

THE BLOODMIRE

Concept, Art, Direction, Editing, Subclass: The Griffon's Saddlebag
Writing, Editing: Ty Christensen & TheArenaGuy
Maps: Cze & Peku
Character Art: Fabian Saravia



THE BLOODMIRE

The Bloodmire is an expansive region of humid swampland that bears a tremendous curse of mutated blood. Where wetlands are drenched with water and mud, the Bloodmire is flooded by a diseased, watery blood called bloodwater. Plants that have adapted to this new life in the bloodwater grow densely in various shades of rusty red and stained browns. Besides the trees grasping above the bloodwater's surface, a vast array of ferns, reeds, and choking vines dot the landscape.

The scraping, splashing, and humming of the ravenous beasts and insects that call this swamp their home serves as an ever-present reminder that blood, like water, is life. Many of these creatures have adapted to their new habitat, and those that survive the diseases of the swamp frequently become carriers of its cursed sicknesses.

The Bloodmire is a hazardous place to travel or live in, but it's not without its fair share of cobbled-together settlements. If they're brave, strong, or foolish enough, the creatures and denizens of this cursed landscape can bring fascinating tales, riches, and experiences to your players.

AMBIENT MOOD

The slow but constant flow of bloodwater rippling through the Bloodmire can be deceptive, for the canopies above and impenetrable depths below hide abundant wildlife. Ferns and vines sway ever so slightly, bringing a muted dripping as red condensation falls back to the ground. Isolated sunbeams struggle to bring a muted orange light through breaks in the branches above. A hard metallic tang assails the nose, and every surface is slick with the ever-present bloodwater.

- The Bloodmire constantly emanates a cacophony of insect buzzing, frog songs, and rustling undergrowth. The distant splashes of bestial conflict are frequent both above and below the bloodwater.
- The tree trunks of the swamp are not particularly dense, but they have disproportionately dense canopies. Emphasize how difficult it is to see the sky through the frequent mist and wildlife. Sunlight that does make it through the canopy is tinted with a red haze and makes the bloodwater glisten like a sickening ichor.
- The majority of plant and animal life in the Bloodmire carries heavy risk of disease, requiring experienced naturalists to identify, hunt, and prepare food safely. Make sure to play up the subtly acrid scent and slight color differences when adventurers successfully avoid diseased resources.
- The Verdant Heart is a small grove at the center of the swamp that seems completely untouched by the bloodwater of the region. Travelers who make their way into the depths of the Bloodmire will need to use the currents emanating from here, and its anchored position, to safely navigate.
- Visitors will find that the Bloodmire is often overwhelmingly hot and humid, seemingly unaffected by the time of year. This, in conjunction with the constant thrumming of nature and limited view of the sky, makes the tracking of time and position very difficult.

DISEASED SWAMP

Traversing the Bloodmire offers many dangers, though the foremost is the threat of becoming ill with one or more of its magical diseases. After an encounter with a blood eel, giant mosquito, or creature with 'Bloodmire' in its name, any character that was hit by such a creature must succeed on a DC 13 Constitution saving throw or become diseased (see the Bloodmire Diseases table). Casting the remove curse spell on a creature ends any Bloodmire disease affecting it.

BLOODMIRE DISEASES

2d8 Disease

- 2–3 **Bloodburnt Rash:** At the start of each of your turns when you are not under the bloodwater, you take 1d6 fire damage. This disease lasts until you take fire damage equal to half your hit point maximum in this way.
- 4–8 **Crimson Sight:** Your eyes become bloodshot, your pupils dilate, and your senses of safety and danger become twisted. Whenever you see a fey or humanoid, flip a coin. If it's heads, you consider that creature to be a friendly acquaintance. If it's tails, you consider the creature to be a hostile enemy. You consider any fiend or fiendish villager to be a friendly acquaintance, even if it's under the effect of illusory magic. This disease lasts until you finish a long rest.
- 9–15 **Rusting Flesh:** Believed to be related to leprosy, this disease causes your flesh to corrode and slough off. You take 1d8 necrotic damage and your maximum hit points are reduced by the same amount each day at dusk. If your hit point maximum drops to 0 in this way, you die. This disease lasts until 7 days have passed.
- 16 **Blood Lunacy:** A rare and weakened form of lycanthropy. You suffer disadvantage on saving throws against contracting lycanthropy. Your hair begins to grow long and thick, and you gain no benefit from finishing a short or long rest during a full moon. This disease lasts until it's cured by magical means.

THE CRIMSON LEGION

Long ago during the Clash, the evil Legate Malfuriel the Betrayer led his Crimson Legion to battle in the Syre Wood: a strategically-located fey forest that, if conquered, could sway the tides of war in their favor. The legion's relentless army of martial imps and devils took the forest by surprise, quickly slaying the fey and razing the villages in their path as they made their way to the heart of the wood. In a final act of desperation, the forest's lord, Syre, managed to land a debilitating strike on Malfuriel at the cost of his own safety. As he plunged his sword into the Legate's back, he was struck down in turn by the invading legionnaires. While the fiends' shrieks of triumph echoed through the wood, Syre's final curse took hold: binding the legionnaires to the Syre Wood and turning Malfuriel to stone.

