

Monster Manual Update: Foulspawn

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Foulspawn come in many forms, all twisted distortions of people. These soldiers of the aberrant hordes hate the creatures of the natural world. From places of madness and Underdark caverns, they wage war against humanity.

Creatures taken from the world into the Far Realm become foulspawn if they are unfortunate enough to survive. Traces of their original forms remain, from the bloody, glistening muscles of a hulk to the unnatural flab of a seer. Few clues exist as to what the process of transformation might entail, and the foulspawn don't discuss it: As far as they can tell, they were always this way.

People stolen from one region might reappear through portals or planar bleeds far away, but on rare instances their old friends and family can identify them. This recognition goes beyond the physical form, which is totally reshaped; rather, their loved ones find some hint of the old self in a gesture or a look in the eyes.

Hate the Natural World: Exposure to the Far Realm changes not only the bodies of foulspawn but also their minds. They believe that what they were was wrong. They see their world as disgusting, and

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the only cure is for every person, animal, and plant be torn to shreds or changed by the touch of the mad plane. Foulspawn grant no quarter to anyone, not even the people they once knew.

Foulspawn kill whatever or whomever they find but specifically target settlements, especially villages built in the Underdark or on the slopes of mountains. They take captives only if they know of a nearby portal to the Far Realm where they can send victims to be transformed, or if an aberrant master orders them to round up thralls.

Captives of the foulspawn begin to hear voices and see visions of the horrors beyond just by spending time in the creatures' presence. Those who are rescued from captivity usually return insane, suicidal, or even murderous. A person can go mad after seeing just a glimpse of the Far Realm through a planar bleed. Captives who go through never regain their normal selves. Even if they aren't turned into foulspawn, they become sleeper agents of the Far Realm, with deeply implanted suggestions to kill and destroy in the name of madness.

Appear in Places of Madness: A cave of visions in the lair of an aboleth. The blood-caked pits of an abandoned charnel house once run by vampires. A rotting madhouse filled with starving "patients." Anywhere the insane live, or where atrocities broke people down and drove them to take desperate measures, foulspawn and the Far Realm find footholds in the world. The choicest sites lie in the Underdark, where aberrant creatures have long dwelled or explorers became lost in the darkness and went mad. When foulspawn become established, more of their kind are soon to follow. Their presence in an area infuses it with the Far Realm's blight, and the spreading madness invites more incursions from beyond.

Loose Clans in Alien Warrens: Foulspawn initially appear scattered throughout a larger area, but before long they assemble, drawn to one another's madness. The creatures rarely speak, both because

"The creatures smiled as they left. I knew not why but my mind now says to me things: darkness, taste of bones, love of the great stars. I make myself be a body afore I am too late. Know what I became you not want to meet."

-Note found with the body of the warrior Elde

they use telepathy and because their bizarre minds all work the same way. They wander about, their mouths frozen in toothy grins and their eyes wide, occasionally staring or nodding at one another. These loose collectives split their time between finding things to kill and warping their territory into warrens that could have come from the Far Realm.

A foulspawn warren spreads out in several directions with no clear plan (though the overall structure often looks like a spiral). Any creature that stumbles into a warren would be hard pressed to find a way out and could quickly become surrounded. Tunnels reach up into the ceiling, down into the ground, and in random directions. The walls are painted (often using blood) with weirdly glowing sigils that appear in no known language or magical alphabet. Despite their brutality, foulspawn keep their lairs clean of bodies and bones. They have been known to pile up corpses to form ramparts just beyond the bounds of their warrens.

Servants of Aberrant Masterminds: Foulspawn willingly submit to the demands of the greater creatures of the Far Realm, such as mind flayers, aboleths, and beholders. Assuming they know less of the ways of madness than these masterminds, foulspawn follow their edicts—even those that seem labyrinthine or inconsequential. Humanoid thralls make foulspawn nervous, though: They can't understand why a mind flayer would collect and keep natural creatures.

