



Dispatch SR-005

EFFLUENTIA & BLACK TIDES

The mist along the coast is beginning to lift, revealing a path that grows steadier with each passing day.

The development of Book 3: Bad Moon has shifted smoothly from initial planning into active, structured layout. The architecture of the plot is secure, the narrative lines are clearing, and the boundaries of our world are expanding with a quiet, steady momentum.

Our community is growing larger with every deployment. We are widening our circle, sharing the warmth of the hearth, and looking forward to the landscape ahead.

Supplies for the Journey

Before we explore the archives, ensure your inventory is well-stocked. Gather your provisions and expand your library here.

[DARK FANTASY](#)

FROTHBEAST (AMALGAMATION)
Large monstrosity (eldritch), Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 52 (7d10 + 21)
Speed 30 ft., burrow 20 ft., climb 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	4 (-3)

Saving Throws Str +5, Con +5
Skills Perception +3, Stealth +3
Damage Vulnerabilities fire
Damage Immunities acid, poison
Condition Immunities blinded, prone
Senses blindsight 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Corrosive Alkaline Ichor. When a creature hits the frothbeast with a melee attack while within 5 feet of it, the attacker takes 4 (1d8) acid damage from spraying black fluids. Nonmagical metal weapons that hit the frothbeast take a permanent, cumulative -1 penalty to damage rolls. If the weapon's penalty reaches -5, it is destroyed.

Amphibious. The Frothbeast (Amalgamation) can breathe air and water.

ACTIONS

Multiattack. The frothbeast makes two attacks: one with its bite and one with its slam.

Bone-Crushing Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 4 (1d8) acid damage. If the target is wearing nonmagical metal armor, the suit takes a permanent, cumulative -1 penalty to the AC it offers. Armor reduced to an AC bonus of 10 is destroyed.

Slam. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and takes 4 (1d8) acid damage at the start of each of its turns from viscous, bubbling secretions.

Cellular Infiltration (Recharge 6). The frothbeast targets one grappled or incapacitated humanoid within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or become infected with Akzha'thyul Corruption. While infected, the target's hit point maximum decreases by 5 (1d10) every 24 hours. If the host's hit point maximum drops to 0, they dissolve completely into a putrid puddle of slime. The infection can only be cured by magic that removes diseases or by exposing the host to intense, searing heat.

THE BESTIARY: EFFLUENTIA AKZHA'THYUL

- Classification: Cellular Eldritch Amalgamation
- Risk: Highest
- Common Designation: Frothbeast

The Mountain Pass Ambush

Readers who completed the ascent in The Trials of Yara Whitlock will recall the stark, visceral horror during the trek through the mountains to Lotro. After a grotesque chasm clash where the anomaly battled a monstrous Glowblight mutant, it tore directly through our ranks. That single, terrifying encounter cost us Spivey Grey and left the black, invasive infection festering deep inside Yara's own veins. That lingering trauma is your baseline window into how quickly the rot can take hold.

Fissure Origins

Boiling out from underwater volcanic rifts, these faceless horrors function as the physical filth of an earth-restrained deity. They possess no consciousness or mercy, manifesting across a terrifying biological spectrum. They range from invisible, single-cell invaders corrupting a host's bloodstream (suffered by Endra and David Gabriel) to massive, eel-like cellular amalgamations.

Anatomical Breakdown

- **The Hide:** A slick black and grey mottled skin, coated in a bubbling, foul-smelling secretion.
- **The Maw:** A lamprey-like orifice containing multiple concentric circles of bone-crushing, needle-sharp teeth.
- **The Ichor:** Midnight-black blood filled with a high-alkali, highly corrosive substance that dissolves rock and pits metal on contact.

Systemic Vulnerabilities

- **Intense Heat:** Fire is the only reliable countermeasure. Intense heat shatters their physical cohesion, causing the hide to ignite with a prolonged, high-pitched hiss.
- **Mass Dissolution:** Upon termination, their structure rapidly decomposes within minutes, melting away like salted slugs into a putrid puddle of slime and leaving zero physical evidence behind.

