

# FELLSAW LOGGERS

## FELLSAW AXE-MAD

Medium humanoid (orc), chaotic neutral

Armor Class 11

Hit Points 13 (2d8 + 4)

Speed 30ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	7 (-2)	11 (+0)	10 (+0)

**Skills** Athletics +4

**Senses** Darkvision 60 Ft., passive Perception 10

**Languages** Common, Orc

**Challenge** M2 (90 XP)

**Minion.** If the creature takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the creature takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

**Axe-Mad.** As a Bonus Action, the axe-mad can move up to its speed toward a plant or plant creature that it can see.

**Bark-Breaker.** If the axe mad moves at least 20 feet straight toward a target and then hits it with a logging axe attack on the same turn, the attack ignores the target's damage resistances.

### Actions

**Logging Axe (Group Attack).** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 slashing damage. This attack deals an additional 1 slashing damage to a prone target.

### Reactions

**Savage Demise.** When the axe-mad drops to 0 hit points, it may use its reaction to make a single attack before falling unconscious.

## FELLSAW BRANCHBREAKER

Large giant (ogre), chaotic neutral

Armor Class 11 (Hide Armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

**Skills** Athletics +8, Survival +0

**Senses** Darkvision 60 ft., Passive Perception 8

**Languages** Common, Giant

**Challenge** 2 (450 XP)

**Juggernaut.** The branchbreaker may attempt to shove a creature as a Bonus Action. If it moves 20 feet before attempting to shove a creature, the branchbreaker has advantage on the contested check, and on a success the target is knocked prone and pushed 10 feet back.

**Spell Resistant Hide.** The branchbreaker has resistance to damage from spells of third level or below.

### Actions

**Polesaw.** Melee Weapon Attack: +6 to hit, reach 15 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage. This attack is made at disadvantage against a creature within 5 ft.

**Juggernaut Charge (Recharge 5-6).** The branchbreaker attempts to shove a creature. If it succeeds, it may make another shove attempt against the same target, and continue doing so until it fails or runs out of movement. The target then takes 4 (1d8) damage for each 5 feet it was pushed.

## FELLSAW WAGEDRIVER

*Large giant (ettin), chaotic evil*

**Armor Class** 14 (Natural Armor)  
**Hit Points** 114 (12d10 + 48)  
**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	18 (+4)	6 (-2)	15 (+2)	4 (+2)

**Skills** Athletics +8, Intimidation +5  
**Senses** Darkvision 60 ft., Passive Perception 14  
**Languages** Common, Giant, Orc  
**Challenge** 5 (1,800 XP)

**Two Heads.** The wagedriver has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

**Double Actions.** The wagedriver rolls initiative twice, and acts on each of them.

**Coercive.** While the wagedriver is conscious, allied creatures that can see it will not flee or surrender.

### Actions

**Multiattack.** The ettin uses its Rage song and makes one melee attack.

**Weighted Lash.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) slashing plus 4 (1d8) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

**Work Song.** Until the end of the wagedriver's next turn, melee weapon attacks made by all creatures within 30 feet deal an additional 4 (1d8) damage.

Whenever a creature affected by the work song rolls a 1 to hit with an attack, the attacker makes a new attack roll, targeting itself.

### Reactions

**Kick Away.** As a reaction to a creature ending its movement within 5 feet of the forces, the wagedriver forces it to succeed on a DC 16 Dexterity saving throw or be pushed 10 feet away and lose concentration, if it was holding it.

**Lead From the Rear.** As a reaction to being hit with an attack, the wagedriver causes the attack to instead hit an allied creature within 5 ft.

## FELLSAW BLIGHTCASTER

*Small humanoid (gnome), neutral*

**Armor Class** 14 (Studded Leather)  
**Hit Points** 117 (18d6 + 54)  
**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	16 (+3)	10 (+0)	9 (-1)

**Skills** Investigation +6, Nature +6, Survival +3  
**Senses** Darkvision 120 ft., Passive Perception 10  
**Languages** Gnomish, Terran, Undercommon  
**Challenge** 6 (2,300 XP)

**Respirator.** The blightcaster is immune to damage from inhaled toxins while it wears its respirator. If the blightcaster suffers a critical hit, its respirator breaks.

**Gnome Cunning.** The blightcaster has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

### Actions

**Sprayer Bash.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage and the target is pushed 5 ft. away.

**Blight Torrent (Recharge 5-6).** The blightcaster spews a toxic, defoliating fog from its hand sprayer in a 30 ft. cone that heavily obscures its area and lasts until the end of the blightcaster's next turn. Nonmagical plants in the area wither and die.

A creature that starts its turn in the area or enters it for the first time on a turn must succeed on a DC 14 Constitution saving throw or take 27 (6d8) necrotic damage, or half as much on a success.

A plant creature makes this saving throw with disadvantage, and takes maximum damage on a failed save.

**Pump.** The blightcaster rolls to recharge its Blight Torrent.

# FELLSAW PHARMACIST

*Small humanoid (gnome), neutral evil*

**Armor Class** 15 (Mage Armor)

**Hit Points** 130 (20d6 + 60)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	17 (+3)	19 (+4)	10 (+0)	14 (+2)

**Skills** Arcana +7, Investigation +7

**Senses** Darkvision 120 ft., Passive Perception 10

**Languages** Common, Gnomish, Orc

**Challenge** 7 (2,900 XP)

**High Tolerance.** If the pharmacist is subjected to an effect that allows it to make a Constitution saving throw to take only half damage, the pharmacist instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Gnome Cunning.** The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

## Actions

**Multiattack.** The pharmacist makes two attacks, either of which it may replace with a use of its Ignite Weapon.

**Rifle Bash.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) bludgeoning damage.

**Dart Rifle.** Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: The target suffers one effect of the pharmacist's choice.

- **Stimulant Dart.** The target gains advantage on all melee attack rolls and attack rolls against it have advantage until the end of the pharmacist's next turn.
- **Motivator Dart.** The target becomes immune to the Frightened and Charmed conditions for the next minute.
- **Blight Dart.** The target takes 9 (2d8) poison and 11 (2d10) necrotic damage.
- **Strikebreaker Dart (Recharge 5-6).** If the target dies in the next minute, it explodes. Each creature within 20 ft. of it must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) poison and 14 (4d6) fire damage, or half as much on a success.

**Ignite Weapon.** The pharmacist smears a volatile grease on the weapon of one creature within 5 ft., which then ignites. For the next minute, melee attacks made with the weapon deal an additional 5 (1d10) fire damage.