That night at dusk, Malfuriel's petrified body suddenly erupted, releasing a foul wave of blood that tainted and

stained the Syre Wood—a blight born of his intense hatred of the fey. Gushing waves of Malfuriel's blood swept through the wood, corrupting the beasts that lived there and twisting its plantlife into a grim husk of its former beauty. Protected by Syre's blade's aura, the area immediately surrounding Malfuriel's statue was spared from his lasting corruption: creating the Verdant Heart at the center of what is now known as the Bloodmire.

To this day, the Legate's thousands of oath-bound servants are afraid of Syre's blade and magically warded from entering the Verdant Heart. Trapped in this cursed swamp by the sword's powerful magic, these fiends have slaughtered every fey that dared step outside of the Verdant Heart, and eagerly await their leader's eventual return.

Over time, the Legion managed to repurpose a handful of magical fey orbs, warping their magic to serve the legionnaires' needs instead. These protective orbs originally warded the Syre Wood's fey villages from divination magic, but now serve to mask the appearance of nearby fiends: disguising them as simple humanoids instead. The Crimson Legion imps, which are by far the most common fiend remaining in the Bloodmire, appear as simple halflings when in range of such an orb. An orb has AC 20, 50 hit points, and resistance to all damage. Fiends within 1 mile of an orb are disguised by its magic.

To visitors, the insular 'halflings' of the Bloodmire are kind enough: offering to heal those afflicted by the Bloodmire's diseases for either coin or in exchange for the wings of a sprite. These halflings weave tales about the sprites, warning the characters of their mischief and damage inflicted upon their homes. Shopkeepers explain that they would fetch the wings themselves, but the devious sprites know them too well, and have placed magical wards to deny them access to the Verdant Heart. These are expertly crafted lies told to further the Legion's goals, but a successful DC 20 Wisdom (Insight) check reveals that something about these statements is amiss.

These disguised fiends can't be detected as fiendish by divination magic or abilities, but can be seen as normal by a creature with true sight. However, there are subtle hints that might convince an observant character that something isn't right with the creatures of these fiendish villages:

- Villagers are extremely careful about not touching the characters.
- There are no cemeteries or funeral rites performed.
- There are no children, but there are nursery rhymes and folktales of fey.
- Villagers are always shown as friendly to those afflicted by the Crimson Sight disease.

Any questions about these inconsistencies only results in a terse (but not openly hostile) conversation with the villagers. Engaging in combat with any one villager makes all other fiends within eye- and earshot immediately hostile toward the characters.

THE VERDANT HEART

In the center of the Bloodmire, a small area of lush forest clings to life. Hidden by powerful illusions are the last survivors of the Syre Wood's sprites, as well as the petrified remains of **Malfuriel the Betrayer**.

Nursery Rhyme

A jaunty song devised by the Crimson Legion that's intended to convince a traveler to retrieve Syre's Blade and free Malfuriel:

Snooty snooty winged fey
How I wish they'd stay away.
Their pride and greed
are plain to see
in Verdant Heart's oasis.

Snip their wings so we can stay
Safe from illness day by day.
Perhaps we'll be
finally free
once bloody sword's ejected.

The sprites are very wary of travelers due to the bounty placed on them by the Crimson Legion. Once discovered, the sprites cautiously explain the history of the Syre Wood to the characters. The sprites warn the party that Malfuriel still lives within the stone, and that by removing the ancient blade, they will free him from his prison and release the curses placed on him and his Legion. If the party can successfully convince the sprites to remove the illusions hiding Malfuriel's body, they will lead the party to his location and unveil his lair. Alternatively, a successful DC 30 Wisdom (Perception) or Intelligence (Arcana) check reveals the location of the lair, although 2d4 + 4 **sprites** appear to defend it from entry.

Once revealed, the petrified form of Malfuriel can be plainly seen. Syre's blade, *Silverwind, the Cleansing Breeze*, juts out from the body, bathed in a stream of blood that flows from the wound. A creature can remove the sword with a successful DC 25 Strength (Athletics) check. Doing so causes Malfuriel's flesh to revert from its stony state, freeing him to continue his rampage, and signals the start of combat. Use the statistics for Malfuriel on page 11, as well as the map of his lair at thegriffonsaddlebag.com/bloodmire. The Crimson Legion only knows that Malfuriel has returned and their curse has been lifted if he manages to escape from the Verdant Heart. If he does, the fiends rush to the Verdant Heart to slay the remaining fey before leaving the Bloodmire to continue their centuries-old war.

Killing Malfuriel ends the curse on the Bloodmire, allowing it to slowly return to being the Syre Wood over time. Destroying the remaining fiends and Crimson Legion villages speeds up the forest's recovery.

EXPLORATION

The Bloodmire's dense canopy, hazy red mist, and lack of civilization's touch make navigation difficult. Most settlements and landmarks have no pathways to or from them and require the help of navigational tools and a good sense of direction instead. As such, navigating to even a familiar location without becoming lost requires intense preparation and no small amount of luck or skill.

