

## TROLL TAINT

Of all the colorful fey found in the Far'way, there is none as despicable and foul as the trolls. As exiled bastards of the mighty Fomori, the trolls incarnate the idea of corruption and ruin. Where the trolls manifest and set foot, all will be sullied by their very presence. The vile trolls revel in their disgusting nature and experience immense satisfaction in defiling beauty by making it just as repugnant as themselves.

In essence, trolls are a virus that proliferates rapidly, converting anything it touches into more of itself. This is the source of trolls' regenerative ability and is called Troll Taint when afflicting another creature.

The troll taint manifests as rashes and growths upon the skin of living creatures. In time the corruption spreads across the body and introduces mutations along its path. Warts, lumps and matted hair are all changes that culminate into a troll hybrid, capable of spreading the taint itself.

Not even nature is spared, as these mutations affect stone, wood, or soil. Areas trolls claim as their dens are transformed into foul dwellings that are host to filth and taint. One walking the oldest realms of trolls will find themselves wondering whether they are traversing land or the stinking innards of a living thing.

Upon infection with the troll taint, quick action is needed, as the taint knows no bounds. Before it sets root it must be cleansed, lest its corruption becomes ingrained. The ill of the troll taint is known within the world of men and purged wherever it is found. In all but the most extreme cases land once inflicted can be recovered. But within the world of fey, who like trolls, are made of ideas, the troll taint is an existential threat to their very being.

### FEY'S BANE

Fey are far more susceptible than mortals to troll taint because of their close kinship. From the humble playful sprite, to the aloof and noble courtier of highest standing, no fey is spared from the corrupting effect of the taint. Entire realms of previous splendor have fallen and were transformed into nightmarish monuments to the troll's foul depravity and filth.

Where the taint would affect an earthly creature's physical form, fey are changed inside and out. It twists and perverts their very being to unrecognizable wretches, leaving them tainted forevermore.

In this horrid new form they are driven mad by self loathing, hatred, and despair. For a fey, there is no greater tragedy than to succumb to the troll's taint, a fact in which the troll revel. Fear of troll taint drives fey to act against trolls with great prejudice, exiling or destroying their fellows and their lands at the first sign of corruption.

## TROLL TAINT (DISEASE)

A creature can be afflicted by troll taint by exposure to troll infested areas and creatures. Once infected the sickness will grow and eventually the creature will become a contagious host of the malady. Fey creatures are especially vulnerable to troll taint and risk mutating into malevolent tainted fey once the troll taint reaches its final stage.

The disease targets beasts, fey, humanoids, and monstrosities. A creature suffering from the disease begins to grow warts and pimples on their body, typically concentrated around the area of infection. As the infection grows, the growth begins to spread over the creature's body and mutate the creature into a troll hybrid creature.

At nightfall of each day, or during the first time each day the infected creature stays in darkness for 1 hour or more, the creature must make a Constitution saving throw. The DC is equal to the original saving throw that infected the creature, or 12 if not applicable. On a failed saving throw the creature's Charisma is reduced by 1 to a minimum of 6. If the creature succeeds the saving throw by 5 or more a creature regains 1 Charisma that has been reduced by the disease.

A creature that has lost 3 or more Charisma with this disease, or has its Charisma reduced to 6 or lower, the troll taint becomes ingrained into the creature's being. The creature no longer restores Charisma through successful saving throws against the disease and it becomes impossible to treat it with effects that target diseases. To remove the disease from then on it must be removed with Greater Restoration, or similarly powerful magic, or the creature's Charisma must be fully restored.

### FEY AND TROLL TAINT

Fey are particularly vulnerable to the effects of troll taint and run risk of becoming fully mutated into tainted fey. A fey that contracts troll taint and the first time it fails its saving throw against the disease has its charisma reduced by 1d4 to a minimum of 6.

A fey creature that has its Charisma reduced to 6 or lower by the disease transforms into a tainted fey. When transformed the fey's alignment becomes chaotic evil and a spreader of the troll taint disease. The tainted fey will attempt to willingly spread its disease by any means. Once transformed, a tainted fey can only be restored by slaying it and returning it to life with true resurrection, or by the use of a wish. Returning a tainted fey back to life with lesser spells will return it as a tainted fey.

