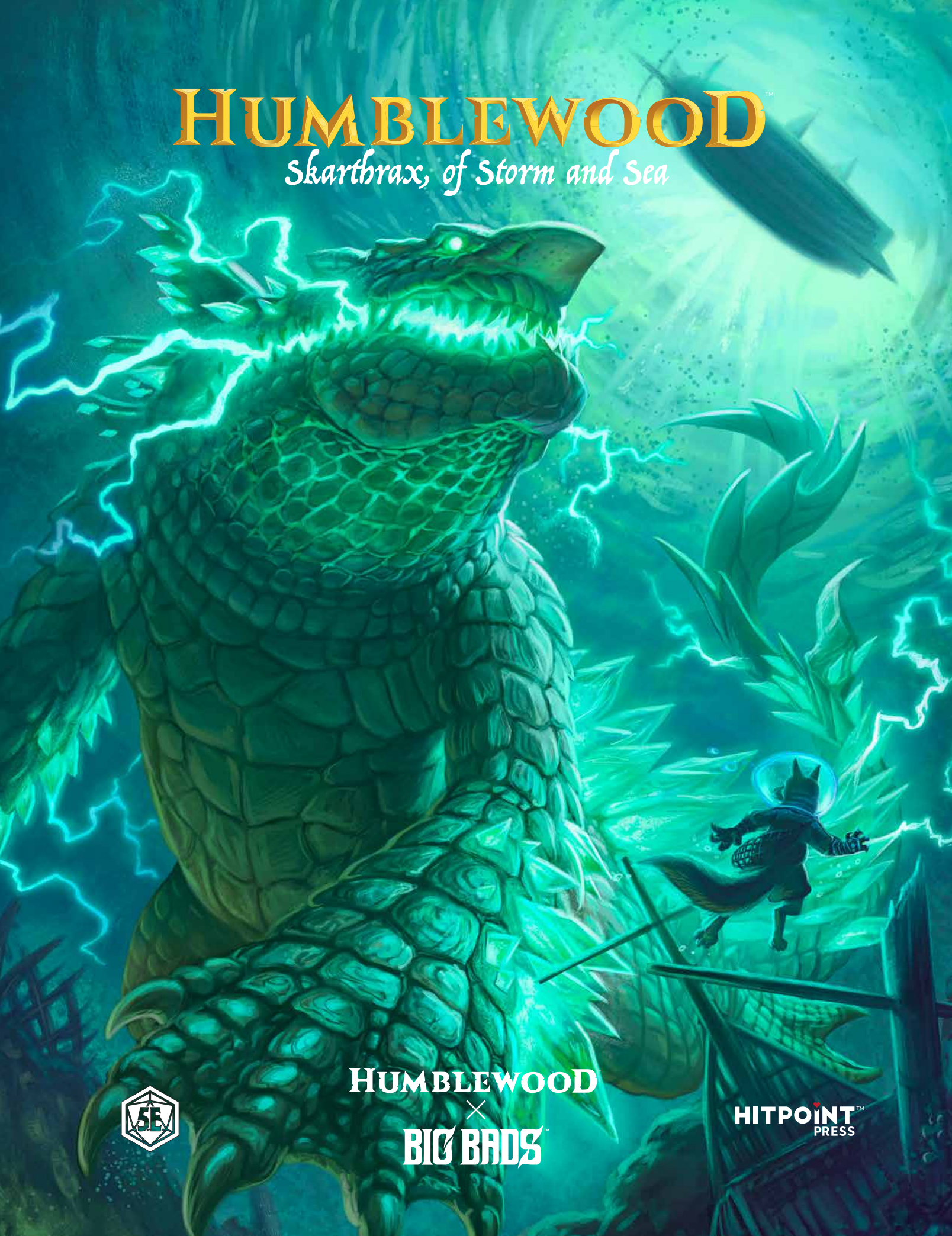


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Skarthrax, of Storm and Sea



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The Storm Rises

THE STORM RISES



Over a millennia ago, the tilian Fizzar Riza Sewa's [she/her] obsession with creating the perfect creature led her to perform questionable elemental experiments in a laboratory on the shores of the remote Quiet Island, one of hundreds scattered across the great Songsea. And in a grand sea cave beneath the island, her efforts bore fruit in the form of Subject 54. A true monster, Subject 54 blended two great aquatic predators: shark and crocodile. For days, Subject 54 was tormented by Riza's unrelenting tests as she shocked it with her magical amulet of tempests to gather data on its resiliency. Afterward, Subject 54 was left alone in the dark, in a cold metal cage, with only its hunger for company, waiting for Riza's return. This pattern continued for months, all the while Subject 54 carefully studied the Fizzar's techniques.

A Cunning Escape. When Subject 54 had grown too large for its cage, Riza was forced to transfer it to a new pen. Feigning obedience, Subject 54 waited until her guard was down before it snapped its massive maw, consuming Riza, her amulet, and her arcane focus. Riza's son, waiting safely in the laboratory above, came rushing down to discover what was left of his mother, catching a glimpse of Subject 54 escaping out to sea.

A Fickle Guardian. Long after the fall of the Fizzars, fishermen's tales began to spread of a great shadow sometimes glimpsed beneath the waters off the town of Concordia, in the Gasparian Isles, in the days before a storm. Dubbing this creature "Skarthrax", after a local minor spirit of storm and sea, the fisherfolk wisely decided that such a creature demanded sacrifice. Several vessels dumped their haul into the sea upon catching sight of Skarthrax, breathing a sigh of relief when it went for the fish instead of their ships. That year, Concordia suffered no storms stronger than a light drizzle. In subsequent years, more and more ships began dumping their first haul by custom, whether or not Skarthrax was spotted. Today, it's impossible to find a resident of Concordia that hasn't heard tell of Skarthrax, although many townsfolk discount these tales as seafolk superstition.