TRAVELING IN THE BLOODMIRE

The speed of traversing the Bloodmire is limited by its flooded state. Sailing is most ideal, though the dangers are not entirely mitigated. Using tree roots, branches, and lashed bridges to navigate takes twice as long due to the difficult terrain. In either case, travelers must succeed on a DC 10 Constitution saving throw for each day of travel or become diseased (see the Bloodmire Diseases table) and roll for random encounters once per day.

Travelers without a boat who risk swimming through pools of bloodwater in exchange for a faster travel pace must succeed on a DC 15 Constitution saving throw each day of travel or become diseased (see Bloodmire Diseases table). They also roll for random encounters twice per day.

NAVIGATION

Travel through the Bloodmire would be difficult enough if it were a normal swamp. With its myriad of dangers and oppressive red mist, a navigation check (roll on the Bloodmire Navigation DCs table) is required to reach any specific location without becoming lost, even if previously visited.

FORAGING

The swamp's bloodwater is consistent throughout, and blood-corrupted game like squirrels, frogs, fish, and birds are prevalent. A foraging character makes a DC 13 Wisdom (Survival) check as normal. There is a 50% chance that food or water foraged in the Bloodmire is diseased. A creature that ingests diseased food or water in this way must roll on the Diseased Foraged Food table.

BLOODMIRE NAVIGATION DCs

DC	Location
15	A location in the outskirts of the Bloodmire, or near an outpost
20	A location near the center of the mire, such as the Verdant Heart.
25	A location hidden from view, such as a sprite village, secret island, or forgotten fey portal.

BECOMING LOST

d6	Result
1-4	Amid backtracking and great confusion, the party ends the day up to 2d6 miles in a random direction away from their destination if sailing, or 1d6 miles away if walking.
5-6	Using the gradual current of blood emanating from the Verdant Heart, the party ends the day up to 1d6 miles away from their destination despite being lost.

DISEASED FORAGED FOOD

d6	Result
1	The character is poisoned for 8 hours and rolls on the Bloodmire disease table.

d6 Result

2-5	The character is poisoned for 1 hour.
6	The character is not nourished but suffers no other ill effects.

GATHERING RESOURCES

Bloodbark is a resilient layer of magical wood that can be harvested from the certain kinds of corrupted trees of the Bloodmire. It takes a successful DC 16 Wisdom (Survival) check to find and harvest 1d6 + 4 pounds of it over the course of 8 hours. When bloodbark is used to build objects such as furniture, docks, boats, or coffins, it absorbs blood and prevents unsightly stains. If bloodbark is used to make a weapon that deals piercing or slashing damage, the weapon is magical, and creatures hit by that weapon don't bleed as a result of the attack. Bloodbark can be sold for up to 1 silver per pound to the right buyer.

A bloodfern is an herb that helps to calm the frenzied or stressed mind when ingested. Most notably, berserkers and lycanthropes take the herb to stifle their rage and bloodlust. It takes a successful DC 18 Wisdom (Survival) check to find and harvest 1d4 pounds of bloodferns over the course of 8 hours. Bloodfern can be sold for up to 10 gold per pound to an interested buyer.

EXAMPLE ENCOUNTERS TABLE

4d10	Result
4	A corrupted fey portal that allows instant travel to a realm of shadows and dread during the New Moon.
5	A hidden, quicksand-like pool of diseased blood. Each character must succeed on a DC 15 Constitution saving throw or become diseased (see Bloodmire Diseases table).
6	1d4 carnivorous plants. The same number of characters must succeed on a DC 13 Dexterity saving throw or suffer 2d8 slashing damage and become diseased (see Bloodmire Diseases table) as the plants' vines slice into exposed flesh.
7	1 bloodmire treant
8	A grove of abundant bloodfern. Spending 1 hour gathering yields 1d4 pounds per character, up to a maximum of 30 pounds.
9	A fallen bloodbark tree. Spending 1 hour with an axe yields 2d12 pounds per character, up to a maximum of 48 pounds.
10-13	1d4 giant mosquitoes (60%) or swarms of giant mosquitoes (40%)
14-17	1d3 giant blood eels
18-21	3d4 giant frogs (50%) or giant snakes (50%)
22-25	1d6 crocodiles (25%) or hunter sharks (75%)
26-29	2d4 quippers (70%) or stirges (30%)

4d10 Result

- 30–33 2d6 fugitives (**outlaws**) hunting for food. They leave peacefully if given rations/supplies, but otherwise attack.
- 34 1d4 **Crimson Legion imps** prowling for violence.
- 35 A dense cloud of diseased insects. Each character must succeed on a DC 12 Constitution saving throw or become diseased (see Bloodmire Diseases table).
- 36 Old fey ruins buried under mud and submerged in the swamp. Murals of the war (75%) or carved poetry about Syre (25%) can be found with a DC 17 Intelligence (Investigation) check.
- 37 A battlefield from the war. Fey and fiendish weapons and armor long corroded (90%) or intact (10%).
- 38 A partially submerged fey monument depicting a bold warrior. A successful DC 18 Intelligence (Religion) check recognizes the ancient hero as Syre.
- 39 1d8 sprites out scouting for intelligence (Roller if the party is far away from the Verdant Heart).
- 40 An intact fey portal that allows instant travel to the sprite village in the Verdant Heart while a waxing crescent moon is overhead.

