



Artwork by Kaion Luong

## OLD STINKEYE

*Huge monstrosity, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 126 (11d12 + 55)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	21 (+5)	3 (-4)	16 (+3)	8 (-1)

**Proficiency** +4

**Saving Throws** Str +8, Con +8, Wis +6

**Skills** Perception +6

**Damage Resistances** necrotic, poison

**Condition Immunities** frightened

**Senses** darkvision 60 ft., passive Perception 16

**Challenge** 10 (5,900 XP)

**Keen Smell.** Old Stinkeye has advantage on Wisdom (Perception) checks that rely on smell.

**Legendary Resistance (2/Day).** If Old Stinkeye fails a saving throw, it can choose to succeed instead.

**Putrid Stench.** Any creature other than a catoblepas that starts its turn within 10 ft. of Old Stinkeye must succeed on a DC 17 Constitution saving throw or be poisoned until the start of its next turn. A creature poisoned this way is unable to consume anything, such as potions or food. On a successful save the creature has advantage on saving throws against Old Stinkeye's stench for 24 hours.

**Swamp Dweller.** Old Stinkeye suffers no movement penalties from moving through marshy terrain.

### ACTIONS

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 26 (6d6 + 5) bludgeoning damage. The target must succeed on a DC 17 Constitution saving throw, or is stunned until the start of the Old Stinkeye's next turn.

**Trample.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

**Stinkeye.** *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 18 (4d8) poison damage and the target must succeed a DC 17 Constitution saving throw or be poisoned until the end of Stinkeye's next turn.

**Death Ray (Recharge 5-6).** Old Stinkeye targets a creature that it can see within 30 feet of it. The target must make a DC 17 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 80 necrotic damage. The target dies if reduced to 0 hit points by this ray.

A creature slain by Old Stinkeye's Death Ray raises as a zombie after 24 hours (if the creature was a humanoid of challenge 5 or higher, or a character of 7th level or higher, it raises as a wight instead).

### LEGENDARY ACTIONS

Old Stinkeye can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Old Stinkeye regains spent legendary actions at the start of its turn.

**Move.** Old Stinkeye moves up to half of its movement speed without provoking opportunity attacks.

**Trample.** Old Stinkeye makes a trample attack.

**Stinkeye (2 Actions).** Old Stinkeye uses Stinkeye.

# OLD STINKEYE

Writing and Design by DM Tuz, Editing by Nickala

Across rural Evermoor Way, the taverns are abuzz with chilling tales of this nasty beast, dubbed Old Stinkeye. According to locals, Old Stinkeye is a catoblepas of enormous size with an ill temper to match.

The reports and tales of Old Stinkeye vary greatly. Some say the creature preys upon those who traverse the moors, others say he merely defends his vast territory, yet others claim this creature commands the undead. For ambitious monster hunters it is a daunting task to sort fact from fiction concerning Old Stinkeye, but one thing is certain: Old Stinkeye is a creature of great power who poses a threat to merchants and travelers that wish to cross the Evermoor Way.

**Local Legend.** Due to the fatal nature of most encounters with Old Stinkeye, very few live to tell the tale. The handful who do survive were only able to get a passing glimpse of the beast before they had to run for their lives. Though it is practically impossible to find a local who has not heard of Old Stinkeye, outsiders will find the same storyteller giving very different impressions of his nature.

**A Legendary Prey.** Because of Old Stinkeye's infamy, slaying him would elevate the status of any adventurer or monster hunter who could accomplish such a feat to a local hero. Even the cities surrounding the swamp roads would recognize the heroes who slayed the local legend, Old Stinkeye. Aside from the fame that a successful hunt would bring, Old Stinkeye's moor is littered with the goods of previous victims, most of which were merchants.

**Discerning Fact from Fiction.** One of the first challenges a hunter has to take on when pursuing Old Stinkeye is to untangle the web of tall tales and misinformation surrounding the beast. A solid investigation is needed to even locate Old Stinkeye's territory, let alone find out what hazards the beast himself truly presents. Any ill prepared adventurer is fated to become one of Old Stinkeye's many victims.