[Download](#)

THE ARCHIVE: HAUNTING BEAUTY AND THE INK

The landscapes of The Scarred Realm are never built from sterile spreadsheets. They are rooted in a specific creative inheritance. Long before the first lines of The Trials of Yara Whitlock were set down, my folks introduced me to the "haunting beauty" of isolated, unforgiving spaces. We spent much of my young life in the deep forests of the Pacific Northwest.



They passed down a profound appreciation for the evocative, melancholic landscapes of the deep forest—worlds where the setting itself functions as an active, sometimes dangerous character.

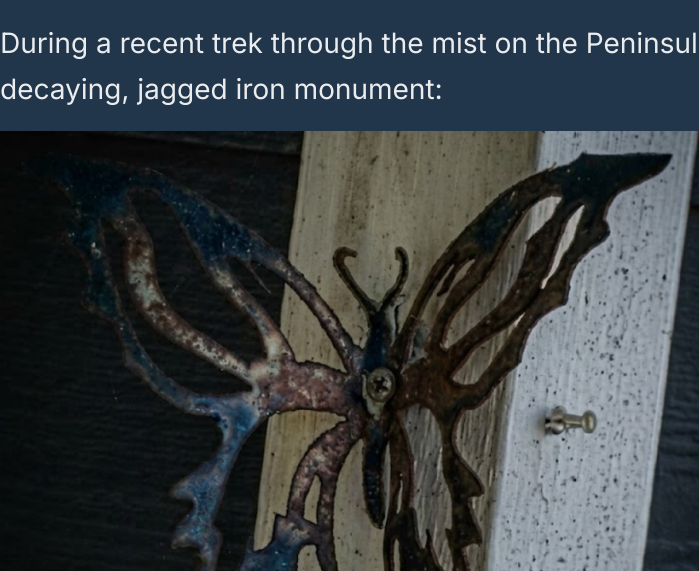
When you track Yara through the lonely cold of the North Olympic Peninsula or into the winding canyons of Book 3, you are experiencing that exact lineage.

THE GLASS FORGE

Birth of the Death Butterflies

The monsters that hunt Yara through the dark are never spawned from a blank digital page. They are pulled directly from the physical decay of our own landscape.

During a recent trek through the mist on the Peninsula, I captured this image of a decaying, jagged iron monument:



Look closely at those fractured metal edges and the flaking layers of corrosion. This exact pile of cut, shaped, and discarded, salt-scoured iron is what triggered the nightmare logic behind the "death butterflies" that hunted Yara in The Trials of Yara Whitlock.

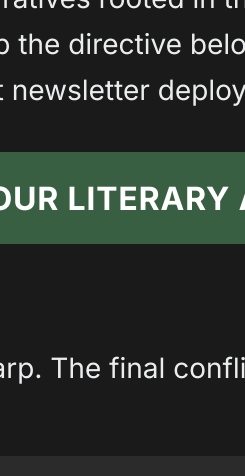
This monument stands somewhere exposed on the North Olympic Peninsula, lurking in the lonely cold. If you ever navigate those coastal backroads and spot it lurking in the gray fog, send me a photo—you'll have the energy...

YOUR NEXT MISSION

If your library requires more narratives rooted in this atmospheric gravity, the transport line remains open. Tap the directive below to stock your device with fresh provisions before the next newsletter deployment:

[REINFORCE YOUR LITERARY ARMORY NOW](#)

Keep focus sharp. The final conflict approaches.



[The Library](#) [The Map](#) [YaraWhitlock.com](#) [The Archives](#)

JG Backus

The Scarred Realm



You received this email because you signed up on our website or made a purchase from us.

[Unsubscribe](#)

SENT BY [mailer lite](#)