

This document contains an alternative, more complex statblock for Skabatha Nightshade, as well as **a new version of the tin soldiers** that is less reliant on emulating boring ol' animated armor. Additionally, I present **eight potions** that Granny Nightshade has on her person when encountered by the party, as depicted in her official art. I've done something similar with [Bavlorna Blightstraw](#).

Again, the point of this resource is not to poke holes at the official design. It is simply what I came up with for my table, and hope that others might find useful!

...though maybe this time I *do* want to poke holes at the official design *a little bit* because, unlike Bav and End, Skab is a little all over the place thematically. And her stats don't really tell a story. The coolest thing about them is her ability to trivially become Tiny, but there's little reason for her to do so beyond going into the dollhouse or, I dunno, hiding under furniture. I wanted to explore it a little better; after all, in comparison to her sisters, Skabatha is considerably less personable and keeps *child slaves*, for gods' sake. If any hag will turn into a combat encounter, it's the scab.

Furthermore, Skabatha's association with the past isn't quite as crisp as Bavlorna's is with the present (and certainly not as Endelyn's is with the future, which is very good as written). I sought to improve on that as well.

Here are some "lore" bits and design notes intended to help interested others approach my personal vision of Skabatha Nightshade:

ADDICTED TO KNOWING

The phrase "thirst for knowledge" isn't usually meant to express concern, but Skabatha desires knowledge much like an alcoholic yearns for a drink. Her divination prowess reflects this; while Bavlorna uses her magic to snoop around and sate her immediate curiosity, and Endelyn divines the future, Skabatha's focus is in unearthing the troves of useful lore that are laden about the world—including in people. She has a keen sense of the past, able to pick up people's baggage very quickly, which she uses to great effect in her cruel bargains. When meeting new people, she will have *detect magic* active, and will be curious to touch and *identify* (as an action) any items that seem unusual. She does not necessarily covet magic items, just knowing what they are—unless, of course, an item proves to be just the thing she's looking for, or is of great emotional significance to a creature. She's also interested in finding out what spells are affecting a creature, if *detect magic* reveals auras around them.

Players might pick up on Skabatha's voracious curiosity from your portrayal of her and try to tempt her with the offer of obscure knowledge. If they do, try to stay true to her personality and offer bad deals or attempt light extortion at first. Skabatha might call a bluff by requesting an intermission in a meeting while she casts *legend lore* to confirm whether something is truly of high significance, and see if she really needs the characters to learn the information.

The back of Skabatha's wooden eye has a pearl worth 100gp embedded on it, which she uses to *identify*. She has four strips of ivory worth 50gp sewn into pockets inside her dress, which she uses to cast *legend lore* along with a quantity of incense she keeps in her room or study.

WISE AND WIZENED

Granny Nightshade is the eldest of the Hourglass Coven. She has lived for a very long time and, thanks to her knowledge addiction, she has learned of and experienced many things. Her ability to perfectly recall all of those things is a point of pride for the hag—however, it is no truer than Endelyn's claim of knowing all the future holds, or Bavlorna's claim of knowing all that goes on in her domain. Skabatha can recall many things with a great deal of clarity, yes, but many others slip her mind. Her brain is simply bursting with memories, some of which slip under carpets or behind couches in her mind palace, yet her addiction keeps her hoarding more and more.

Skabatha has expertise in Arcana and History. When interacting with the party, she might unnerve them by showing knowledge of stories about specific people and organizations related to a character's backstory and origin (which she can pick up on from her Retrocognition trait if they don't reveal it in conversation). At the same time, she might forget things already mentioned in the conversation. Her life is a continuous cycle of forgetting and remembering pieces of her vast trove of knowledge.

Skabatha's Forgetfulness stems from a curse, as do her memory problems in general. It was Baba Yaga herself who cursed her memory, punishing her daughter for stealing secret lore from the mother of all witches. As part of the curse, Skabatha can't recall that Baba Yaga was the one who issued it, and knowledge of how to break it continuously eludes her. The hag's ability to cast *mind blank* is a result of her attempts to circumvent her Forgetfulness; it didn't work, but the magic does provide her with a comfortable defense against other attempts to assault her precious hoard of memories.