## INFORMATION GATHERING

Before heading out to hunt Old Stinkeye, players might want to gather some information on this local legend. You can let them roll Intelligence (History), Intelligence (Investigation), Charisma (Persuasion), or other suitable skill checks to learn more about Old Stinkeye.

**DC 10.** Old Stinkeye is a renowned catoblepas that is much more sinister and cruel in nature than his kin. He goes out of his way to bring death to those that wander the moors and is known to feast on the flesh of humanoids.

**DC 13 (Nature).** The group learns about the typical traits of a catoblepas, such as their stench and their deadly gaze.

**DC 15.** Reports from survivors seem to be consistent concerning Old Stinkeye's usual stomping grounds. The creature's den lies near a lonely hangman's tree that has been used by the old moor tribes for ritualistic killings and sacrifices. [The players learn the location of Old Stinkeye's den.]

**DC 20.** The Will-o'-Wisps of the swamp have taken note of Old Stinkeye's ill temper, luring many travelers right into the path of the beast to feast on the resulting misery. You can expect to find many Will-o'-Wisps flocked near Old Stinkeye like crows around a marching army.


**DC 20 (Arcana).** Due to his unique properties and powerful necrotic powers, the eyes of Old Stinkeye might be repurposed for those that are willing to wield their power. [The players learn that they can repurpose Old Stinkeye's eyes to craft magic items.]

**DC 25.** Old Stinkeye's gaze is not only deadly, but also filled with malignant necrotic energy. Some poor souls that have been slain by his gaze still haunt the territory as undead. The presence of undead might be a reliable indicator that you are near the creature's home.

## AFFILIATED CREATURES

As mentioned before, many undead creatures will be encountered when nearing Old Stinkeye's den. Consider using lesser undead, such as zombies rising from the moor or specters who linger where they fell as encounters for the party who hunts Old Stinkeye. Alternatively, you can use common swamp denizens as foes, such as bullywugs and lizardfolk that revere Old Stinkeye as their deity. Hags are also commonly known to be affiliated with catoblepas. Perhaps a green hag has taken interest in Old Stinkeye as a potential pet or ally, sabotaging any adventurers who seek Old Stinkeye's death.

Above all else, Will-o'-Wisps show a keen affinity for Old Stinkeye. They have formed a symbiotic bond with one another, with Will-o'-Wisps luring people into Old Stinkeye's territory for him to kill and eat, and Old Stinkeye providing the terror and anguish of his victims to the wisps. As such, Old Stinkeye is typically accompanied by at least one Will-o'-Wisp. With the wisps present the encounter with Old Stinkeye will be very dangerous. Not only can Old Stinkeye outright kill characters with Death Ray, but the Will-o'-Wisp's ability to kill any character reduced to 0 hit points make even lesser attacks that much more perilous.



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## LAIR: THE HANGMAN TREE

The Hangman's Tree is an ancient tree that has served as the center of many dark rituals. The evil of this place still lingers, its corruption influencing Old Stinkeye's unusually malicious behavior.

### LAIR ACTIONS

When fighting in his den, the Hangman's Tree, Old Stinkeye can take lair actions. On initiative count 20 (losing initiative ties), Old Stinkeye takes a lair action to cause one of the following effects:

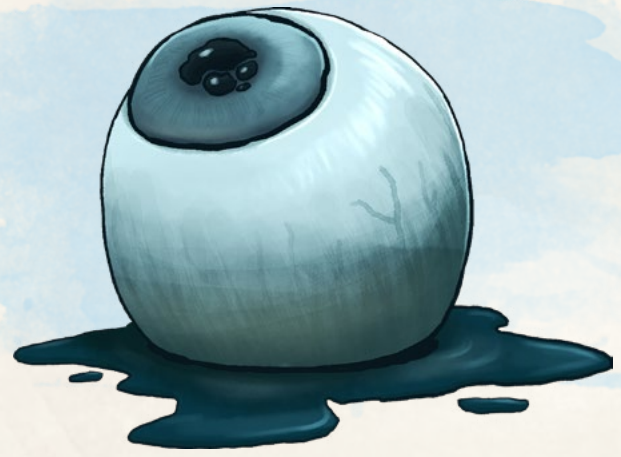
- Old Stinkeye summons 2 spectres from the local spirits that are haunting the Hangman's Tree. The specters appear in unoccupied spaces within 20 ft. of the tree. Old Stinkeye can't use this lair action again until he has used a different one.
- Old Stinkeye's rage calls the restless spirit of the Hangman's Tree to curse up to three creatures within 60 feet of Old Stinkeye. A creature targeted by this effect must make a DC 14 Charisma saving throw. On a failed save the creature is afflicted by the Bane spell for one minute. Old Stinkeye does not have to concentrate on this spell. A creature can repeat the saving throw against this effect at the end of each of its turns. On a successful saving throw the effect ends.
- Old Stinkeye conjures the fog of the moor to create a 20-foot-radius sphere of fog centered on himself. The sphere spreads around corners, and the area is heavily obscured. It lasts for one hour or until Old Stinkeye uses this lair action again.

### REGIONAL EFFECT

The swamp surrounding the Hangman's Tree has been corrupted by its presence, which creates one or more of the following effects:

- A foul odor lingers within 2 miles of the Hangman's Tree and grows stronger as you approach the center. The smell will linger on any creature that spends more than an hour in its radius for several days.
- Food spoils and bodies rot at an increased rate within 5 miles of the Hangman's Tree, making rations spoil within a day in that area.
- Corpses reanimate as zombies within 12 hours of death in a 1 mile radius around the Hangman's Tree.
- Living creatures suffer horrific visions of the rituals performed under the Hangman's Tree while sleeping anywhere within 5 miles of the Hangman's Tree. A creature suffering from these visions must make a DC 10 Wisdom saving throw. On a failed save the creature wakes up with a level of exhaustion.
- A foul odor is lingering within 2 miles around the Hangman Tree and grows stronger as you approach it. The smell will linger on any creature for days that spend more than an hour in its radius.

If Old Stinkeye is slain, the final effect will cease within 3d10 days of his death. The first three effects will only stop if the Hangman's Tree was burned down and the area around was cleansed by the *Hallow* spell.



**Stinkeye**  
Artwork by DM Tuz

### TREASURE

While Old Stinkeye has no use for riches, the Hangman's Tree itself harbors many precious items. Unholy implements that were used to conduct blasphemous rituals, sacrificial offerings to the dark gods that were worshiped there, and other magic items can be found at the base of the Hangman's Tree, left for anyone who bests Old Stinkeye to take. Several uncommon magic items can be found at the Hangman's Tree. Due to the cursed location where these items are found, consider placing cursed items among the loot.

Additionally, once the adventurers are able to slay Old Stinkeye and are knowledgeable enough to repurpose the eyes of Old Stinkeye, you can award them with 2 Stinkeyes and give your players the opportunity to forge the eyes into the Ring of Death's Gaze.

### Stinkeye

*Wonderous Item, Rare (consumable)*

You can use an action to target a creature that you can see within 30 feet of you with the eye. The target must make a DC 16 Constitution saving throw, taking 8d8 necrotic damage on a failed save, or half as much on a successful one. Once you use the eye, it loses its magic and can't be used again.

If the target is reduced to 0 hit points as a result of damage dealt by this item, the target dies.

### Ring of Death's Gaze

*Rare Ring (Requires attunement)*

This ring has a total of 4 charges. While attuned, you can use an action to expend a charge to shoot a death ray with this ring at a creature you can see within 30 feet of yourself. The creature must make a DC 15 Constitution saving throw, taking 2d8 necrotic damage on a failed save, or half as much on a successful one. You can expend additional charges to increase the damage by 2d8 necrotic damage for each charge spent.

If a creature fails the saving throw against the death ray by 5 or more, the creature suffers damage as if the damage dice rolled the highest possible result.

Alternatively, if you take necrotic damage, you can use a reaction to expend a charge of the ring and reduce the necrotic damage by half (after applying resistances and immunities).

At the dawn of each day the ring gains 1d3+1 charges.