Usually they can overcome their instincts, but occasionally foulspawn desert a master. Nothing frustrates an aberrant mastermind like a nearby pack of rogue foulspawn, killing potential thralls and drawing attention to their territory.

Uneasy Allies with Mad Cults: The cultists of the world might never achieve the true madness of aberrations, but they at least attempt to succumb to insanity and destruction. Foulspawn sometimes ally with these creatures, though always on a short-term basis. Followers of Tharizdun and Demogorgon hold philosophies closest to what the foulspawn believe.

The foulspawn show up in the midst of the cultists, killing anyone who challenges them and issuing cryptic demands. They encourage the cultists to open passages to the Far Realm and go on expeditions to slaughter normal people. As far as the foulspawn are concerned, these plucky little creatures can serve a purpose before being killed like everything else of their world. If the cultists object, they clearly weren't true believers anyway.

Creatures in Flux: From the time they transform, foulspawn remain mutable, reacting to their environment and situation by changing their thought processes and physical traits. A foulspawn hulk or berserker becomes larger and more muscular after being wounded, sometimes splitting its flesh or breaking loose from armor as it grows. The flesh of a seer warps and shifts, rippling like water. A grue's finger bones extend to become claws when it fights, then retract when it needs to manipulate objects. A mangler's muscles become more elastic, allowing it to move quickly and strike with its daggers in all directions.

The group's goals evolve as well. No debate precedes the decision, nor does any one foulspawn command the rest. Consensus is instantaneous. Once a new plan consumes the foulspawn's minds, they immediately set forth to accomplish it.

Foulspawn Grue		Level 8 Controller	
Small aberrant humanoid		XP 350	
HP 87; Bloodied 43		Initiative +8	
AC 22, Fortitude 19, Reflex 21, Will 20		Perception +5	
Speed 4		Low-light vision	
STANDARD ACTIONS			
⚔ Claw ♦ At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 2d4 + 9 damage, and the target is slowed (save ends). If the target is already slowed, it is instead dazed (save ends).			
☞ Whispers of Madness (psychic) ♦ Recharge ☞ ☞			
Attack: Ranged 5 (one nondeafened creature); +11 vs. Will			
Hit: 4d6 + 10 psychic damage, and the target is slowed (save ends). If the target is already slowed, it is instead dazed (save ends).			
MOVE ACTIONS			
🌀 Teleport (teleportation) ♦ At-Will			
Effect: The grue teleports up to 4 squares.			
MINOR ACTIONS			
☞ Mind Worm ♦ Recharge when the target saves against this power			
Attack: Ranged 10 (one creature); +11 vs. Will			
Hit: The target is slowed and takes a -2 penalty to Will (save ends both).			
Skills Stealth +13			
Str 8 (+3)	Dex 19 (+8)	Wis 3 (+0)	
Con 15 (+6)	Int 11 (+4)	Cha 16 (+7)	
Alignment evil		Languages Deep Speech, telepathy 10	

Foulspawn Mangler		Level 8 Skirmisher	
Medium aberrant humanoid		XP 350	
HP 86; Bloodied 43		Initiative +9	
AC 22 (24 while bloodied), Fortitude 19,		Perception +7	
Reflex 20 (22 while bloodied), Will 19		Low-light vision	
Speed 7 (9 while bloodied)			
TRAITS			
Combat Advantage			
The mangler deals 2d6 extra damage against any creature granting combat advantage to it.			
Mangler's Mobility			
The mangler gains a +5 racial bonus to AC against opportunity attacks provoked by movement.			
STANDARD ACTIONS			
⚔ Dagger (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 2d4 + 7 damage.			
☞ Thrown Daggers (weapon) ♦ At-Will			
Attack: Ranged 5 (one or two creatures); +13 vs. AC			
Hit: 2d4 + 4 damage.			
⚔ Dagger Dance ♦ Recharge when first bloodied			
Effect: The mangler uses <i>dagger</i> four times and can shift 1 square after each attack.			
Skills Athletics +10, Stealth +12			
Str 13 (+5)	Dex 17 (+7)	Wis 6 (+2)	
Con 14 (+6)	Int 10 (+4)	Cha 14 (+6)	
Alignment evil		Languages Deep Speech, telepathy 10	
Equipment 8 daggers			