SKAB THE HERBALIST

Among the many skills Granny Nightshade picked up over her long existence, the ones that really clicked with her were botany, herbalism and potion-making, noble crafts that she employs for evil. She is proud of her position as the best among her sisters in this unquestionable pillar of hagness, and fancies herself a better potioneer than Tasha, which may be true (she also claims to have invented *Tasha's caustic brew*, which may not be true). Her impressive garden, potion recipe books and the druidic bend of her magic as presented in the book are the basis for this. Consider adding a greater amount of potions as treasure in Loomlurch, in addition to the eight bottles she keeps on her person, and don't feel afraid to include potions that are particularly useful for opposing Bavlorna and Endelyn—devising and stocking up on new concoctions that might give her an edge over her sisters is a favored hobby of Skabatha's.

Consider having Skabatha request rare reagents for her alchemy, in addition to the requests that the book suggests, if the characters need to strike a deal with the hag. A possibility is that she wants some of the bottled lightning Endelyn keeps in her study; this may be instead of or in addition to disrupting a play.

GRANNY'S TEMPER

Skabatha's pretense as a kindly grandmother is not likely to last very long, especially against characters who seem keenly aware of the horrible things she has done. In a conversation that goes sour, her grandmotherly veneer remains, but dialed toward the "judgemental and emotionally abusive bigot" end of the grandmotherliness continuum. She views others as children and *loathes* getting lip from children, as a strict disciplinarian. If a sour discussion doesn't seem to be heading toward combat necessarily, she may decide to enact punishments as a requirement to keep discussions open (like Bavlorna won't deal before her chores are done and Endelyn won't deal before she is appeased with a play); for example, Skabatha may request that a character with a "filthy mouth" imbibe a horrible concoction to cleanse it. Try to avoid the obvious dip into corporal punishment, as some players may find it icky.

When Skabatha is pleased, the gear on her back spins rapidly, slowing down as she becomes angry. Not only is this a phenomenal tracker for how the conversation is going, it provides great guidelines for how the hag might act; when the gear stops and she's *furious* (not displeased), she rages. In [Eventyr Games' resource](#), Skabatha's berserk state is codified in her statblock as an

alternative to Forgetfulness. I chose to not do that, leaving it more of a roleplay thing, but do remember that roleplay goes into combat as well; if Skabatha is furious as she fights, she'll be making violent and reckless decisions until she's appeased by, for example, reducing a creature to 0 hit points or breaking something important.

A ROTTEN MORAL CORE

Though Granny Nightshade somehow manages to be more detestable than her sisters, she is not without non-redeeming qualities. Her Ideal states that "*children are better off working for me than picking up lots of bad habits*" and her Bond is "*I hate my sisters, but together we are strong*".

From this, I have concluded that in her evil, insane mind, Skabatha does believe that she's doing right (if not "good") by the kids trapped in Loomlurch, protecting them from a corrupting world she has thoroughly experienced. Try to keep this in mind if characters argue with her about releasing the children, but remember that evil comes first.

The other point is that, deep down, Skabatha cares about her sisters—again, in an evil, twisted way, but she values their combined strength in a way that the other two don't, as neither Bavlorna nor Endelyn call out the others as a Bond. Further evidence of this are the family paintings that Skabatha keeps. I have decided that Skabatha justifies much of her plotting against her sisters as "keeping them sharp", in her role as the eldest. It's not "tough love" because *love* is a strong word for it, but it's certainly something.

If she discovers that one of them is dead, she will be *livid* (in large part due to the loss of coven spellcasting and attunement to Iggwilv's Cauldron, which she uses to pretend she's not also sad that her little sister died). At your discretion, Skabatha may have or seek to procure a spell scroll of *resurrection* or use some weird hag magic to raise a fallen sister—perhaps the paintings play into this in some way, in fact, serving as pseudo-phyllacteries at some cost. Whatever the case, make sure to not entirely cheapen the death of another hag by having Skabatha intervene. If the penalty to rolls in the resurrection spells are not enough, you can always [play it up](#).

SKABATHA IN COMBAT

Unlike her sister Bavlorna, Skabatha is not reluctant to put effort into throwing hands, especially if she's angry. Her goal in combat will be to subdue the PCs and lock them up for prolonged punishment; however, she will do this with more of a "if they die, they die" approach than almost anything in the adventure (except the Jabberwock). When Skabatha hits with a claw attack while

enraged, she doesn't deal nonlethal damage; she will attempt to stabilize dying enemies once she calms down, however, using questionable balms.

