) Proficiency Bonus +2

**Cunning Action.** On each of its turns, the pickpocket can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The pickpocket deals an extra 4 (dd6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the pickpocket that isn't incapacitated and the pickpocket doesn't have disadvantage on the attack roll.

### ACTIONS

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



## HAJIA

Strange fey creatures that are able to change between the form of a cat or a small humanoid with cat like eyes, claws, and strange markings on their skin. In both forms, they have jet black hair.



**Origins.** The great arch fey Jaithar the Shadow once heard the song of a beautiful elven princess and swore to wed her.

After a mighty effort, she agreed and the two became lovers. Due to the elven princess's beauty, her children retained some of their elven form, but gain the ability to take a cat form from their father.

**Playful Matchmakers.** Hajia are usually harmless but enjoy playing tricks and pranking people. They especially love to play match maker and put people into compromising situations with whoever they deem an appropriate match.

If someone is involved with an inappropriate match, they will go to great lengths to end their relationship.

**Blood Frenzy.** Some of the Hajia forsake their playful nature in favor of a bloodthirst that rivals their father. These dark creatures enjoy to hunt and torture their foes before eventually killing them.

## HAJIA

*Small fey, typical chaotic neutral*

**Armor Class** 14 (leather, 13 in cat form)

**Hit Points** 21 (6d6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	10 (+0)	12 (+1)	14 (+2)

**Skills** Stealth +5, Deception +4, Perception +3

**Senses** Passive Perception 13

**Languages** Common

**Challenge** 1/2 (100 XP) Proficiency Bonus +2

**Shapechanger.** The Hajia can use its action to polymorph into a cat or back into its true form, which is humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying is absorbed into its body during the transformation.

## ACTIONS

**Multiattack.** The Hajia makes one attack with its shortsword and one with its claws.

**Shortsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (d6 + 3) piercing damage.

**Claw.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (d4 + 3) slashing damage plus an additional 5 (2d4) if the Hajia was hidden from the target.

**Pounce/1 Day.** The Hajia leaps 30 feet forward without provoking attacks of opportunity. If the Hajia lands on a creature, the creature must roll a DC 13 Strength saving throw or be knocked prone. The Hajia makes two claw attacks. If both attacks hit, the creature is grappled (escape DC 13).

## FRENZIED HAJIA

*Small fey, chaotic evil*

**Armor Class** 14 (leather, 13 in cat form)

**Hit Points** 44 (8d6 + 16)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	8 (-1)	9 (-1)	11 (+0)

**Senses** Passive Perception 9

**Languages** Common

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

**Shapechanger.** The Hajia can use its action to polymorph into a cat or back into its true form, which is humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying is absorbed into its body during the transformation.

**Bloodthirsty.** The Hajia has advantage on attacks rolls against frightened creatures and has advantage on saving throw to avoid being charmed or frightened.

## ACTIONS

**Multiattack.** The Hajia makes three claw attacks. If all three hit a creature, it can use Bloodcurdling Screech as a bonus action.

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

**Leap (Recharge 5-6).** The Hajia leaps 30 feet and makes two claw attacks. This movement does not provoke attacks of opportunity.

**Bloodcurdling Screech (Special).** The Hajia lets out a scream causing all creature that can hear it within 30 feet to roll a DC wisdom saving throw or be frightened until the end of the Hajia's next turn. Regardless of the saving throw, all creatures take 7 (2d6) psychic damage.

## ZALERCROSTS

Just as the Vysil were created when the first men bathed in the burning light of an onyx dragon, Zalercrosts were created from the remains of the few plants that survived the annihilation. Zalercrosts are massive plants with a single pod in the center with tenacle like vines that stretch out from the pod. They prefer to live in damp caves but will settle for anything dark with a water source.

Zalercrosts use their poison to weaken creatures before using their psionics to take command of their minds. When they have a creature in their grasp, they use them to plant more Zalercrosts and supply the new seeds with food.

Zalercrosts grow incredible fast, a seedling can grow to a young Zalercrost in less than one day. However, this growth requires a huge amount of food and uncommon. The alien plant eats by infecting intelligent creatures with a fungus that feeds off the host's brain and turns their body into something Zalercrosts can consume. A young Zalercrosts doesn't produce this fungus and instead needs to be planted with a large number of corpses with the fungus already in place.

As more and more Zalercrosts are planted, they naturally link together and create a network they communicate over and even share psionic power.



### YOUNG ZALERCROST

*Huge Plant, typical lawful evil*

**Armor Class** 13 (natural armor)

**Hit Points** 133 (14d12 + 42)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (02)	16 (+3)	19 (+4)	17 (+3)	17 (+3)

**Saving Throws** INT +7, WIS +6, CHA +6

**Skills** Insight +6, Perception +6

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Deep Speech, Telepathy 120 ft.

**Challenge** 6 (2,300 XP) Proficiency Bonus +3

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

**Innate Spellcasting (Psionics).** The Zalercrost's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components.

At will: *detect thoughts*, *mind spike*

1/day: *dominate monster*

**Gas Pods.** When Zalercrost' takes 15 or more damage of any type, but psychic, each creature within 5 feet of it takes 9 (2d8) poison damage.

**Vines. Melee Weapon Attack:** +7 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15) and most succeed on a DC 15 Intelligence saving throw or be stunned until the grapple ends. The Zalercrost can only have four creatures grappled this in this way.

**Mind Numbing Gas (Recharge 5-6).** Pink gas bursts out in a 20-foot radius sphere around the Zalercrost. Each creature in that area must succeed on a DC 15 Constitution saving throw or take 18 (4d8) poison damage and be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### ACTIONS