Foulspawn Berserker		Level 9 Soldier
Medium aberrant humanoid		XP 400
HP 102; Bloodied 51		Initiative +7
AC 25, Fortitude 23 (25 while bloodied), Reflex 20, Will 20		Perception +0
Speed 7 (9 while bloodied)		Low-light vision
Immune fear		
TRAITS		
☼ Berserker Aura ♦ Aura 1		
When a creature in the aura makes a melee attack, it must choose its target at random from the potential targets in range.		
Mental Feedback (psychic)		
Whenever a creature targets the berserker with a charm attack, the creature and the berserker each take 10 psychic damage.		
STANDARD ACTIONS		
⬇ Greatsword (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +14 vs. AC, or +16 vs. AC while the berserker is bloodied		
Hit: 2d10 + 6 damage, or 2d10 + 10 damage while the berserker is bloodied.		
⬇ Berserker Charge ♦ At-Will		
Effect: The berserker charges, and the charge attack deals 5 extra damage on a hit.		
Str 18 (+8)	Dex 12 (+5)	Wis 3 (+0)
Con 22 (+10)	Int 8 (+3)	Cha 12 (+5)
Alignment chaotic evil		Languages Deep Speech, telepathy 10
Equipment greatsword		

Foulspawn Seer		Level 11 Artillery (Leader)
Medium aberrant humanoid		XP 600
HP 86; Bloodied 43	Initiative +7	
AC 25, Fortitude 21, Reflex 25, Will 23	Perception +9	
Speed 6	Low-light vision	
TRAITS		
☼ Foul Insight ◆ Aura 10		
Any ally in the aura that can hear the seer gains a +2 power bonus to one attack roll, skill check, ability check, or saving throw on its turn.		
STANDARD ACTIONS		
Ⓢ Twisted Staff (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 2d8 + 10 damage, and the seer can push the target 1 square.		
✈ Warp Orb (psychic) ◆ At-Will		
Attack: Ranged 10 (one creature); +16 vs. Reflex		
Hit: 2d8 + 5 psychic damage, and the target is slowed (save ends). If the target is already slowed, it is instead dazed (save ends).		
⚡ Distortion Blast ◆ Encounter		
Attack: Close blast 5 (creatures in the blast); +14 vs. Fortitude		
Hit: 3d8 + 8 damage, and the target is dazed (save ends). If the target is aberrant, the damage is halved.		
MOVE ACTIONS		
Teleport (teleportation) ◆ At-Will		
Effect: The seer teleports up to 3 squares.		
TRIGGERED ACTIONS		
Bend Space (teleportation) ◆ Recharge ☼ ☼		
Trigger: An attack hits the seer.		
Effect (Immediate Interrupt): The seer teleports up to 3 squares.		
Str 10 (+5)	Dex 14 (+7)	Wis 8 (+4)
Con 14 (+7)	Int 22 (+11)	Cha 18 (+9)
Alignment evil	Languages Deep Speech, telepathy 10	
Equipment staff		

Foulspawn Hulk		Level 12 Brute
Large aberrant humanoid		XP 700
HP 150; Bloodied 75		Initiative +8
AC 24, Fortitude 27 (29 while bloodied),		Perception +9
Reflex 22, Will 22		Low-light vision
Speed 8		
Immune fear		
STANDARD ACTIONS		
Ⓢ Slam ◆ At-Will		
Attack: Melee 2 (one creature); +17 vs. AC, or +19 vs. AC while the hulk is bloodied.		
Hit: 3d8 + 12 damage, or 4d8 + 15 damage while the hulk is bloodied.		
Str 24 (+13)	Dex 14 (+8)	Wis 7 (+4)
Con 20 (+11)	Int 7 (+4)	Cha 14 (+8)
Alignment evil	Languages Deep Speech, telepathy 10	

About the Author

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