## TAINT WING

*Small Fey, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 18 (4d6+3)

**Speed** 20 ft., flying 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	19 (+4)	12 (+1)	5 (-3)	8 (-1)	6 (-3)

**Proficiency** +2

**Skills** Perception +0

**Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 11

**Challenge** 1 (200 XP)

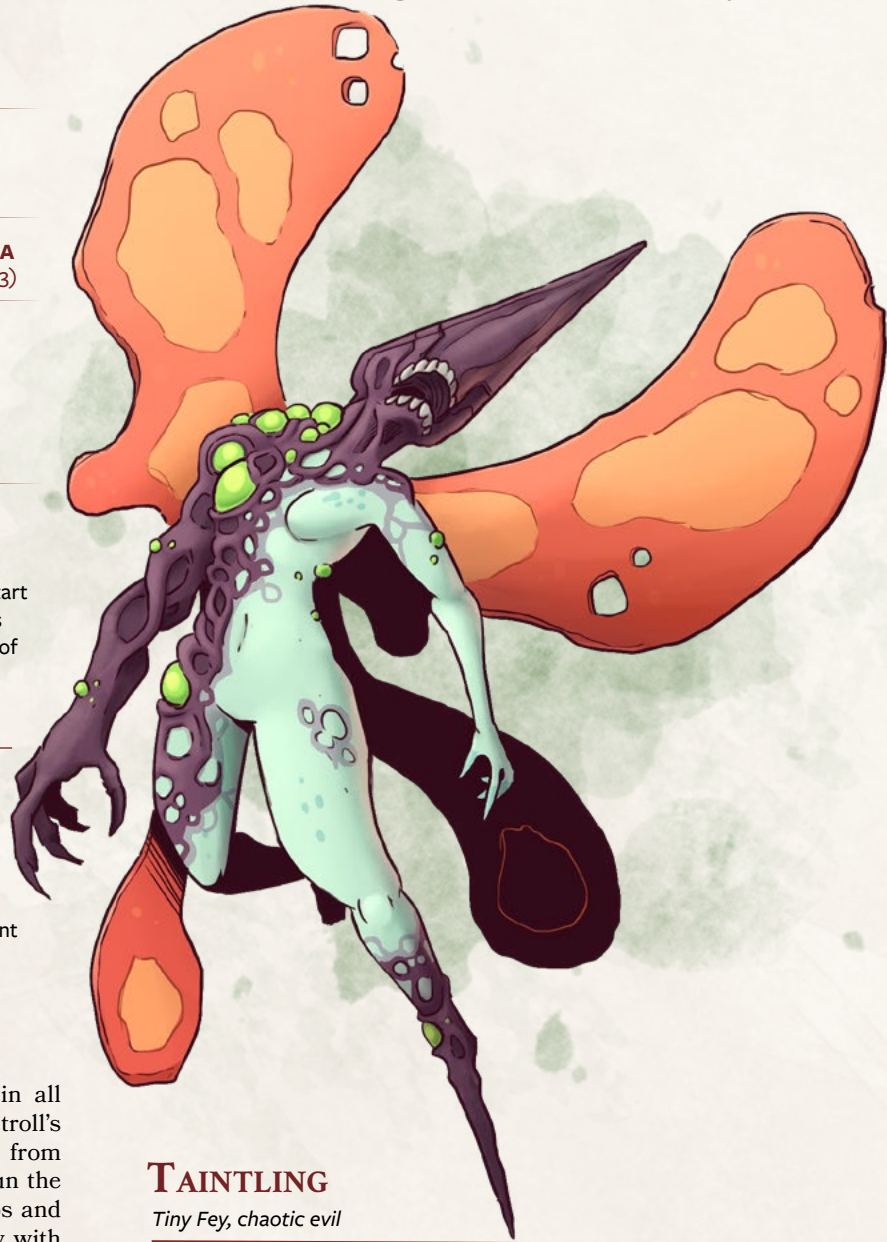
**Flyby.** The taint wing doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Regeneration.** The taint wing regains 5 hit points at the start of its turn if it has at least 1 hit point. If the taint wing takes acid or fire damage, this trait doesn't function at the start of the troll's next turn.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) slashing damage plus 2 (1d4) poison damage.

**Choking Dust.** A creature within 5 ft. of the taint wing must succeed a DC 11 Constitution saving throw. On a failed save the creature is poisoned until the end of the taint wing's next turn and contracts troll taint.



## TAINT WING

Plenty of playful lesser fey can be found within all realms of the Far'way who are easy targets of the troll's corruption. Curious and foolish sprites found far from the safety of their home and travers the hedges run the danger of falling prey to trolls. With cunning traps and ambushes, trolls catch all manner of oblivious fey with ease and will be exposed to the troll's taint.

