

THOULS OF THE BLACK WIND

Thouls are a foul mystical blending of hobgoblins with trolls and ghouls, originally from the Mystara campaign setting from TSR. Whatever mystical grafting processing was used to combine them left Thouls as living, but necrotic creatures whose foul touch is poisonous to all living things. Stinking of decay, and having the pallor of death, Thouls appear to be grey skinned, grey haired hobgoblins with long fingers that taper into wicked claws. While the first thouls were created by mystical means, they breed naturally with other goblinoids, with only a fraction of the offspring resulting in a thoul.

Shock troops. Thouls often form the front line of a goblinoid force - their poisonous touch can disable their adversaries, and their healing abilities make them more resilient than their allies.

Scavengers and Outcasts. Thouls don't usually mix socially with other goblinoids - outside of a warband, or the few shamans and warlocks that set themselves apart from common thouls, they are very unpopular, reminding others of the hideous experimentation that other races often perform on goblin-kind.

Chosen of Elder Evils. While goblinoids are not usually the first choice when seeking minions, some thouls are smarter, wiser, or stronger than their kin, and this makes them attractive to gain a fast foothold in an area. Shamans and Warlocks that swear themselves to dark powers often rise to positions of power commanding warbands and tribes.

VOICES OF THE BLACK WIND

Several tribes of goblinoids have been taken over by the Cult of the Black Wind, and of them, several thouls have been taught by the Seers to act as shamans. These Voices of the Black Wind answer to The Faceless and the Seers, and often lead warbands. The Voices of the Black Wind usually wear bonemail armor crafted from the remains of victims of the Black Wind.

HANDS OF THE SEERS

Some of the thouls who are even more capable than those who are raised as shamans are offered the chance to trade their souls for more power, and become warlocks dedicated to the Black Wind. Lured by the false promise of the chance to become seers themselves, they give up aspects of themselves to become Hands of the Seers with the knowledge that, like all who serve the Black Wind, those who fail will be flayed and transformed into the Faceless.

BONEMAIL ARMOUR

Armour	Cost	Armor Class	Weight
Bonemail Shirt	75 gp	13 + Dex modifier	15 lb
Bonemail Armour	100 gp	14 + Dex modifier	25 lb

THOUL

Medium humanoid (goblinoid), neutral evil

Armor Class 14 (bonemail shirt)

Hit Points 45 (1d4 + 5)

Speed 23 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	19 (+4)	9 (+0)	10 (+0)	9 (-1)

Condition Immunities charmed, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Common, Goblin, Deep Speech

Challenge 1 (200xp)

Regeneration. The thoul regains 2 hitpoints at the start of its turn. If the thoul takes acid or fire damage, this trait doesn't function at the start of the thoul's next turn. The thoul dies only if it starts its turn with 0 hitpoints and doesn't regenerate.

Martial Advantage. Once per turn, the thoul can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the thoul that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d8 + 2) slashing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 2) slashing damage. If the target is a creature other than an elf or an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BLACK WIND BONEMAIL ARMOUR

The Servants of the Black wind can often be found wearing armour made from the bones of sacrifices to the Black Wind. Bonemail Armour comes in two varieties - bonemail shirts, and bonemail armour. Regardless of the type of armour, all bonemail grants disadvantage and diplomacy checks, but advantage on intimidation checks against intelligent, living creatures due to the hideous sound and visage the armour grants.

VOICE OF THE BLACK WIND

Medium humanoid (goblinoid), neutral evil

Armor Class 15 (bonemail armor)

Hit Points 45(1d4 + 5)

Speed 23 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	19 (+4)	9 (+0)	14 (+2)	9 (-1)

Condition Immunities charmed, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Common, Goblin, Deep Speech

Challenge 2 (450xp)

Regeneration. The thoul regains 2 hitpoints at the start of its turn. If the thoul takes acid or fire damage, this trait doesn't function at the start of the thoul's next turn. The thoul dies only if it starts its turn with 0 hitpoints and doesn't regenerate.

Martial Advantage. Once per turn, the thoul can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the thoul that isn't incapacitated.

Spellcasting. The thoul is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The thoul has the following cleric spells prepared:
Cantrips (at-will): guidance, resistance, thaumaturgy
1st level (4 slots): bless, inflict wounds
2nd level (2 slots): blindness/deafness, spiritual weapon

Actions

Greatclub. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d8 + 2) bludgeoning damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 2) slashing damage. If the target is a creature other than an elf or an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

HAND OF THE SEERS

Medium humanoid (goblinoid), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 51(6d8 + 24)

Speed 23 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	19 (+4)	9 (+0)	14 (+2)	17 (+3)

Condition Immunities charmed, poisoned

Saving Throws Wis +5, Cha +6

Senses darkvision 60ft., passive Perception 10

Languages Common, Goblin, Deep Speech, Telepathy 30'

Challenge 2 (450xp)

Regeneration. The thoul regains 2 hitpoints at the start of its turn. If the thoul takes acid or fire damage, this trait doesn't function at the start of the thoul's next turn. The thoul dies only if it starts its turn with 0 hitpoints and doesn't regenerate.

Martial Advantage. Once per turn, the thoul can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the thoul that isn't incapacitated.

Spellcasting. The thoul is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The thoul has the following Warlock spells:
Cantrips (at-will): eldritch blast,
3rd level (2 slots): armor of agathys, arms of hadar, enthrall, hex, misty step, hunger of hadar

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 3) slashing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 2) slashing damage. If the target is a creature other than an elf or an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.