As a result of a magical ritual, Skabatha can coat her claws with a special poison that quickly wracks the mind of creatures exposed to it. She will only resort to fighting with her claws when very angry, however; before then, she prefers to subdue enemies with spells and use their numbers against them by employing Rewrite History. She favors using the charm effect on melee combatants and the paranoia on ranged attackers and spellcasters.

Skabatha's Shrink Away reaction can be used to great effect for improving her survivability in melee and providing a better chance for escape if things go south, but she should make the suboptimal choice of using her reaction for World-weary whenever possible, as she is loathe to admit an inability to overcome the characters' petty magics. Skabatha avoids being constantly tiny because she's been yeeted away in tiny form one time too many.

Despite her fury, Skabatha will get a hold of herself if she realizes she is low on spells, potions and hit points. She will abandon Loomlurch, confident that her greatest treasures are safely tucked away in her mind. She'd rather make for Motherhorn in her flying rocking horse, and will use her potion of smoke as she makes a Tiny run for it. If that route proves unfeasible, however, she will *plane shift* to Gehenna and back to Yon the next day. Judge Skabatha's willingness to flee based on her hit points as you wish, but keep in mind she's less cowardly than Bavlorna.

SPELL LIST DEEP DIVE

Here I will go over Skabatha's spellcasting, providing guidance and tips on how she might employ her repertoire.

Detect magic, identify, legend lore. These spells are used to sate Skabatha's thirst for knowledge, as described before. Be mindful that *identify* normally takes a minute to cast, but she can cast it as an action and will spam it if she must.

Bestow curse. Skabatha is particularly fond of the option that makes the target have to make a Wisdom saving throw every turn to be able to do anything. When they fail, they sink into their worst memories, doing nothing. Be mindful that Skabatha casts this at 5th level, so it does not require her concentration. If the players don't have *remove curse* or *dispel magic*, this can be a severe debuff on a character, and is Skabatha's go-to for an opening move when seeking subdual.

Polymorph. The hag might use this signature move if she doesn't have reach for *bestow curse*, or if the party is not in a good position to break the spell via damage. Her go-to animal is an old, wizened tortoise.

Skabatha's Caustic brew. The hag's go-to damage option when furious and out of claw range. At 5th level, this spell will be dealing a recurring 10d4 acid damage to characters who fail their saving throw, which is not bad at all, but the effect can be ended as an action. It is mostly an action tax, which works well to manage the action economy in combat, especially if the characters are trying to accomplish a goal other than defeating Skabatha while she attempts to get them. Make sure she claims to have invented the spell! It might even be an opportunity for a wizard in the party to make an Arcana check and know it's actually *Tasha's caustic brew*.

Plant growth and black tentacles. Both spells are used to thwart escape attempts; Skabatha will use the huge area of effect of *plant growth* to make it hard for characters to flee into the wilderness around Loomlurch; in an enclosed space, she will favor *black tentacles*, which appear as vines that spring from the wood of her workshop.

Dispel magic. Skabatha is loath to allow "infant" spellcasters to get one up on her. She'll waste time dispelling any spell that enemies seem to believe is inconveniencing her.

Mind blank. Skabatha casts this spell daily as she wakes up, in the hopes that it helps with her curse. It doesn't, but it does give her a nice heaping of immunities that feed her pride when she comes into conflict with other spellcasters.

Modify memory. Cast at 9th level, Skabatha can edit a 10-minute-long memory at any point in a creature's life. She uses this mostly to gaslight the children into believing they did mean things to each other and incentivize them to not gang up, to make people forget the exact terms of a bargain when she's feeling particularly dastardly, or to make Endelyn remember fake predictions. The "incapacitates the target for 1 minute" aspect of the spell should not be underestimated, however, and Skabatha will employ it with that purpose in a pinch.

Incite greed. Skabatha employs this mostly for coaxing children, but it has some use in nonlethal dividing and conquering when she's not particularly furious during a combat. She uses a fey trinket rather than a gem as the material component for this spell; it's a rotting apple that never fully rots, and regenerates if consumed (since the component for caustic brew is "a bit of rotten food", the apple does double time). When she casts the spell, whispering into the apple and polishing it, creatures that fail their saving throw perceive it as the most delectable and shiny candied apple they have ever laid eyes on. She'll let charmed characters drool at her side while subduing those who succeed against the spell.