A Classic Tale of Greed. Eventually, hard times fell upon Concordia. Crews brought back smaller and smaller harvests each year, and fisherfolk complained of new shadows in the water, tearing at their nets. By contrast, the Sewa family

had grown and prospered over the generations, thanks to two secrets: magic heirlooms handed down from Riza's laboratory, and a fleet of fishing vessels purchased with the sales thereof. As the economy faltered, Garus Sewa [he/him], Mayor of Concordia and current patriarch of the family, was faced with two options: scale back his spending, or find ways to increase revenue. Believing frugality was for peasants, Garus ordered his fleet to improve profits by keeping the first haul of the season, rather than heed fisherfolk superstition.

A Truth Beneath The Waves. In truth, Skarthrax was more than mere myth and had spent centuries growing in its territory around Quiet Island. Each year the creature grew, so too did its appetite, and its command of the storm amulet in its belly. As the fisherfolk made their offerings, Skarthrax began to associate the ships with its first great meal of spring, to satiate itself after a long winter hibernation before ranging out to sea. In recent years, Skarthrax has succeeded in recreating Riza's experiments, spawning new creations in its image through the arcane items it ingested. When Garus's greed halted the offerings for Skarthrax and its progeny, Skarthrax became enraged. In its anger, a great storm grew above the waves, and Skarthrax followed the boats home. There the monster discovered a town of beings like its creator, who lashed out with swords and arrows - and even a magic spell or two, not unlike those used on Skarthrax in its youth. Skarthrax consumed its attackers before slinking back to Quiet Island to rest... and consider.

The Aftermath. Initially, Garus Sewa tried to downplay the attack as a freak occurrence. And as the rebuilding began and several days passed, it seemed that's all it was. But the remaining fishing vessels were relaunched, only to be followed home again by Skarthrax - even after dumping their catch to distract it. Skarthrax destroyed much of the restoration efforts and consumed a half dozen more people before departing once more. Now, with his docks abandoned, his crews too afraid to return to the water, and Skarthrax ranging further and further into the town with every attack, Garus is finally forced to confront the problem his ancestor created... by hiring someone else to do it.