Transfused Beasts

Some of the beasts of the Bloodmire have adapted and become eerie approximations of their ancestors. You decide whether to use original or transfused versions of beasts on the Random Encounter table. These sickly, transfused creatures have an unearthly red glister and have the following changes to their stat blocks:

- Their alignment becomes neutral evil
- Their attacks deal necrotic damage instead of bludgeoning, piercing, or slashing.
- They are immune to the diseases described in the Bloodmire Diseases table.
- They can breathe under bloodwater.
- They understand infernal but cannot speak it.
- They prioritize wounded prey when in combat, drawn to the fresh blood.

RUINS AND DUNGEONS

Due in large part to the murky, ever-shifting sludge of the Bloodmire's terrain, dungeons are far more likely to be ephemeral in nature as opposed to stone or rock caverns in the earth. Whether they be in the swamp's dense canopy above, the bloodwater and muck below, or in the ancient fey passageways that are only discoverable during unique lunar phases, the Bloodmire's secrets are revealed only to those with extraordinary persistence and skill.

When designing a Bloodmire dungeon, take special note of the humidity's eroding influence, and the incessant thrum of

the swamp's beasts and insects. Make sure your players don't forget the oppressive weight of the Bloodmire's connection to mutant life and the stench of fresh, metallic death.

EXAMPLE DUNGEONS

d6 Example Dungeon

- 1 Hidden and carefully guarded under the bloodwater of a Crimson Legion village is an alchemical laboratory that contains a stockpile of broken fey orbs. Careful investigation could reveal the history of these orbs as well as a way to disable them all for good.
- 2 A once-prominent fortress built by Syre and his warriors is now almost completely destroyed by plantlife, mud, and bloodwater. The sturdy, yet sunken walls are now home to a variety of monstrous amphibians, reptiles, and other beasts. Perhaps some carved hints about the Bloodmire's origin or ancient artifacts could be salvaged from the muck.
- 3 High in the canopy, a large number of giant mosquitoes have made a strange hive that's reminiscent of a wasp's nest. The local refugees weren't concerned about the hive until the insects started abducting children and other small adults. They suspect that the people stolen are being used to build, or possibly feed, something deep within the hive's labyrinthian tunnels.
- 4 One of the very few intact fey portals leads to Syre's hidden demiplane: a tower filled with magical traps, libraries, and fey heirlooms. Whether led there by sprites or found by chance, only the bravest adventurers would be capable of journeying to the end to find the mysterious treasure Syre left behind. However, even the few remaining sprites can't remember what it might be.
- 5 A fey portal has become corrupted by the Bloodmire's curses. Each new moon, the portal sparks to life and allows travel to a realm full of shades, dark magic, and terrors of the night. While it's open, this portal allows these strange nightmares to leak out and terrorize the swamp's inhabitants with otherworldly monsters. Unless someone can find a way to close the portal, the Bloodmire may fall completely under its sway.
- 6 Locating a roving camp of bandits in the Bloodmire takes a large amount of skill, as they've learned to use the mist, canopies, and bloodwater to hide from sight until the time to strike. Rumor tells that a group of these bandits have amassed a hoard of treasure somewhere in the Bloodmire that's filled with gold, goods, and supplies stolen from merchants who were either careless or desperate enough to travel through the swamp unprotected.

SETTLEMENTS

Settlements located in the Bloodmire are typically transient in one way or another, as the shifting muck and inconsistent blood level necessitate easy adaptability. Whether construct-

ed from anchored boats or on stilts, or lashed treehouses, tremendous stubbornness is required.

Make sure to emphasize how the humidity affects wooden and rope structures, making them gradually darken and wear down like driftwood, eaten by the corrosive erosion of the swamp. The result is a dark monochromatic wash of crimson fading to brown and black. Wealthier villages or inhabitants may have homes or boats made of bloodbark: a distinguishing and clean feature that separates them from others.

The overarching mood of most settlements is that of survival first and courtesy second. Soft-hearted and soft-handed folk don't last long in the Bloodmire. While not necessarily hostile, most inhabitants have a healthy suspicion of newcomers: especially those draped in fine or clean raiment.

SUGGESTED INHABITANTS

Various humanoids ill-suited to upper society might make their home in the Bloodmire, far away from the prying eyes of law-keepers or invading armies. Beyond that, the fey and devilish warriors of the Clash are still present, albeit hidden by glamour and illusion.

