

WELCOME TO HEARTH



WELCOME TO HEARTH

Thousands of years ago, the lush isle of Elsath was home to a majestic and influential city named Hearth. There, its citizens thrived under the watchful eye of the couatls: great, celestial serpents whose wisdom and kindness served as the guiding force behind the city's splendor. A theocratic society, the couatls' high priests were revered and respected by all—even the most hardened criminals. These priests were called the Couatl Heralds and served as Hearth's humanoid leaders, guardians, and peacekeepers.

However, the city was often the target of forces hell-bent on the couatls' destruction. During a month-long battle, a trio of evil conjurers infiltrated the city's walls and summoned hundreds of their wicked followers. Hearth crumbled under the sudden assault as men, women, and children fell to their wicked blades. Realizing that nearly all was lost, the couatls and Heralds performed a ritual that hid Hearth from the rest of the world, isolating them and the villainous forces for untold centuries.

Over time, the magic weakened. The city rejoined the world, but had long since been forgotten. The evil that endured the city's isolation had begun to recover, but was found and vanquished by a band of heroes now known as the Last Heralds. Safe once more, Hearth was reborn as a destination for adventurers, explorers, and historians. It's also become a place where one can disappear from the rest of the world. As such, its vine-choked streets and crumbling buildings hide criminals, thugs, and would-be warlords, too.

HOW TO USE THIS CONTENT

The content provided here describes Hearth as “setting-agnostic” meaning that you can add Hearth to any fifth edition campaign setting of your choice, especially one that incorporates a jungle or “Lost World” theme. Hearth can be used as a jumping-off point for your fifth edition campaign, a major city that the characters visit, or even the setting for an adventure within the confines of the city itself.

LOCATIONS IN HEARTH

Once a bustling metropolis of close to 100,000 people, Hearth's streets are mostly empty. Since its liberation, only 3,200 have returned to Hearth, the majority of which are Rushers staking their claim on the city's revived properties.

The map of Hearth on page 191 shows many of the important locations in Hearth where the characters can interact with important NPCs and find adventure. These locations are detailed below.

TEOCALLI WARD

Once the religious center of Hearth, Teocalli Ward is home to its majestic temples and plazas. Whereas ancient Hearthans once gathered to celebrate the couatl overseers and praise their gods, it now acts as the epicenter of law and order in Hearth. The Couatl Herald faction's presence is felt strongest in this location.

1. TEOCALLI COUATL

Easily the most impressive feature of Hearth, Teocalli Couatl is the massive multi-tiered ziggurat that dominates the city's skyline. When the Last Heralds entered Hearth, they descended to its lowest layers to battle an aberrant demigod.

Although the temple is mostly restored, overall, it's off-limits to virtually everyone in Hearth, including most of the Couatl Heralds who protect it.

2. ULAMA TASTEI

Thousands of years ago, the Hearthans invented a sport called ulama. The game and its rules fell into obscurity when Hearth disappeared, but was revived with the city's reopening. Now, ulama is a uniting aspect of New Hearthan culture and its people. The game is played on a long field, called a tastei, surrounded with stone walls and hoops. Citizens can often be seen playing the game, with audiences of varying sizes sitting in the ancient stone stands.

3. IXPA TEMPLE

Although Hearth has no true government, the Couatl Heralds represent what most Hearthans view as the reborn city's leadership. The Heralds prefer to share their power with the other factions of Hearth, including those who oppose them. As such, the old Ixpa Temple at the northeastern corner of the city acts as a meeting place for Hearth's factions and other persons of importance.

4. HUITZILLI PLAZA

Teocalli isn't just for temples and government buildings. Huitzilli Plaza stands at the southeastern end of the ward. There, Hearthans gather for celebrations and other recreational activities. It's also where one can find The Jolly Toad, the city's largest tavern. The Toad is owned by Chikkoka, a **lizardfolk** bartender who lived in Hearth before its liberation. The Toad offers a comfortable inn stay and meals.

5. HALL OF HERALDS

The Hall of Heralds is the faction stronghold for Hearth's best known faction, the Couatl Heralds. Acalan Goldfeather, the Heralds' elected leader, lives on site.