Taint wings are those frail fey that fell victim to the trolls' corruption. Diminutive in size but great in malice, taint wings are flying terrors. Their once elegant wings now coated with stinking dust, spreading the taint wherever they fly, and their once fair forms are unrecognizably ravaged. With alacrity and shrewdness, the taint wings act as unsuspecting spreaders.

Once set free, these tainted fey will return to familiar places with the goal of contamination. There they will seek out their former playmates, set to share their fate with their old cliques. As small as they are, a single taint wing can be the origin of a far reaching spread

**Taintling.** Small in stature and soul alike, the bodies of these former sprites gave little resistance to the troll taint. Those whose bodies cannot withstand the sudden transformation become taintlings, frail wretches barely held together by corruption, seeking to spread their filth before they collapse.

Bereft of all reason, these suicidal creatures throw themselves upon suitable targets, to scratch, bite, and spew. Upon their inevitable demise, they pop like disgusting zits, manic with the glee that the taint is spread.

## TAINTLING

*Tiny Fey, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 7 (3d4)

**Speed** 20 ft., flying 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	11 (0)	4 (-4)	7 (-2)	6 (-3)

**Proficiency** +2

**Skills** Perception +0

**Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 10

**Challenge** 1/4 (50 XP)

**Death Throe.** When a creature within 5 ft. of the taintling hits it with a melee weapon attack and reduces it to 0 hit points, the taintling explodes and splatters its tainted flesh. The attacking creature must succeed a DC 10 Constitution saving throw or contracts troll taint.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage.

**Splatter.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) poison damage and the target must succeed a DC 10 Constitution saving throw or contracts troll taint. Hit or miss, the taintling dies after the attack.

## VILE VIRTUOSO

Medium Fey, chaotic evil

**Armor Class** 15 (revolving performer)

**Hit Points** 58 (9d8+18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	11 (0)	9 (-1)	6 (-3)

**Proficiency** +2

**Saving Throws** Cha +1

**Skills** Perception +1, Performance +5

**Senses** darkvision 60 ft., passive Perception 11

**Languages** common, giant, sylvan

**Challenge** 4 (1,100 XP)

**Regeneration.** The vile virtuoso regains 5 hit points at the start of its turn if it has at least 1 hit point. If the virtuoso takes acid or fire damage, this trait doesn't function at the start of the troll's next turn.

**Revolving Performer.** The vile virtuoso adds its negative charisma modifier (+3) to its AC and Charisma (Performance) checks.

### ACTIONS

**Multiattack.** The vile virtuoso makes two attacks; one bite and one slam attack.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d6+1) piercing damage and the target must succeed a DC 12 Constitution saving throw or contract troll taint.

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 5 (1d8+1) bludgeoning damage.

**Disharmonic Melody.** The vile virtuoso plays a sickening tune. Each creature that can hear the tune and starts its turn within 20 ft. of the virtuoso or enters the area for the first time during its turn must make a DC 13 Wisdom saving throw. On a failed save a creature takes 10 (3d6) psychic damage and is poisoned until the beginning of its next turn. Trolls and tainted fey are unaffected.

As long as the virtuoso performs, it must use its action on its turn to continue the performance and can't move more than 10 ft. during a single turn or the performance ends. If the virtuoso is incapacitated or knocked prone, its performance ends immediately. When the virtuoso's performance ends, it can't use its disharmonic melody again until the end of its next turn.