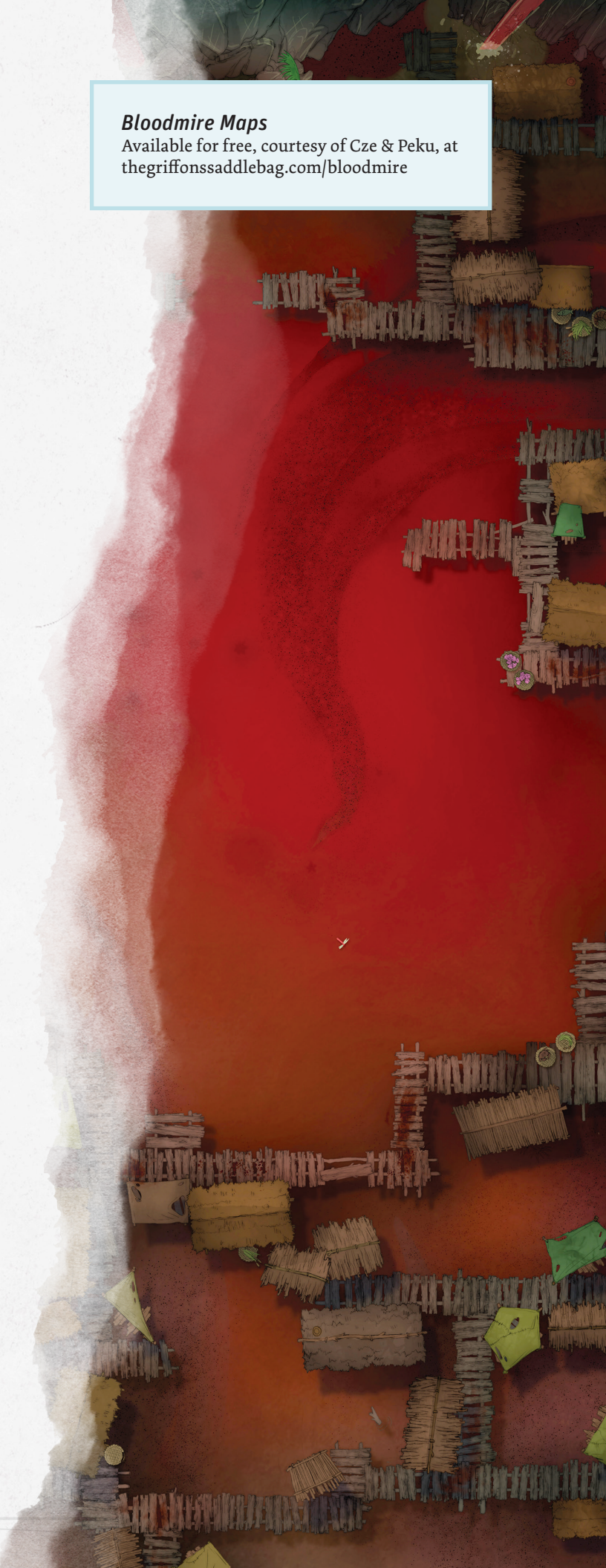
EXAMPLE SETTLEMENTS

Consider using these sample ideas as inspiration when building your own settlements within the Bloodmire.

- Jutting out of the swamp on bloodbark stilts and hanging from canopy treehouses, several small communities of odd halflings that work together in perfect sync to eke out a living near the edge of the Bloodmire. They work and trade with merchants and travelers that choose to enter the swamp and are strangely pleasant to speak to, despite the wary culture that pervades the swamp. The villagers are all Crimson Legion imps, disguised by one of their repurposed fey orbs, and continue to stockpile their wealth and supplies for when Malfuriel returns, allowing them to set off more readily on their path of conquest and destruction.
- Various lashed-together dinghies and skimmers make up the brunt of this roving floating city of outlaws and brigands. The enhanced mobility enables them to make short work of those foolhardy travelers crossing the Bloodmire without proper protection.
- After the tumult of war, famine, poor luck, or seeking respite from the law, a dozen scattered refugees have staked their tents on the few hills of muddy earth. They scrape by in equal parts due to their stubborn dedication, and by their kindness to those in similar circumstances.
- Nestled amidst protective illusions and wards near the center of the Verdant Heart lies the last remaining bastion of the fey and all that remains of the old Syre Wood. A small village of honor-bound sprites dream of the beauty of the past, while fighting to keep the flame of their ancient war lit within their hearts.
- A sprawling network of constantly repaired treehouses and lashed rope lodge a coalition of reluctant werewolves trying to resist their curse. The Bloodmire seems to lessen the moon's effects and the pain of their transformation, and have a special bloodfern tea that helps control their cravings for flesh and rage.

Bloodmire Maps

Available for free, courtesy of Cze & Peku, at thegriffonsaddlebag.com/bloodmire



BLOODMIRE MONSTERS

BLOODMIRE TREANT

The Syre Wood was home to numerous great trees and treants, but the swiftness of the Legion's assault left the forest's defense in the hands of Syre and his sprites. As such, the blood of Malfuriel has rapidly tainted the various treants of the swamp just as it altered the other wildlife. Those unlucky enough to draw a bloodmire treant's ire will face all of nature's wrath as well as the foul blood magic of Malfuriel, as these cursed treants possess the ability to animate pools of bloodwater into ooze-like forms as an additional means of defense.