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SKARTHAX'S TACTICS

On land, Skarthrax attacks minor annoyances with a swift strike from its tail in the general direction of the source, but Skarthrax rarely even looks at the damage caused by such a move - it is merely swatting away an insect. However, if Skarthrax takes enough damage, it will think better of this particular exploit and return to the water, swimming back to its sea cave home to rest. Skarthrax has trouble distinguishing individual creatures, but any being or beings that sufficiently anger it will become marked in its mind, and deliberately targeted next time they're spotted.

A Misleading Bounty. Along the road, the party encounters refugees escaping the town of Concordia on foot, many of which are injured, who give conflicting descriptions of a big shark that attacked the town. Word of mouth is that Garus Sewa is offering a bounty worth hundreds of gold pieces, and has magical *gauntlets of kaiju slaying* that would allow someone to actually fight the monster.





- 1 A panicked crowd of gallus runs toward the party in a flurry of feathers, potentially slowing their progress.
- 2 Skarthrax's tail swipes into a building, spraying debris behind him. All creatures within 30 feet of Skarthrax's tail must succeed on a DC15 Dexterity saving throw or take 2d10 bludgeoning damage.
- 3 A slow-moving injured raptor is in Skarthrax's direct path.
- 4 A small crew of monster hunters (three **veterans**) tries to slow down the party so they don't interfere with their hunt.
- 5 The path of destruction creates a climbable pile of rubble, providing characters a way to get onto Skarthrax's back as it moves by. The 20 foot pile is difficult terrain, and leaping onto Skarthrax requires a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check.
- 6 Skarthrax knocks over a tower which blocks the current path. Players will need to find a way around.
- 7 A construction crane is close enough to be used to attack Skarthrax. A creature within 5 feet of the crane's controls can make a DC 20 Strength Check to swing the crane's load of lumber at Skarthrax. On a success, Skarthrax takes 5d10 bludgeoning damage and destroys all the lumber on the crane. On a failure, the party will have to lure Skarthrax back towards the crane before attempting it again.
- 8 A nearby belltower can be used to warn citizens or redirect Skarthrax's attention.
- 9 Wounded folk litter the street, some of which need immediate medical attention.
- 10 Skarthrax uses his tempest gaze on a chiming clock tower, exploding it.

QUIET ISLAND, SKARTHTRAX'S LAIR

Quiet Island is around 10 miles north of Concordia and Breehaw Island, and is home to the ruins of a small one-room Fizzar laboratory that was once used by Riza Sewa. Garus Sewa, the mayor of Concordia, is aware of the location but unlikely to share the information unless left with no other choice. The laboratory is filled with rotted books and moldy tomes that tell of Riza's research into creating unique life forms. The gauntlets of kaiju slaying can be found here (if they weren't promised or given by Garus), with a note about how they were meant to be used to handle Subject 54 as it got bigger. Hidden behind a bookshelf is a stairwell down to Skarthrax's sea cave. Accessible from a nearby beach at low tide, this massive chamber is around 200 feet wide, tapering down to a forty foot cave opening. The ceiling is around 30 feet high, preventing Skarthrax from standing up. Skarthrax can be found slumbering here after a rampage on Concordia. The sea cave is littered with half-eaten corpses regurgitated by Skarthrax for its spawn, Skarthrax's smashed cage, debris from the town, and even a few living but heavily wounded folk.

LAIR ACTIONS

Quiet Island has been Skarthrax's lair for a century, and it has unknowingly seeped its storm magic into the very stones, here. On initiative count 20 (losing initiative ties), Skarthrax can take a lair action to cause one of the following effects:

- The island is crawling with the freshly spawned scions of Skarthrax. With a roar, Skarthrax can summon three **spawn of Skarthrax**. These Spawn will enter the sea cave from the water. Skarthrax can't take this Lair Action two rounds in a row.
- The waves themselves respond to Skarthrax's command, and an unnatural storm surge causes the cave to flood leaving only a 30 foot by 30 foot area of dry land for the party to stand on. The water recedes back to normal at the end of Skarthrax's next turn.
- The cave rumbles, and stalactites fall randomly to the ground around the party, requiring a DC15 Dexterity Saving Throw to dodge, and dealing 2d10 damage if failed. After falling, these can be climbed to avoid the water from storm surges.