MARKET WARD

The Market Ward is the busiest section of Hearth. Not only do the residents of New Hearth gather in its cobblestone plazas to peruse the endless selection of offerings from local and foreign merchants, but it is also a point of interest for many of Hearth's visitors. Market Ward is presided over by the powerful merchant house Santin.

6. THE MARKET

Hundreds of vendors from across the world have set up stalls in Hearth's market. There isn't an hour of the day where the market's streets aren't cluttered with buyers and sellers. Exotic fruits, weapons, trade goods, adventuring supplies—you name it—can be found somewhere in Hearth's market.

7. SANTIN HILL

The second tallest point in Hearth, next to Teocalli Couatl, belongs to House Santin's fortress, Santin Hill. Atop Santin Hill is the manor that shares its name and the home of House Santin's Beltramo Santin, the wealthiest man in Hearth. The hill itself is swarmed by House Santin's spellcasting mercenary army, The Hollow Herd, recognizable by their tall, bronze collars.

RUSHER WARD

When Hearth's doors reopened to the world, the first batch of opportunists who flooded its streets were nicknamed "Rushers." The first Rushers were inexperienced adventurers. Many of them met their fate in the city itself, succumbing to the dangers hidden among the city's ruins. Others perished in the surrounding environment. Those who survived prospered and developed Rusher Ward, what many see as the nobles' section of New Hearth.

8. THE ORACLE EQIA

The Oracle Eqia (lawful neutral female human **mage**) was once a diviner who spent her youth adventuring. After she died during a combat with manticores and was revived by her fellow party members, she returned with a vision of a hill upon which stood three palms. A voice whispered "Hearth." She quit her party and rushed to Hearth to find the three palm hill. So far, she has not discovered its meaning, but continues her research.

9. DEVONA THE MAGE

Devona (lawful evil female human **gladiator**) was a mercenary and bandit who was among the first batch of Rushers entering Hearth. Early on, she carved out a niche for herself as a protector and bodyguard. She married her first client, Jacco Nuus, who died shortly after their wedding. Jacco left Devona all his worldly possessions, including his land stakes. Six months later, she married another client, Wyndom Taz. Then Wyndom died, and once again Devona was left all her late husband's possessions and land stakes. In fact, in the five years that Devona has lived in Hearth, she's married six times, and five of those times her husband died. Not-so-coincidentally, she is the wealthiest land owner in Hearth.

RUINS OF HEARTH

Much of Hearth still lies in ruins, especially the areas outside the walls and to the north and eastern sides of the city. Still, there are factions who operate within these areas.

10. THE SEVEN GATES

Surprisingly, Hearth's tall outer walls remained mostly intact during its centuries-long slumber. Entry into the city is blocked by seven gates. The seven gates are managed by a band of mercenaries named, appropriately, the Seven Gates. The Seven Gates claim the northernmost gate, Ocelot Gate, as their headquarters. The Ocelot Gate gets its name from the jaguar furs which drape the spiked, iron portcullis that blocks passage to the dangerous north end of the city.

II. KERONIA STRONGHOLD

The Keronia Society, a faction of sages who use Hearth as their base of operations, maintains a well-protected stronghold just outside the city's westernmost gate. There, adventurers exchange important information, maps, and items of interest for gold, land claims, and other rewards.

RANDOM LOCATIONS IN HEARTH

Many of Hearth's buildings remain unoccupied. The majority are home to nothing more than creeper vines trickling in from the dense jungle that surrounds the ancient city. However, some act as lairs for strange creatures, fronts for dangerous gangs and cults, or even the entrance to lost tombs, dungeons, and caverns.

When the characters search a building in one of the ruined sections of Hearth, use the Building Type table below to determine what the location is or was. Then, roll a d6. On a result of 6, the location is being used or has something unique about it. Use the Building Use table below for inspiration, or randomly roll to determine what is unique about the building.