CRIMSON LEGION IMP

The Crimson Legionnaires are a swift, decisive, and efficient unit of infantry. In stark contrast to typical imps, Crimson Legion imps are zealous and obedient followers, known throughout the Lower Planes for their stubborn devotion to Malfuriel. With invisibility and silvered tongues, the art of war is second nature to them, and ensures that any battlefield conflict is skewed in their favor. They make frequent use of their shapechanging, becoming rats, hawks, and centipedes in order to scout, spy, or conceal their true numbers.

Made larger by fiendish blood magic, these imps are otherwise similar in appearance to their lesser brethren. Red skin in various shades, poison-dripping scorpion tail, bat-like wings and unique patterns of horns upon their heads all serve as identifying features.

GIANT BLOOD EEL

With translucent red skin, the giant blood eels of the Bloodmire are nearly impossible to detect as they traverse the deep pools of bloodwater. Naturalists are unsure of exactly how the eels came to dwell in the swamp, but attempts to research them more fully or retrieve a specimen has resulted in numerous vanished expeditions.

GIANT MOSQUITO

Empowered by the sheer volume of slow-moving blood present in the swampland formerly known as the Syre Wood, giant mosquitoes are a constant threat to travelers and denizens alike. The mosquitoes are one of the most frequent carriers of disease and with their size and numbers are capable of tremendous damage.

MALFURIEL THE BETRAYER

Malfuriel was once an ardent enforcer of the heavens: charged with punishing bigots and heretics. But time's passing led him to take satisfaction—then pleasure—from inflicting pain. He became a sadistic torturer and was exiled from the Upper Planes: a fallen planetar. When the forces of hell offered him the opportunity to lead a legion and inflict wanton suffering on his choice of targets, Malfuriel accepted

the bargain, becoming a devil in the process. After several successful campaigns of slaughter and torture, Malfuriel's Crimson Legion became a renowned and unstoppable force of destruction.

With bruised, pale green skin and a multitude of open cuts slowly oozing blood, Malfuriel's hulking form is appropriately intimidating and only subtly recognizable as once angelic. His once white-feathered wings are now stained and dripping crimson. Freed from Syre's cursed blade, his boundless fury is free once more to raze all opposition.

BLOODMIRE TREANT

Huge plant, neutral evil

Armor Class 15 (natural armor)

Hit Points 92 (8d12 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, necrotic, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 5 (1,800 XP)

Bloodmire Adaptation. The treant is immune to the diseases described in the Bloodmire Diseases table.

False Appearance. While the treant remains motionless, it is indistinguishable from a normal Bloodmire tree.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Mud Ball. *Ranged Weapon Attack:* +7 to hit, range 60/180 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage, and the target's speed is halved until the start of the treant's next turn.

Animate Blood (2/Day). The treant magically animates a pool of blood it can see within 60 feet of it. The blood congeals into a viscous form and has the statistics of a gelatinous cube, except its Ooze Cube, Pseudopod, and Engulf trait and action options deal necrotic damage instead of acid damage, and its Transparent trait doesn't function unless it's in blood or bloodwater.

The animated blood acts as an ally of the treant. The blood remains animate for 8 hours or until it dies; until the treant dies or is more than 120 feet from the blood; or until the treant takes a bonus action to turn it back into an inanimate pool of blood.

CRIMSON LEGION IMP

Small fiend (devil, shapechanger), lawful evil

Armor Class 14

Hit Points 49 (9d6 + 18)

Speed 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	15 (+2)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Str +1, Cha +4

Skills Deception +4, Insight +4, Persuasion +4, Stealth +6

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, Common

Challenge 3 (700 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a giant rat (speed 30 ft.), a blood hawk (10 ft., fly 60 ft.), or a giant centipede (30 ft., climb 30 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Bloodmire Adaptation. The imp is immune to the diseases described in the Bloodmire Diseases table.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

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

ACTIONS

Sting. (Bite or Beak in Beast Form). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is

GIANT BLOOD EEL

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 38 (7d6 + 14)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	2 (-4)	11 (+0)	3 (-4)

Skills Perception +2, Stealth +4

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

Bloodmire Adaptation. The eel is immune to the diseases described in the Bloodmire Diseases table.

Water and Blood Breathing. The eel can breathe only underwater or under bloodwater.

ACTIONS

Multiattack. The eel makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

BLOODMIRE ROD



GIANT MOSQUITO

Small beast, unaligned

Armor Class 12

Hit Points 13 (3d6 + 3)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

3Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Bloodmire Adaptation. The mosquito is immune to the diseases described in the Bloodmire Diseases table.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 3 (1d6) poison damage.

SWARM OF GIANT MOSQUITOES

Large swarm of small beasts, unaligned

Armor Class 13

Hit Points 39 (6d10 + 6)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-2)	16 (+3)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Bloodmire Adaptation. The mosquito is immune to the diseases described in the Bloodmire Diseases table.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small mosquito. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

OPTIONAL: Malfuriel's Weakened State

At your discretion, Malfuriel may be in a weakened state from his battle with Syre when the party first encounters him. If so, his hit point maximum is reduced to 109, making him a CR 9 encounter worth 5,000 XP.