Magic Items

MAG 76 75 64

GAUNTLETS OF KAIJU SLAYING

Wondrous Item, rare (requires attunement)

While attuned to this item, you gain a bonus to attack and damage rolls based on the size of the creature you are attacking

Creature's Size	Bonus
Large	+1
Huge	+2
Gargantuan	+3



Gauntlets of Kaiju Slaying

AMULET OF TEMPESTS

Wondrous Item, rare (requires attunement)

While attuned to this amulet, you have resistance to lightning damage. Additionally, you may cast *shocking grasp* (+5 to hit with ranged spell attack) at will.

Additionally, you may use an action to cast *lightning bolt* (save DC 15) originating from the amulet. Once used, you can't use this property again until the next dawn.



Amulet of Tempests



SPAWN OF SKARTHRAX

LARGE MONSTROSITY, NEUTRAL EVIL

Armor Class 14 (Natural Armor)
Hit Points 19 (3d10 + 3)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Str +5

Skills Stealth +3

Damage Resistances fire

Damage Immunities lightning

Senses darkvision 120 ft., passive Perception 10

Languages –

Challenge 1/2 (100 XP)

Amphibious. Spawn of Skarthrax can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 7 (1d10 + 3) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the spawn can't bite another target.

Static Maw. The spawn's mouth crackles with power. If Spawn of Skarthrax is grappled with a target, they make a DC 13 Constitution Saving Throw or take 9 (2d8) Lightning Damage. That damage is doubled if the target is in water.

SKARTHRAX

GARGANTUAN MONSTROSITY, NEUTRAL EVIL

Armor Class 18 (Natural Armor)
Hit Points 310 (20d20 + 100)
Speed 20 ft., 40 ft. swimming speed.

STR	DEX	CON	INT	WIS	CHA
24 (+6)	10 (+0)	20 (+5)	10 (-1)	10 (+0)	8 (-1)

Saving Throws Con +6, Int +6, Wis +4

Saving Throws Str +11, Con +10, Int +5, Wis +5

Damage Resistances fire

Damage Immunities lightning

Senses darkvision 120 ft., passive Perception 10

Languages Common (Understands but can not speak)

Challenge 16 (15,000 XP)

Amphibious. Skarthrax can breathe air and water.

Siege Monster. Skarthrax deals double damage to objects and structures.

ACTIONS

Multiattack. Skarthrax makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 23 (3d12 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 9 (2d8 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target.
Hit: 23 (3d12 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away from Skarthrax and knocked prone.

Windhale. A raging whirlwind draws everything within a 60-foot cone toward Skarthrax. All creatures within this cone must make a DC 18 Strength saving throw or be pulled 30 feet closer to Skarthrax and knocked prone. Recharge 5-6.

Storm Soul. Skarthrax begins accumulating power, and its dorsal fin crackles with electricity. Next turn, Skarthrax must use the Tempest Gaze action.

Tempest Gaze. If Skarthrax used Storm Soul last turn, Skarthrax's power surges toward its eyes. A stroke of lightning forming a line 100 feet long and 10 feet wide blasts out from Skarthrax's eyes. Each creature in the line must make a DC18 Dexterity saving throw. A creature takes 56 (16d6) lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried. Until the end of Skarthrax's next turn, he gains a -3 penalty to AC.

LEGENDARY ACTIONS

Skarthrax can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Skarthrax regains all spent legendary actions at the start of its turn.

Tail Swipe. Skarthrax makes a Tail attack.

Move. Skarthrax moves half its movement speed.

Static Discharge. All creatures within 10 feet of Skarthrax make a DC18 constitution saving throw or take 1d8 lightning damage. That damage is doubled if the target is in water.