#### VARIANT: MAD MINSTREL

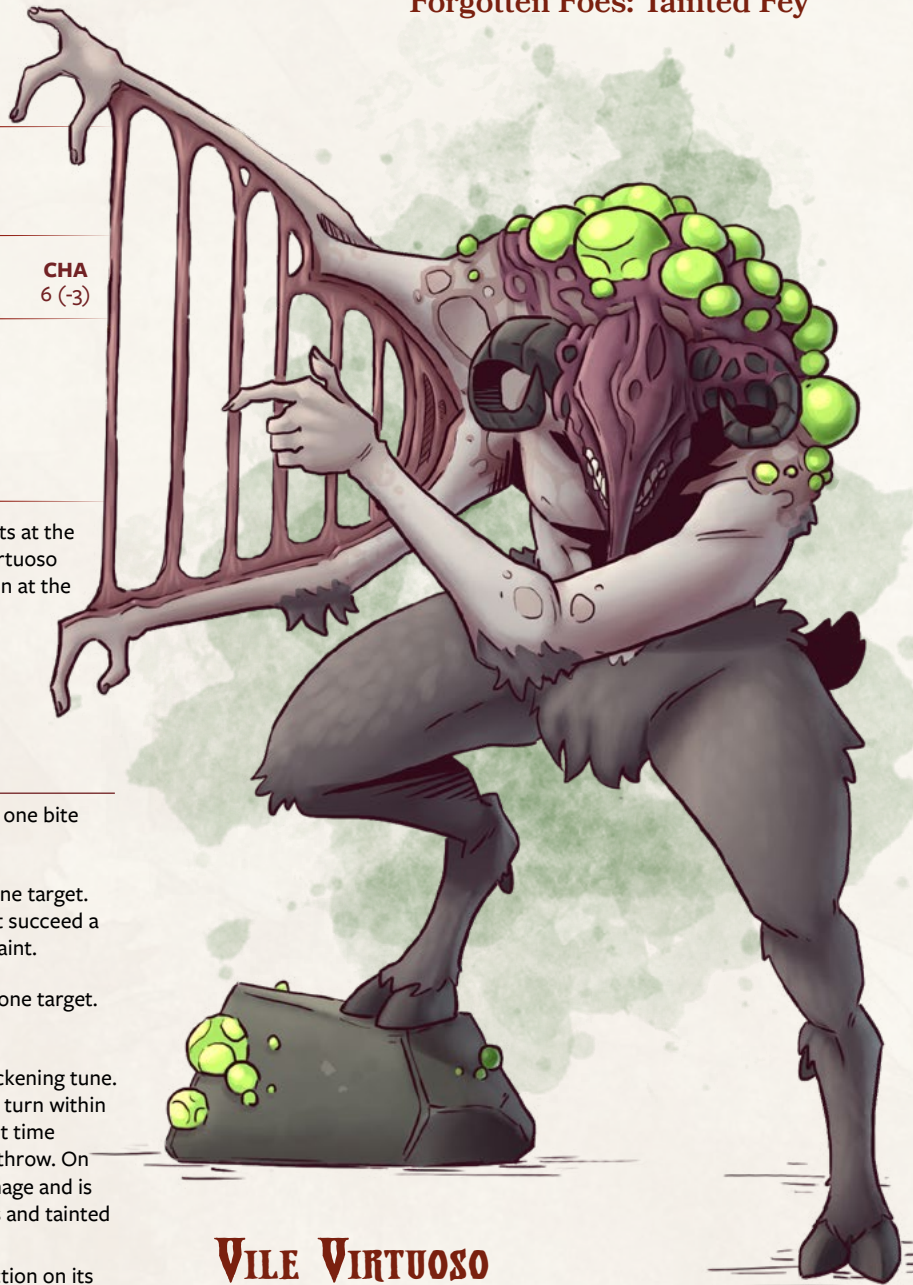
On occasion, musically inclined fey (such as Satyrs) possess bardic magic before their transformation. To reflect this possibility, such a fey transforms into a mad minstrel upon infection by the troll taint. A mad minstrel is a vile virtuoso with the following additional action:

**Spellcasting.** The mad minstrel casts one of the following spells, using its negative Charisma as the spellcasting ability (Spell save DC 13) requiring no material components:

At will: minor illusion, mockery

1/day each: blindness/deafness, dissonant whispers, hideous laughter, shatter (3rd level).

Feel free to change its available spells to other spells of similar level to customize the mad minstrel.