BUILDING TYPE

d20	Type
1–10	Residence
11–12	Religious
13–15	Recreation
16–17	Warehouse
18–20	Shop or Market

BUILDING USE

d100	Feature
01–03	Occupied by friendly New Hearthans
04–08	Occupied by neutral New Hearthans
09–10	Occupied by hostile New Hearthans
11–50	Used as a monster lair
51–60	Sealed shut with dead bodies inside
61–73	Previously sealed but broken into by robbers
74	Decorated with unusual symbols or carvings
75–76	Decorated with warnings and historical lore
77–78	Contains a secret passage to another part of the city
79	Site dedicated to an ancient deity of the city
80	Once owned or operated by an important past Hearthan
81–83	Heavily fortified location
84–90	Completely ruined
91–93	Rusher stronghold
94–96	Gang stronghold



Download this map

You can download this and other Hearth-related maps for free at thegriffonssaddlebag.com/hearth.

d100 Feature

- 97 Ancient spells still in place (*magic mouth*, *sequester*, etc.)
- 98 Dim glow from within at night
- 99 Large tree growing up through the center of the structure
- 00 Contains a permanent portal to another plane of existence

SIDE QUESTS

Once the characters settle into Hearth and learn a little more about the city, they might encounter NPCs who need their help. While the characters are under no obligation to assist these NPCs, the side quests which evolve from these requests could lead to greater adventures, discoveries, and treasure.

You can introduce as many or as few of these side quests as you like. Most of the NPCs described below can be encountered anywhere in the city. If you can't decide which side quest to choose, roll a d10.

1. **Find the Grimoire of Massacres.** The Keronia Society is looking for an important book believed to be hidden somewhere in the city's northern ruins. They will pay the characters 100 gp if they can retrieve the book. If the characters accept, they must spend a day searching through the ruins (roll for encounters as normal). At the end of the day, the characters must make a group DC 20 Intelligence (Investigation) check. On a success, they locate the book in a rundown temple. The obscure temple is hidden behind dense vines and stone rubble, and is decorated with ornate depictions of couatl inside. The book is guarded by 1d4 + 2 **giant constrictor snakes**.
2. **Get the Ocelot's Paw Back.** A local gang of thugs called the Bludgeoners cut off the paw of an Ocelot statue near the northernmost gate. Many New Hearthans believe that the absence of the paw will bring bad luck to the city. The Seven Gates, stretched too thin to deal with the issue, task the characters to retrieve the paw, offering 25 gp for its recovery. The Bludgeoners operate in a rundown noble's villa at the north end of the city. The gang consists of eight **bandits** led by a **bandit captain**.

3. **Learn More About Beltramiso Santin.** Beltramo Santin's son, Beltramiso, is often identified as the weakest link in the Santin organization. The Seven Gates, hoping to diminish the power of the merchant house, asks the characters to learn whatever they can about Beltramiso. They offer 50 gp for each valuable detail they can learn (up to 250 gp). Beltramiso spends most of his days drinking and partying with regulars at The Jolly Toad.
4. **Save Preska.** Preska, the daughter of a Rusher noble, was captured by a **greater winged wretch** (see page 195). The bat-like creature keeps the girl in its lair below the city, in the old sewers. Surprisingly, the winged wretch hasn't hurt the girl, but it refuses to let her leave its lair and attacks anyone that comes near her. The noble offers the characters whatever they ask for if they can return Preska to him unharmed.
5. **Find Baf Chedrov.** Baf, a self-proclaimed adventurer, disappeared into the mountains near Hearth on a quest to find something for the Keronia Society. Unfortunately, no one has seen or heard from him in ten days. The Keronia Society offers the characters 50 gp if they can learn his whereabouts. Have one or more characters make two DC 15 ability checks: Intelligence (Investigation) and Wisdom (Survival). If both checks succeed, the characters find the remains of Baf in a small valley near the mountains. Baf was mauled by creatures and left for dead. At your discretion, the creatures might still be in the area.
6. **Stop the Swordbeak.** A large, savage creature called a **swordbeak** (see page 194) is terrorizing local ships, making the receipt of imports difficult. House Santin asks the characters to climb the cliffs overlooking the sea and remove the swordbeak from the area. If successful, House Santin offers the characters up to 100 gp or a favor which they can utilize in the future. The nature of that favor is up to you.
7. **The Flash.** Last night, a strange, bright flash happened in an old ruin at the northern edge of Hearth. The Couatl Heralds ask the characters to discover the origin of the flash. Performing this task successfully grants the characters a favor from the Heralds. A successful DC 20 Intelligence (Investigation) check leads the characters to a ruined library. In the basement of the library, the characters find an unstable portal to another plane of existence.
8. **Gain Iacopo's Trust.** Iacopo Mazel, a high-ranking merchant in House Santin, makes the characters an offer they can't refuse: he will pay them 100 gp if they can find proof that the Seven Gates are actively working against them. This side quest could tie into the "Learn More About Beltramiso Santin" side quest.
9. **Discover Gaglin's Grotto.** The Keronia Society asks the characters to locate a series of caverns in the mountains known as Gaglin's Grotto. Supposedly, a stalactite made of pure diamond is somewhere within the cavern. If the characters can find the entrance to the cavern and return with proof of the diamond stalactite's existence, they will pay the party 10% of the stalactite's value (500 gp). Of course, the cavern is home to a variety of fierce creatures.