Speak with plants. Don't forget that the towers in Loomlurch are three living trees. Skabatha can use this spell if she's on the prowl trying to figure out what is going on during an infiltration. If any damage is done to her garden, she'll ask the victims to describe the perpetrators and seek to punish them.

Dominare beast. Used in case of powerful animal companions, in detriment of better spells, just to be evil and controlling.

SKABATHA NIGHTSHADE

Medium fey (hag), neutral evil

Armor Class 16 (natural armor, 20 in tiny form)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	17 (+3)	14 (+2)	19 (+4)	12 (+1)

Saving Throws Con +6, Int +5, Wis +7, Cha +4

Skills Arcana +8, Deception +4, History +8, Insight +7, Nature +8, Perception +7, Stealth +2

Damage Resistances bludgeoning and piercing from nonmagical attacks

Senses truesight 60 ft., passive Perception 17

Languages Sylvan, Elvish, Common, Infernal, Draconic, Druidic

Challenge 8 (3,900 XP) **Proficiency bonus** +3

Bandolier of Bottles. Skabatha has a rope with eight bottles dangling from it, some of which are magical potions she might consume for an edge in battle or hurl at enemies. Their glass is enchanted to resist shattering. See “Skabatha’s Bandolier of Bottles” in this document for details.

Boon of Immortality. Skabatha is immune to any effect that would age her, and she can’t die from old age.

Forgetfulness. The first creature that Skabatha sees after she finishes a long rest is invisible to her. She can’t remember seeing the creature or perceive it using her truesight until the end of her next long rest. She behaves as if the creature didn’t exist, attempting to rationalize any consequence of interacting with it, including damage. Despite being aware of this curse, Skabatha will only connect it to any odd occurrences around her if she receives information from another individual.

Retrocognition. If Skabatha interacts with a creature for 1 minute and touches it at least once, she gains knowledge of any Bonds it has and insight into major regrets that loom in the creature’s mind. She also learns the name that the creature routinely goes by. Skabatha is likely to forget this information when she finishes a long rest, unless she comes to particularly loathe the creature, but she is also likely to record it somewhere.

SPELLCASTING

Wyrd Magic. Skabatha is a 17th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15). She regains her expended spell slots when she finishes a short or long rest. Skabatha knows the following hag spells:

at will: *acid splash* (4d6 acid damage), *detect magic*, *druidcraft*, *identify* (as an action), *speak with animals*

1st-5th level (4 5th-level slots): *bestow curse*, *caustic brew*, *dispel magic*, *dominate beast*, *black tentacles* (vines), *incite greed*, *legend lore*, *plant growth*, *polymorph*, *remove curse*, *speak with plants*

1/day each: *awaken* (as an action), *mind blank*, *modify memory* (cast at 9th level), *plane shift* (self only)

REACTIONS

World-weary. When she is targeted by a spell or magical effect that requires a saving throw, Skabatha can reach deep into her memories to recall an experience that grants her advantage on the saving throw.

Shrink Away. When she is hit by an attack while Medium in size, Skabatha can use her Alter Size to become Tiny. If the triggering attack wouldn’t hit her Tiny AC of 20, the hit becomes a miss. As part of the same reaction, Skabatha can move up to 10ft without provoking opportunity attacks.



ACTIONS

Multiattack. Skabatha makes two claw attacks

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 10 (3d6) poison damage. The first time a creature takes damage from this magical poison in a turn, it must make a DC 15 Wisdom saving throw. On a failure, it becomes memory drained until it finishes a rest, or until poison-cleansing magic like *lesser restoration* is cast on it.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes *stunned* for 1 hour. The effect then ends.

Rewrite History (Recharge 6). Skabatha targets up to eight creatures she can see within 60ft. of her, and that are each within 20ft. of one another. Each target must succeed on a DC 12 Intelligence saving throw or take 7 (2d6) psychic damage and be riddled with false memories for 1 minute. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success. False memories have one of two effects, which Skabatha chooses for each target:

Paranoia. The creature loses the ability to tell friend from foe. Whenever the creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it’s using. If an enemy provokes an opportunity attack from the affected creature, it must make that attack if it is able to.

Fondness. The creature is *charmed* by Skabatha. Though it does not forget any of her atrocious acts and is not compelled to obey her, its mind is filled with memories of other moments in which the hag was its kindly grandmother, and it is unable to harm her.