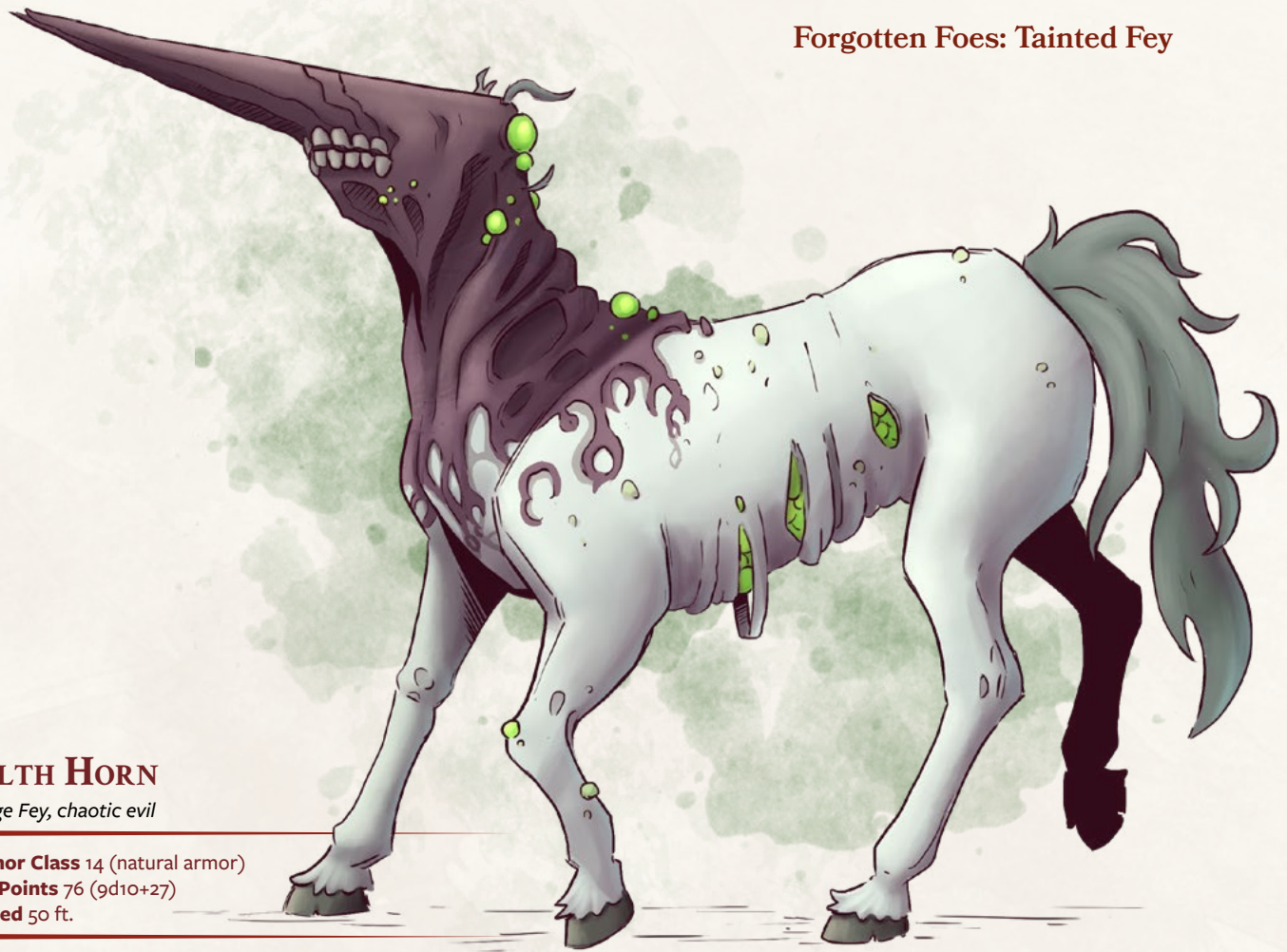
## VILE VIRTUOSO

The fey manifesting artistic expressions, born of ideas of melodious harmony, are seen as vexing creatures by most trolls. Mirthful tunes, elegant melodies, and somber dirges all cause trolls maddening agony they seek to quench, or in the cases of the vile virtuosos, besmirched.

Vile virtuosos are musical fey who fell prey to the troll taint. They are transformed into twisted musicians that glorify ear bleeding cacophony. Abandoning its once dear instruments, the fallen fey fashions new tools of disharmony best suited for their new taste. Grotesque instruments are created from unsavory material and integrated into the virtuosos being, making use of its new malleability. With these the tainted fey composes vile tunes, dissonant and insulting to the senses and soul alike.

Vile virtuosos perform their masterpieces with sadistic joy to unwilling audiences, while considering bleeding noses and violent spasms induced by their horrid music as their applause.

To trolls themselves, the corrupt tunes of the tainted fey are harmless and considered pleasant to their senses. Thus one can find gangs of trolls occasionally keep these tainted musicians within their company, either to herald their approach or as grotesque entertainment.



## FILTH HORN

Large Fey, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 76 (9d10+27)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	11 (0)	17 (+3)	6 (-3)

**Proficiency** +3

**Skills** Perception +0

**Condition Immunities** charmed, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** common, giant, sylvan

**Challenge** 6 (2,300 XP)

**Magic Resistance.** The filth horn has advantage on saving throws against spells and other magical effects.

**Regeneration.** The filth horn regains 10 hit points at the start of its turn if it has at least 1 hit point.

**Tainted Horn.** Any creature that touches the filth horn's horn or is hit by it must succeed a DC 14 Constitution saving throw or contract troll taint.