10. **Test your Might.** The characters get into a scuffle with a group of eight **bandits** at a local tavern. Their leader, a **bandit captain** named Davos, offers to settle the dispute with an arm wrestling contest: the loser has to leave the bar and apologize. If the party accepts, the characters must nominate their challenger to face Davos. The challenger and Davos make a series of contested Strength checks. At the end of each contested Strength check, the winner wins 1 point and the loser loses 1 point. The first person to reach a point total of 3 wins (the final score should be +3 to -3). Alternatively, the person with the highest number of positive points at the end of 10 rounds also wins; if both arm wrestlers have 0 points at the end of 10 rounds, it's a tie.

CITY DENIZENS

Hearth is home to many important citizens, the majority of whom immigrated to the city when its gates reopened.

ACALAN GOLDFEATHER

Acalan Goldfeather (lawful good male human **veteran**) is a descendant of one of the original Couatl Heralds, Brother Riane. He now acts as the leader of the Couatl Heralds faction in New Hearth and is seen by many as the city's de facto leader, even though he refused the title.

Goldfeather spends most of his days speaking with the citizenry and solving issues that the city faces.

AMOXTLI AND EHECATL

The centuries' old **couatl** guardians Amoxtli and Ehecatl survived Hearth's fall and now oversee the return of the city. The pair still live in the Teocalli Couatl where they helped the Last Heralds battle the evil demigod Black Tezcatlipoca. Rarely seen by New Hearthans, the pair sometimes emerge to offer guidance to Acalan and the other Heralds.

BELTRAMISO SANTIN

Son of Beltramo Santin (the true Beltramo, not the devil Torith), Beltramiso is the heir apparent of House Santin and its merchant empire. Unfortunately, Beltramiso is something of a troublemaker. Known for his drunken tirades, the merchant prince can often be found at The Jolly Toad picking fights with foreigners. So far, Torith has allowed Beltramiso to operate unhindered in Hearth, but fears that his "adopted son" may start drawing unwanted attention to House Santin and ultimately Torith's machinations.

BELTRAMO SANTIN (TORITH)

The true Beltramo Santin died years ago. A despicable **barbed devil** named Torith assumed Beltramo's place and now rules over Santin's family and his clan. Torith has grown Santin's small operation into a force to be reckoned with, thanks to the vacuum of economic power present in Hearth when House Santin first arrived.

The devil has kept his schemes at a minimum, preferring patience and growth over dominance. As such, not even the

couatls, who spend their time in the Teocalli Couatl, or the Oracle Eqia are aware of the devil's presence in the city.

GRANDMASTER ZOK TUUDRO

Zok Tuudro (neutral male half-elf **mage**) is the leader of the Keronia Society. A lifelong interest in the lost city attracted Zok and his followers to Hearth. Now, Zok spends his days hiring adventuring parties and expeditions to bring him maps, artifacts, and useful information regarding the city and its environs.

Zok's days are filled with meetings and presentations all directed by his assistant Guto, a native **lizardfolk** who works as Keronia's receptionist. As suspected by some Hearthans, Zok doesn't sleep. Instead, he's trained to enter a trance like elves do, which he can maintain even while he's working.

JADECRY

Hearth is home to a myriad of adventuring groups, but none are as well known as the troupe called Jadecry. Led by the emerald-skinned Ana Faust (chaotic good female tiefling **knight**), Jadecry keeps busy throughout the year, working for any faction that will pay them. Jadecry's current line-up includes the half-orc **berserker** Bluko, the halfling **mage** Fafariaf, and a **lizardfolk** named Cracked Fang.

