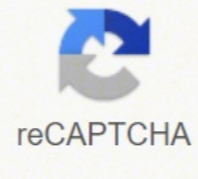




I'm not robot



**Continue**



TOME OF BEASTS • D

Thick tangles of demonic worms erupt in the space of up to three creatures Qzgeth can see within 60 feet. Each targeted creature is attacked once by the worms (Melee Weapon Attack: +7 to hit, reach 0 ft., one target; Hit: 14 (4d6) piercing).

REGIONAL EFFECTS

The region containing Qzgeth's lair is warped by the demon lord's magic, which creates one or more of the following effects:

- Tunnels within 5 miles of the lair attract all manner of worms and vermin, including purple worms. These creatures are ravenous and violent.
- Within 1 mile of the lair, food rots and spontaneously erupts with maggots. One day worth of food carried by

creatures spoils every 24 hours it remains in the area. It is impossible to forage for food in this area.

- Dead bodies within 1 mile of the lair decay quickly. Any corpse is reduced to bones in 24 hours. Magic that prevents decay staves off this decomposition normally. Anointing the body with holy water prevents decomposition for one day but no longer.

If Qzgeth dies, conditions in the area surrounding the lair return to normal over the course of 10 days.



ERWAN SYME