### ACTIONS

**Multiattack.** The filth horn makes two attacks: one with its hooves and one with its horn.

**Hooves.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.

**Horn.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+5) piercing damage plus 9 (2d8) poison damage.

**Defiling Touch (Recharge 5-6).** The filth horn makes one horn attack. On a hit, the attack deals an additional 27 (6d8) necrotic damage and the target contracts troll taint (DC 14). If the target is a fey or plant creature, it takes 48 additional necrotic damage instead.

**Spellcasting.** The filth horn casts one of the following spells, using its Wisdom as the spellcasting ability (Spell save DC 14) requiring no material components:

1/day: *contagion*

## FILTH HORN

Trolls delight in the corruption and defilement of the beautiful. The unicorn, a creature of grace and purity, is as such a coveted target for the trolls. Furtive and only found in serene places, the domains of trolls and unicorns seldom cross. Therefore in the rare cases in which a gang of trolls manages to capture one of the fabled unicorns, is cause for great rejoice among their vile kind.

Within the troll's sadistic clutches, a unicorn experiences a degrading martyrdom that it will not leave unscathed. Exposed to their virulent taint, the unicorn transforms into a horrid fey, known as the filth horn. A twisted antithesis to the unicorn, a filth horn is a malign creature of incarnate corruption, that leaves a blighted path wherever it passes.

Its namesake horn, a bundled growth consuming its once fair head, is a focal point of profane magic. Where the wondrous horn once gave life, the filth horn's spike inflicts blight and disease. With its maddened delight, the filth horn generously makes use of its horn to quickly turn once lush sanctuaries into fetid quagmires and wastelands to proclaim as its residence.

The filth horn will protect its newly claimed realm and tolerate no invaders, not even creatures of similar taint as itself. It will drive them out with murderous rage, leaving their broken bodies as a warning to any future trespassers.

# TROLL TREE

The splendid trees of the Far'way, slumbering or awake, are common collateral victims of the troll's spreading taint. Trees within the corrupted domains change into foul, gnarled reflections of their once magnificent forms. With fetid dripping sap oozing from their wart riddled barks they continue to add to the lands' corruption long after the troll's passing.

Some trees of exceptional beauty will catch a troll gang's attention and become a new target to sully. It is a long and drawn-out process due to the trees' great vigor and resilience, but inevitably the taint will take hold and ruin their splendor. With the taint comes a foul transformation into what is known as a troll tree.

Troll trees are no longer mere plants, nor are they fully troll. They are horrible carriers of the troll's blight, littered with warts and pus-filled boils that seep from any opening on their wretched forms. Maws manifest along the tree's sturdy trunk and drool tainted liquids, its roots split into sprawling appendages to carry its cumbersome body and foul fruits. While slow, a troll tree is capable of causing great havoc with its sheer strength alone and what is not left destroyed is ensured to be tainted by the dropping fruit that spreads its malaise. If these fruits are consumed by a beast or man they will be instantly afflicted with a terminal level of infection, starting from the inside. Death would be a kinder fate.



## TROLL TREE

*Huge Fey, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 149 (13d12+65)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	21 (+5)	3 (-5)	12 (+1)	6 (-3)

**Proficiency** +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** tremorsense 20 ft., darkvision 60 ft., passive Perception 11

**Languages** understands giant and sylvan but doesn't speak

**Challenge** 9 (5,000 XP)

**Hindering.** The troll tree's space is considered difficult terrain for medium or small creatures.

**Regeneration.** The troll tree regains 10 hit points at the start of its turn if it has at least 1 hit point.

**Tainted Fruit.** A creature that eats the troll tree's fruit must succeed a DC 17 Constitution saving throw or contract troll taint and has its charisma reduced by 2 (1d4) until it is cured from the troll taint.

### ACTIONS

**Multiattack.** The troll tree makes three slam attacks against different targets.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+5) bludgeoning damage.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10+5) piercing damage plus 14 (4d6) poison damage and the creature must succeed a DC 17 Constitution saving throw or contract troll taint.

### REACTIONS

**Falling Fruit.** When a creature deals 20 or more bludgeoning, piercing, or slashing damage against the troll tree in a single turn, the troll tree drops a fruit on a creature within 5 ft. of itself. The creature must make a DC 17 Constitution saving throw. On a failed save a creature takes 14 (4d6) poison damage and contracts troll taint. On a successful save a creature takes half as much damage and suffers no other effects.

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