BONUS ACTIONS

Alter Size. Skabatha magically shrinks herself to Tiny size (between 4 and 8 inches tall) or returns to her normal size. If Skabatha lacks the room to return to her normal size, she attains the maximum size possible in the space available. Anything she is wearing or carrying changes size along with her.

As a Tiny creature, Skabatha deals only 2 (1d4) slashing damage when she hits with a claw attack, but the poison damage remains unchanged. Her AC changes to 20. She has advantage on Dexterity (Stealth) checks, and disadvantage on Strength checks and Strength saving throws. Her statistics otherwise remain unchanged.

Skabatha's Bandolier of Bottles.

The art for Skabatha Nightshade depicts her with eight glass bottles dangling at her side, and I'll be damned if I let that slide! Characters that vanquish Granny Nightshade might claim any unused potions as spoils, and she might be willing to part with some of them in bargaining.

A creature could try to break one of Skabatha's bottles by making an attack with disadvantage against her AC, but the bottle will only break if the magic that grants the glass unnatural resilience has been suspended. This can be done by targeting a bottle with *dispel magic* (which ends the enchantment until Skabatha takes 10 minutes to recreate it) or by uttering a specific word within 10ft. of a bottle, which causes a faint magical glow to appear and fade in the glass. This suspends the enchantment for 1 minute, leaving the bottle breakable. Skabatha will usually do this while she throws a bottle as a grenade. The words for each bottle, in order, are asparagus, broccoli, cauliflower, eggplant, licorice, oatmeal, raisins and spinach. Each bottle is labeled with its command word so Skabatha doesn't forget it, in tiny Infernal script (Perception 17 to spot). Any bottle can be thrown up to 20ft. as an action, shattering on impact if the enchantment on its glass is inactive, but only some bottles (#1, #2, #4 and arguably #3) make sense to throw in this way. The others only follow the same logic because Skabatha thinks she might want to swap out their content for a throw-worthy potion.

Bottle #1: Wasp Honey. The foul caramel liquid in this flask buzzes. When it is poured as an action or shatters on impact, it covers a 5-foot space and buzzes for 1 minute before becoming inert. Roll a d20 to determine the initiative of the liquid. On its first turn, it spawns a *swarm of wasps* that takes a turn immediately after it. On each subsequent turn before going inert, there is a 50% chance that the puddle spawns another *swarm of wasps*. It can be made inert early through the application of water or fire. A swarm of wasps created by the Wasp Honey is hostile to all creatures and will choose the creature nearest to it as its target when it spawns (choosing randomly if there are multiple eligible creatures). Once a target is chosen, the swarm will not give up on pursuing and killing it.

Bottle #2: Sap of Slipperiness. This substance works as *oil of slipperiness*, but it has the additional benefit of also providing a creature with the benefits of *barkskin* as long as the benefits of *freedom of movement* last. Because the application takes 10 minutes, Skabatha is unlikely to use it on herself unless she has good reason to fear restraints in the near future, but keeps it on her person just in case. If the bottle is thrown, the *grease* effect applies in a 10-foot radius around the point of shattering.

Bottle #3: Straight Whiskey. Granny needs her medicine. In addition to being used as Asmodeus intended, a creature that takes a swig from this substance as an action may immediately attempt a saving throw to end the *frightened* condition on itself, provided that the effect frightening it can normally be ended by making a saving throw. I suppose it's also flammable.

Bottle #4: Malicious Smog. This bottle contains vaguely sentient black fog. When the bottle shatters (or is simply opened), it immediately releases its contents, heavily obscuring a 30-foot radius around it. At initiative count 20 (losing initiative ties), the fog moves up to 30ft., aiming to be centered on the creature nearest to the center of the fog. It can detect creatures within 100ft. of it that aren't behind total cover. The fog lasts for 10 minutes, until a strong wind disperses it or until a creature within it uses an action to whistle to the tune of the first verse of the nursery rhyme Eight Little Pixies (which, in full, describes the various gruesome demises of said pixies).

Bottle #5: Potion of Whatever Resistance. Originally thought up by Bavlorna Blightstraw, Skabatha succeeded with the recipe where her sister failed, driven by spite and her pride as the best potioneer of the Hourglass Coven. She has since been unable to replicate the success, but this potion works. Once imbibed, the potion is latent in a creature's system for eight hours. If at any point during those eight hours the creature takes acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder damage, the effects of this potion end and the creature immediately gains the effect of a *potion of resistance* of the appropriate type (including against the damage that triggers the activation). That effect lasts for 1 hour, as normal. Skabatha is reluctant to drink this potion before she can brew another batch, but will do it if faced with massive elemental damage.