The four share a guild house in Rusher Ward dubbed The Green House.

KROTOS IRONSHIELD

Sometimes referred to as "The Jaguar," Krotos Ironshield (lawful neutral male dwarf **veteran**) is the leader of the Seven Gates mercenary collective. Krotos and his soldiers defend Hearth from dangers internal and external. Since many of The Seven Gates mercenaries come from questionable backgrounds, they are known to be harsh in their deliverance of law and order. Many New Hearthans have gone as far to protest the activities of The Seven Gates, pleas that go unheard by their callous leader. Still, Ironshield is one of the few people in Hearth who is able to wrangle the mercenaries to work as a cohesive unit. In the past, this feature has saved New Hearth from a bevy of threats.

Krotos is in a close relationship with his lieutenant, Makkan. The two share a home within the westernmost tower of the Ocelot Gate.

YOLANDA KAZUL

The Seven Gates is less of a unified faction and more of a confederacy of smaller military groups. Each one maintains their iron grip on one of Hearth's gates and the guards defending it. Yolanda (neutral evil female human **thug**) is the leader of aptly named Bloody Coins, the most unruly and mean-spirited gang of mercenaries. Yolanda and the Coins barely follow Ironshield's orders. In the last few months, Yolanda has started a campaign to undermine Krotos, gathering the interest of The Seven Gates' other five leaders.

Yolanda has two sons, Yar and Peef, both of whom are members of Bloody Coins. Their father was also a member, but died during a skirmish a few years back.

FACTIONS OF HEARTH

Since its reopening, Hearth has attracted multiple organizations who saw opportunity within its sandstone walls. Some of these factions could work with the characters, helping them achieve their goals. Others might hinder the characters' actions and act as antagonists.

THE SEVEN GATES

Originally, The Seven Gates were made of seven individual organizations who claimed one of the city's seven gates. Recognizing the difficulty the individual groups had managing the gates and handling greater threats, the guilds united to form The Seven Gates under the leadership of Krotos Ironshield.

The Seven Gates handle the city's defenses. Some do so out of love for the city, while others demand coin for their services and are little more than extortionists.

COUATL HERALDS

Frequently recognized as the "governors" of Hearth, the Couatl Heralds are a formal organization started by the Last Heralds, the same heroes who liberated Hearth. Led by Acalan Goldfeather, the Heralds strive to bring law and order to the city while balancing the citizens' need for freedom.

Additionally, the Heralds manage the relationships between the other three factions, whose interests often conflict.

Ultimately, the Heralds are guided by the wisdom of Amoxtli and Ehecatl, the two couatls who still reside in Teocalli Couatl at the center of the city. While only a select few Heralds are allowed to have an audience with the couatl, the Heralds' morality and wisdom are almost universally unquestioned by the citizens of Hearth.

HOUSE SANTIN

In the early days of its revival, a merchant named Beltramo Santin moved to Hearth and set up a market near the southern gates. Thanks to this strategic location (and a well-paid militia protecting his interests), House Santin grew from its humble roots into the seat of economic power in Hearth.

Secretly, Beltramo is a patient, keen-minded **barbed devil** named Torith who hopes to play the long game in Hearth's economic and political development.

House Santin often hires adventurers and mercenaries for clandestine missions to keep their hands clean of anything that would draw attention to their darker proclivities. Fortunately, Torith is a master bureaucrat. Any time anyone has tried to link him to something illegal, he and his merchants have been able to clear themselves of any wrongdoing.

KERONIA SOCIETY

More so than any other faction in Hearth, the scholarly Keronia Society keeps adventurers busy inside and outside of the city. Zok, who is rumored to never sleep, always has some lost map, rumor, or strange key for which he will hire heroes to learn more about. Often, these leads turn up as dead ends. Even when they do, Zok still pays well.

MONSTERS OF HEARTH

The jungles of Elsath surrounding Hearth have been untouched for centuries. As a result, a unique selection of dangerous wildlife calls this place their home, and have become a constant threat to the New Hearthans and adventurers that explore the wilderness in search of its lost riches.