MALFURIEL THE BETRAYER

Large fiend (devil), lawful evil

Armor Class 17

Hit Points 126 (12d10 + 60)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	21 (+5)	17 (+3)	20 (+5)	21 (+5)

Saving Throws Con +9, Wis +9

Skills Deception +9, Intimidation +9, Perception +9

Damage Resistances cold, fire, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

Bloodmire Adaptation. Malfuriel is immune to the diseases described in the Bloodmire Diseases table.

Devil's Sight. Magical darkness doesn't impede Malfuriel's darkvision.

Divine Awareness. Malfuriel knows if he hears a lie.

Innate Spellcasting. Malfuriel's spellcasting ability is Charisma (spell save DC 17). Malfuriel can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)

3/day: *dispel evil and good*

1/day: *blight*, *wall of fire*

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

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

Forsaken Weapons. Malfuriel's weapon attacks are magical. When Malfuriel hits with any weapon, the weapon deals an extra 3 (1d6) necrotic damage (included in the attack).

ACTIONS

Multiattack. Malfuriel makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 3 (1d6) necrotic damage.

Corrupting Touch (2/Day). Malfuriel touches a creature, and that creature must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys Malfuriel's spoken or telepathic commands. If the target suffers any harm, or receives a command to harm itself, the target can repeat the saving throw, ending the effect on itself on a success. If a target successfully saves against the effect, or if the effect ends for it, the target is immune to Malfuriel's Corrupting Touch for the next 24 hours.

LEGENDARY ACTIONS

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

Move. Malfuriel moves up to half his speed.

Greatsword (2 Actions). Malfuriel makes one greatsword attack.

Accursed Step (3 Actions). Malfuriel magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see. Malfuriel can then choose one creature he can see within 5 feet of him. The target must make a DC 17 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save or half as much damage on a successful one. Malfuriel regains hit points equal to the amount of necrotic damage dealt.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Malfuriel can take a lair action to cause one of the following effects:

- A stream of blood opens up on the ground originating at a point Malfuriel chooses within 60 feet of him. The stream is 30 feet long, 5 feet wide, and 5 feet deep. Each creature in the area must make a DC 15 Dexterity saving throw. On a successful save, a creature moves to the nearest unoccupied space of its choice outside the stream. On a failed save, the creature falls into the stream and takes 7 (2d6) necrotic damage. A creature that starts its turn in the stream must succeed on a DC 13 Constitution saving throw or become diseased (see the Bloodmire Diseases table).
- A pillar of unholy flame bursts from the ground. Each creature in a 5-foot-radius, 60-foot-high cylinder centered on a point Malfuriel chooses within 60 feet of him must make a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage and 7 (2d6) necrotic damage on a failed save or half as much damage on a successful one.

EXAMPLE TREASURE

When determining treasure for the Bloodmire, consider the denizens that live there. Items that are fey or fiendish in origin, such as the signet rings of the fey court or chain devil gloves, or deal with diseases such as the plaguebane mask or carrion shroud would be good fits. Of course, any item with “blood” or “bloodmire” in its name is a perfect fit for this environment.

Silverwind, the Cleansing Breeze was the blade once wielded by Syre, the lord of the Syre Wood. It can be found within the Bloodmire piercing the petrified body of Malfuriel the Betrayer in the Verdant Heart, and is an artifact designed to be appropriate for characters of varying levels. You can find its details below.

SILVERWIND, THE CLEANSING BREEZE

Weapon (longsword), artifact (requires attunement)

This mighty longsword once belonged to Syre, the fey lord of the now fallen Syre Wood. This ancient blade was used to lead the charge against a legion of invading fiends, and still holds a power over such creatures. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which has the finesse property. When you hit a fiend with an attack using this sword, that creature takes an extra 1d6 radiant damage.

Instant Attunement. If you pull *Silverwind, the Cleansing Breeze* from the body of Malfuriel the Betrayer, you are immediately attuned to it. When this happens, you can choose to immediately end your attunement to one of your other magical items, even if it's cursed (as if by the remove curse spell or similar magic). If you are already attuned to your maximum number of magic items, you must end your attunement to one of them in this way.

Variant Properties. Some properties of this artifact are locked behind layers of dormant magic. As you grow stronger and reach certain milestones, these properties may become available to you. This weapon can have up to 3 of the following properties active at a time. When you attune to *Silverwind*, up to the first 3 properties available to you are activated. Whenever you finish a long rest, you can replace any of the activated properties with another one.