Bottle #6: Potion of Self Delusion. A creature who drinks this potion can target itself with the effects of a *modify memory* spell cast at 6th level. It doesn't need to verbally describe its new memories during the minute; thinking about them is enough.

Bottle #7: Potion of Superior Healing. Works as described in pg.187 of the DMG. Such potions are trivial for Skabatha to brew, taking only 1 workweek. She doesn't have a stockpile because she doesn't expect to get into scraps often.

Bottle #8: Spite of Nightshade. Meant to deliver vengeance against thieves, this potion looks, smells, and tastes like a *potion of superior healing* and is identical to bottle #7. An *identify* spell reveals the true effect of the potion. A creature who drinks it is *poisoned* for a minute and must succeed on a DC 20 Constitution saving throw at the end of each of its turns while poisoned in this way, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. Keep track of successes and failures, which don't need to be consecutive. When a creature accumulates three successes, it is no longer poisoned. If a creature accumulates three failures, it takes 50 extra points of poison damage and is no longer poisoned. Skabatha is meant to distinguish this potion from her actual healing potion by the position in the bandolier and the bottle's "name", but her memory is not as sharp as she'd like. Skabatha can cast the *identify* spell as an action, but may not have an action to spare in a situation in which she needs to heal. When she wants to drink her *potion of superior healing* and hasn't identified them, she can make a DC 12 Intelligence check, remembering which bottle has the poison in it on a

success. If she fails, she can decide to risk a 50% chance of picking the wrong one or give up on the potion and take a different action. Skabatha can't try to remember again before the start of her next turn.

TIN SOLDIER

Small construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 30 ft..

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	5 (-3)	8 (-1)	1 (-5)

Skills Perception +1

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion, paralyzed, petrified, poisoned

Senses passive Perception 11

Languages understands Sylvan but can't speak

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

Defensive Formation. A tin soldier has a +1 bonus to AC and Dexterity saving throws when it has another tin soldier within 5ft. of it, and a +2 bonus when it has at least two other tin soldiers within 5ft. of it.

Diligent. The tin soldier has advantage on saving throws against being charmed or frightened.

Homing. The tin soldier magically knows the location of Skabatha Nightshade if she is within 1,000ft. of it.

ACTIONS

Catchpole. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* the target is *grappled* (escape DC 15) and the tin soldier can't attack another creature with this weapon without releasing it. A creature has disadvantage on attacks against the soldier that is grappling it. If the soldier is disarmed, the grapple ends.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage. In addition to an unarmed attack, this attack can also represent the tin soldier bonking a target with its catchpole without intent to grapple.

BONUS ACTIONS

Pull. The tin soldier forces a creature it is grappling with a catchpole to make a DC13 Strength saving throw. On a failure, the creature is knocked prone.

Clockwork March. The tin soldier moves up to its speed in a straight line. If it is hit with an opportunity attack during this movement, it is knocked prone.

REACTIONS

Fumble. If a creature escapes the grapple of a soldier's mancatcher with a successful ability check, the soldier can make a catchpole attack against it with disadvantage.





THE TIN SOLDIERS OF LOOMLURCH

By the time they're in Loomlurch, characters are expected to be level 4 or 5, and may have a respectable entourage of NPCs assisting them. On top of being uninspiring, a squad of ten *animated armors* doesn't quite live up to the "guards you have to misdirect and evade" hype. I have attempted to rework the tin soldiers into a more exciting enemy without increasing the threat they pose damage-wise very much. This is accomplished mainly by their use of nonlethal [man catchers](#) to pin characters in place, foiling escape attempts and dragging them to Skabatha's reach (they will prioritize grappling escaped children). The catchpoles don't have a reach of 10ft. because they are small.

Tin soldiers are vigilant, but not very discerning. They will either follow direct orders or attempt to restrain and subdue interlopers while one hurries to call the hag's attention. Skabatha made it so the soldiers always know where in Loomlurch she is.

Unlike animated armor, tin soldiers have a modicum of personality and sentience even in their servility. As such, they *can* be charmed and frightened, but their Diligent trait reflects the original design of that not being an option.