INVISIBOARS

Native to the jungles of Elsath, invisiboars are literally invisible boars. It's largely believed that these strange pigs owe their existence to the wild magic that flows through the jungles of the world, and the fact that so many of them are found near sites of permanent or programmed illusions lends further credence to that theory.

Invisiboars are consummate hunters who use their innate invisibility to stalk their prey before viciously charging it.

INVISIBOAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3

Senses passive Perception 12

Languages —

Challenge 2 (450 XP)

Charge. If the invisiboar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Death Flash. When the invisiboar dies, its invisibility ends and it emits a bright flash of light. Each creature within 10 feet of it must make a DC 13 Constitution saving throw or become blinded for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

Invisibility. The invisiboar is invisible.

ACTIONS

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

When pitted against tougher combatants, they utilize hit and run tactics that let them charge the same target repeatedly.

When invisiboars are killed, the magic that conceals them “bursts,” blinding creatures who witness the burst.

SWORDBEAKS

As the name suggests, swordbeaks are huge birds with 10-foot-long razor-sharp beaks. These beaks are capable of punching through stone and steel. Voracious carnivores, they often attack large creatures, and even humanoids, in grasslands, hillsides, coasts, and other open areas.

Swordbeak nests are usually littered with gold, gems, and other valuables that their humanoid prey were carrying at their time of death. Appreciative of shiny objects, swordbeaks defend their collected treasures almost as fiercely as they do a clutch of eggs.

WINGED WRETCHES

Winged wretches are swarming bat-humanoid hybrids native to subterranean realms and tropical jungles. Although they resemble certain shapechangers and vampires, they are not blood-drinkers. Regardless, they are cruel creatures who delight in the torture of weaker prey.

SWORDBEAK

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 102 (12d12 + 24)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	15 (+2)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Dive Attack. If the swordbeak is flying and dives at least 30 feet straight toward a target and then hits it with a beak attack on the same turn, the attack deals an extra 7 (2d6) damage to the target.

Keen Sight. The swordbeak has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Beak. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

EXAMPLE TREASURE

The most iconic treasures you can find in Hearth are ones originally bestowed on ancient Couatl Heralds. These items are aptly named, such as the *couatl herald's fang*, the *couatl herald's mantle*, or the *couatl herald's radiance*.

The jungles of Elsath and the myriad of tunnels below Hearth can also be the home of other magic items. A tarnished sword could be found in the mysterious den of a jealous swordbeak, or a dusty trinket discovered on the skeletal remains of a Rusher or long-dead ancient Hearthan. Any item that fits a jungle or classic adventure setting, such as the *dryadleaf*, *locksmith's bane*, *quagmire maul*, *spire seed*, *staff of the reverent warrior*, *tethervine quiver*, *torchbearer's reach*, or *wisplight lantern*, would be a great option to include in your party's various adventures in Hearth.



WINGED WRETCH

Medium monstrosity, chaotic evil

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	7 (-2)	12 (+1)	7 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages Undercommon

Challenge 1/2 (100 XP)

Echolocation. The winged wretch can't use its blindsight while deafened.

Keen Hearing. The winged wretch has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The winged wretch makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Become a Herald and save the city!

The Couatl Heralds include all walks of life within their ranks, and can sometimes offer unique specializations for certain characters. Fighters, paladins, and monks can find new subclasses that are specific to the history and culture of ancient Hearth. Use the "Subclasses" tag search on Patreon!

If you'd like to experience the recovery of Hearth for yourself, or see how you can play a direct role in the city's growth, you can download the free adventure and additional rules at any time at thegriffonsaddlebag.com/hearth.

GREATER WINGED WRETCH

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	15 (+2)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Str +6, Con +4, Wis +3

Senses blindsight 60 ft., passive Perception 11

Languages Undercommon

Challenge 4 (1,100 XP)

Echolocation. The greater winged wretch can't use its blindsight while deafened.

Keen Hearing. The greater winged wretch has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The greater winged wretch makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

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

Thunderous Shriek (Recharge 5–6). The greater winged wretch shrieks, emitting a wave of thunderous force in a 30-foot cone that originates from the wretch. Each creature in the area must make a DC 12 Constitution saving throw. On a failed save, a creature takes 17 (5d6) thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened.