

DESERT CREATURES

THE GOBLINS OF the Scalding Duchy are a unique breed. They are resilient and resourceful people, thriving in their harsh desert homeland. Living in scattered towns along the Tourmaline River, they have adapted to the extreme conditions with ingenuity and tenacity. Their society is deeply connected to the old temples buried in the sands, where they perform sacred rituals to appease the ancient gods of the desert. Led by the cunning chieftain, Grix, the goblins value strength, shrewdness, and survival skills. Despite their tough exterior, they are a community bound by tradition and mutual support, always ready to face the challenges of the unforgiving environment they call home.

SCALDING DUCHY GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)
HP 16 (4d6+4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	9 (-1)	13 (+1)	11 (+0)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/2 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.
Desert Dweller. The goblin has advantage on Perception and Stealth checks made within the Scalding Duchy sands.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.
Spear. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6) piercing damage.

EMU

Medium Beast, unaligned

Armor Class 11
HP 13 (2d10 + 2)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	4 (-3)	13 (+1)	7 (-2)

Senses passive Perception 11
Languages None
Challenge 1/4 (50 XP)

Sure-Footed. The emu has advantage on Strength and Dexterity saves made against effects that would knock it prone.
Goblin Mounts. Emus respond to their goblin masters; they imprint on them since birth.

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 6) slashing damage.
Grab. The emu holds a target it hits with its talons unless they succeed on a DC 13 Strength check. On a fail, they are grappled. The emu cannot hold more than one target.





DESERT WASP

Medium beast, unaligned

Armor Class 13

HP 5 (1d8)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	3 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages None

Challenge 1/8 (25 XP)

Mob. Desert wasps flee by nature if outnumbered. They never attack alone or show aggression toward larger groups.

Actions

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw. On a fail, they become poisoned. They can repeat the save each round.

DESERT WORM

Large aberration, chaotic evil

Armor Class 10 (natural armor)

HP 53 (7d10+ 14)

Speed 20 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	15 (+2)	5 (-3)	7 (-2)	6 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages None

Challenge 2 (450 XP)

Tunneler. The worm can burrow through solid rock at half its burrowing speed, leaving a 5-foot-wide tunnel in its wake.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Fire Jet. *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 14 (4d6) fire damage. The target must succeed on a DC 12 Dexterity save or be caught in flames for one more round, taking 1d6 fire damage.