- While holding this sword, you can use an action to cast the dancing lights, druidcraft, or minor illusion spell (save DC 13) from the weapon. In addition, when you reach 5th level, you can use a bonus action to cast the true strike spell from it.
- **Prerequisite:** *Fey Ancestry trait or the Fey creature type.* You are immune to disease.
- **Prerequisite:** *8th level.* Your bonus to attack and damage rolls with this weapon becomes +2, and any fiend hit by it takes an extra 2d6 radiant damage, instead of 1d6. When you reach 14th level, the bonus increases to +3, and any fiend hit by it takes an extra 3d6 radiant damage instead.
- **Prerequisite:** *8th level, Fey Ancestry trait or the Fey creature type.* You can use an action to touch a creature and magically know its current emotional state. If the target fails a DC 16 Charisma saving throw, you also know its alignment. Celestials, fiends, and undead automatically fail the saving throw.
- **Prerequisite:** *14th level.* While holding this sword, you can use a bonus action to create an illusory copy of yourself in an unoccupied space you can see within 30 feet of you. You choose what direction your copy is facing. The copy mimics your movements and attacks with this sword until the end of your turn, moving forward, turning, and attacking to match your actions relative to its position. The copy can't walk through walls or other solid surfaces. The copy uses your attack and damage rolls for any attack you make with this sword, dealing force damage instead of slashing on a hit. The copy vanishes at the end of your turn. If the copy is in an unoccupied space when it vanishes, you can choose to teleport to its space. Once this property of the sword has been used, it can't be used again until the next dawn.
- **Prerequisite:** *14th level, Fey Ancestry trait or the Fey creature type.* While this sword is on your person, you can use an action to cast the disguise self spell (save DC 16). If you drop the sword, the spell ends.
- **Prerequisite:** *Slay or help slay Malfuriel the Betrayer or similarly powerful fiend.* When you attack a creature with this weapon and roll a 20 on the attack roll, that target must succeed on a DC 16 Constitution saving throw or be magically restrained until the end of your next turn. If the target is a fiend, it's petrified until the end of your next turn instead.
- **Prerequisite:** *20th level.* You gain the benefits of all of this sword's variant properties, including those whose prerequisites you don't meet.

Destroying Silverwind. The only way to destroy *Silverwind, the Cleansing Breeze* is to melt it in the fires of the Magmarath Caldera, a raging volcano in the Lower Planes overrun with fiends. It must remain submerged in the magma for 10 years before it succumbs to the fire and is destroyed. When it does, the volcano erupts.



SILVERWIND, THE CLEANSING BREEZE



GRIM SURGEON ROGUE

NEW CHARACTER OPTION: ROGUE

Dexterous fighters and brigands are full of surprises. Trained assassins, spies, and cutpurses are classic rogues, but where there are new dangers and rewards to be gained, so too are the kinds of people seeking to subvert and claim them. Whether they slink through shadows to avoid detection or walk harmlessly through danger, every rogue has trained to develop their own methods of handling life's threats.

GRIM SURGEON

You've developed a unique familiarity with knives, bodies, and blood in your line of work. Like a tinkerer's knowledge of clockwork and gears, you've come to an understanding of how bodies are put together instead. Medical experts in rough or war-torn cities and villages may follow this archetype, but so do rogues who take a particular interest in either clerical or necromantic magic. A grim surgeon uses medical knowledge and strange blood magic to dismantle foes, restore allies, and control bodies like puppets.

MEDIC

When you choose this archetype at 3rd level, you gain proficiency in the Medicine skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses this skill.

In addition, your familiarity with blood has become magical, giving you some degree of control over it. As a result, you can use a bonus action to magically stabilize an unconscious creature within 5 feet of you.

You can use this same magic when you apply traditional healing techniques. When you expend one use of a healer's kit on a creature, that creature regains hit points equal to $1d4 +$ your proficiency bonus. The creature can't regain hit points from this feature again until it finishes a short or long rest.

TRANSFUSION

Starting at 3rd level, when you deal Sneak Attack damage to a creature that isn't a construct or an undead, you gain temporary hit points equal to your Wisdom modifier (minimum 1). When you reach 13th level, you gain temporary hit points equal to twice your Wisdom modifier instead. These temporary hit points last until the start of your next turn.

FIELD SURGEON

By 9th level, your medical expertise and blood magic allow you to painlessly mend an ally's wounds using surgical techniques. Over the course of a short rest, you can cause one creature other than yourself to regain a number of hit points equal to your Sneak Attack dice. The creature can't regain hit points from this feature again until it finishes a long rest.

TOXIC SHOCK

At 13th level, when you gain temporary hit points from your Transfusion feature, the target of the attack takes extra necrotic damage equal to twice your Wisdom modifier as its life is siphoned from it. Until the target finishes a short or long rest, its hit point maximum is reduced by an amount equal to the necrotic damage it took.

BLOODBOUND

By 17th level, you can command the blood inside certain creatures. Immediately after you deal Sneak Attack damage to a beast or humanoid, you can force that creature to make a Constitution saving throw. The DC is equal to $8 +$ your proficiency bonus $+ your$ Wisdom modifier. On a failed save, that creature is under the effect of the *dominate beast* or *dominate person* spell, respectively, for 1 minute or until you choose to end the effect (no action required).

Once you use this feature, you can't use it again until you finish a short or long rest.



BLOODMIRE PHIALE